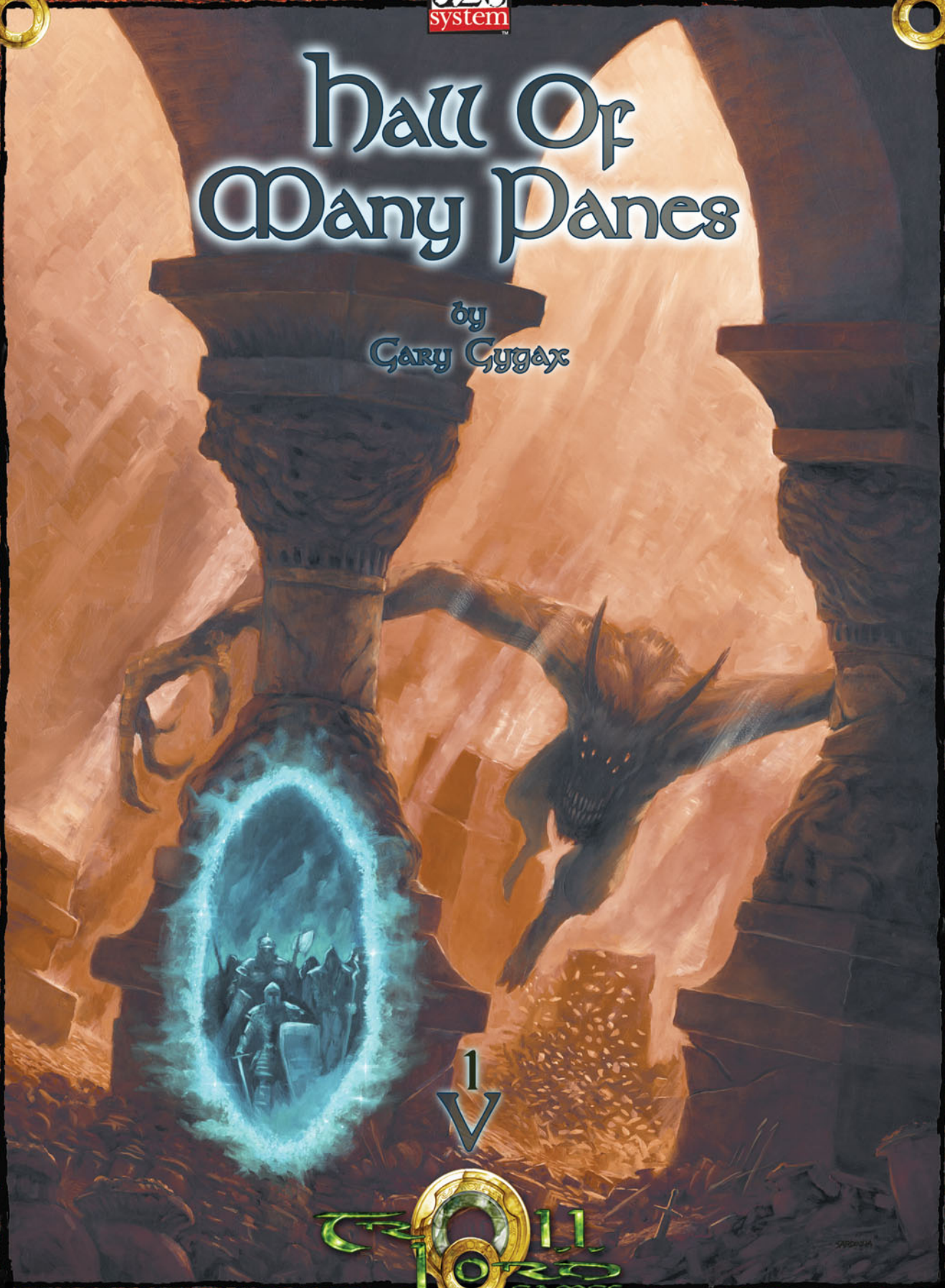
Lejendary Adventure™

d20 system

Hall Of Many Panes

by
Gary Gygax



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Troll Lord Games

THE HALL OF MANY PANES

AN ADVENTURE OF SIGNIFICANT PLAYING LENGTH

BOOK ONE

FOR SIX OR MORE EXPERIENCED PLAYERS
IN A WELL-BALANCED ADVENTURING TEAM

(For six D20 player characters of levels 8+)

BY

Gary Gygax

WITH

Jon Creffield

Designed for use with the D20 or
Lejendary Adventure Role-Playing Game systems.

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Cartography: Jason Walton
Layout & Design: DARLENE

Published by:



Post Office Box 251171 • Little Rock, AR 72225
www.trolllord.com

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First Printing February, 2005. *Printed in the United States of America.* **ISBN 1-931275-33-5.**

DEDICATED

To The Troll Lord, for without him, none of this would have been possible...

Very Special Thanks Must Be Given To

CRAIG PETERS

for his steadfast and thorough work in reviewing and commenting upon the D20 material herein. His suggestions have been invaluable and his sharp eyes have corrected many errors that might otherwise have marred the reader's enjoyment of this module. Craig worked extremely hard and we have no hesitation in recommending his services to any D20 publisher desirous of an error free and rules compliant publication.

Likewise We Extend Our Thanks To

JOHN R. TROY

for proofreading the manuscript and clarifying many LA terms that might otherwise have baffled D20 Game Masters.
As with Craig Peters, John's knowledge of the D20 system has been invaluable to the successful completion of this project.

The Repute for an Avatar will give the reader a fair idea of how long the character was played before becoming involved in this saga. All participants listed in alphabetical order.

BRAD BURKLOW: Tayvin MacDonough was born on a small island off the coast of Hynall to a poor farming family. Tayvin's future seemed quite simple, until a passing Elementalist named Honrek the White journeyed through his village. Noticing Tayvin's slender build and curiosity for study, something that none of the other farmer's sons seemed to have, Honrek decided to take Tayvin with him to Barbacus' School of Elemental Education, a reputable college for aspiring Elementalists. Tayvin fit right in when it came to studies and lectures; but, in order to graduate, the headmaster (the ancient Barbacus himself) told him that he must first complete a journey of exploration, into an unknown place, joining strange companions and complete a noble quest. Tayvin, being young and more than a bit naive in regards the real world, accepted these terms brashly and was sent forth into a strange dimension. Now he is lost in a world that is full of danger and magic far beyond his wildest comprehension, battling the odds in a constant struggle for survival he only dreams of returning successful to Master Barbacus, proving that he has what it takes to be a true Geourge...

JEFF BURKLOW: Otto von Grunwald a huntsman of some renown for his skill with weapons and sharp wit. Otto has wandered far from the deep wood that was his home. Having left the forest as yeoman to his noble liege's son, Rothgar, during Rothgar's adventures in countryside and the City of Ludnum, Otto has realized there is more to life than the chasing of game and wandering dim forest trails. The game he now seeks is wisdom and enlightenment in the course of finding and freeing the hero bard deity MacGregtim. Years of experience shine out from behind his dark eyes which are set in his well-tanned face framed by shoulder-length black hair. Compassionate, thoughtful, and fiercely loyal to his companions, Otto wields his magical staff swiftly and crossbow with deadly accuracy if the situation calls for weapon play. Repute on commencement of play in this module: 5.

ERIC CLAPSADDLE: Vendar, a stout soldier who grew up in the hamlet of Burrflint, which is little more than a wide spot near the intersection of two major roads. He worked in his parents' tavern serving customer and stabling horses. He yearned for adventure and travel and would listen to all of the stories, no matter how outrageous, that the travelers told when they were enjoying a mug of his father's fine ale. When he was 15 years old he ran away from his parents and enlisted in a free company of mercenaries. Finding that much routine duty and little excitement was to be had in a mercenary band, Vendar left to find more exciting employment as a soldier of fortune, came across a strange fellow who offered him the adventure of a lifetime, and in accepting the challenge found himself in a closed mini-cosmos with a party of would-be heroes seeking to find and free a captive demi-god.

ALEX GYGAX: Xagnar, a roguish hero indeed, who with others gained the highest of all renown in the Banir Wastes and atop the mysterious Maledicted Plateau therein, also went from the Town of Arajeray at the behest of the Adepts there to serve as a hero in the band that is aiding the Lady Rowina in discovering where the hero-bard, now a member of the Tuatha da Danaan, might be imprisoned. Having dealt with demons, devils, and drakes, he believes this new mission is suited to his vast capacity for overcoming foes. Repute on commencement of play in this module: 10.

LUKE GYGAX: Sir Hrolfgar von Grosschweinkopfstein, a tall and powerfully built young knight from the lands of the Teonoric Knights in Varan, hero of the many actions in the area of the Village of Taen, and other places in the Waldgraf Siegfried's lands, is in the forefront of the party. Hrolfgar disdains missile weapons and will only engage his foes in hand-to-hand combat. For these contests he prefers a large falchion or his two-handed sword. Hrolfgar has earned much renown by defeating a savage cephalahorn giant, countless bestials and like subterranean monsters, and the dreaded bandits that infested the waldgraf's lands. Sir Hrolfgar is the third son of a minor noble and was forced to seek his own fortune in life. After cleansing the caves near Taen of the evil beasts that lurked there; Hrolfgar is financially well off. But he is driven to find the answer to the mystery of the magical artifacts found in the caves. To that end he is currently assisting the Lady Rowina to rescue the bard made a demigod, MacGregtim. Repute on commencement of play in this module: 7.

BILL JOHNSON: Orkrist was a member of the Kilkarak Castle Guard where he spent many seasons as a regular soldier. Being a good trooper, he was asked to join the marshal's private bodyguard, and thereafter Orcrist spent many more seasons under the scrutinizing eye of that royal officer. One day thereafter when returning from leave a when he visited his aged parents, Orkrist was accused of murder. The Dwarf and his family knew that he was innocent of such a horrid accusation. Because a person is guilty until proven innocent under the laws of the Principality of Oleniss, Orkrist was unable to provide enough proof of his alleged wrongdoings.The Dwarf had his parents as an alibis, but this was not acceptable to the judges. As punishment, Orkrist was exiled from his homeland. Now the Dwarf will not rest until he seeks vengeance upon the person who set him up for the false murder charge, thus bringing shame to him, his family and clan too. When first exiled thus, the deity Amadan Mors appeared to Orkrist, offered him a chance to gain renown and possibly restore his reputation by accepting an adventuring quest. That offer was accepted, so now the Dwarf is part of the band seeking to find and free the hero bard MacGregtim.

MIKE JOHNSTON: Chahlor, the mighty Prince of the Iron Invoker clan of dwarfs. He is a great mystical warrior, who left the Maledicted Plateau in the heart of the Banir Wastes for a most noble quest. At the request of the academicians of Arajeray, he has traveled far—to Ludnum, then on to Cimbernia, and from there all the way to Varan's North to help a great band of heroes in their hunt for the lost Daneen demigod MacGregtim. He will need all of his prowess in battle as well as the magical arts to help solve the mystery of what greater forces are responsible for that deity's disappearance. Chahlor is widely renowned in the Key of Sand area, and even beyond. Repute on commencement of play in this module: 9.

DAVID PODESTA: Artimus, a swift and talented young rogue who hails from the southern coasts of Hazgar. As the oldest son of the famed escape artist, Magnus Ferratus, he learned his father's art at an early age. He spent three years in the King's army as a soldier, where he honed his skills in combat. Once his duty to the crown was fulfilled, Artimus traveled the continent offering his unique skills (inanimate or otherwise), to whomever would pay. He now joins this band of adventurers to seek fame and fortune—and wherever that may lead him...

JOHN SEIBEL: Deogolf, an Enchanter Order avatar formerly of Gothendland, who had tired of cramped spaces, dusty tomes and scrolls, the smell of burning wax while doing research and menial tasks for his superiors so had come to seek adventure in Ludnum, decided to join a band of fine heroes to help the beautiful Lady Rowina in the her quest for the lost demigod MacGregtim. He now wonders if this was good idea after all…

PETER TROIA: Cephas Lengota, an Ecclesiastic Order Avatar hailing from the island of Oaken, trusted his faith of Lodur above all else when joining the band of heroes on their adventures. Cephas had always found solace in the paths that his faith had steered him in. After experiencing but a few dangers down this path, he knew he was being tested by Lodur. Cephas knew it would take all the willpower and determination in his being to survive the dangers of "the Pipe."

BILL WAGNER: Harold MacEwan, a member of the Rogue Order so an expert impostor. While escaping a mob of angry villagers Harold fell into a sinkhole leading to a hidden cave. He awoke to the pleading of a beautiful woman, "Find my beloved MacGregtim, please." In agreeing, he found himself joining a group of adventuring heroes on this adventure.

KRISTY WAGNER: Rebecca, a minstrel formerly of Randsland Island, who performed on her pan pipes all over the island, yet wanted more. So an older gentleman told her to try to master his pipe. Now she has joined up with a band of heroes in their search for the demigod MacGregtim. Perhaps she should have listened to her mother after all....

...and with…

BERKA "LOVIE" TAMROC, a surprisingly attractive (one of her Knacks, Sex Appeal) Veshoge female is accompanying the team. She is a native of Apphir, came upon the team in the city of Ludnum where she was a successful broker for various "used" goods. She has a winning personality and friendly manner that somehow makes Lovie a favorite with most people she meets and wishes to impress. She decided to accompany the heroic band when it was clear that they needed advice in regards commerce and management of assets. Her aim (Quirk, Humanophilia) is to become wealthy, return to her home in the Apphirian shores of the Middle Seas with a handsome human as her husband. Repute on commencement of play in this module: 1. (Gary Gygax filling in with a sort of NAC)

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PREAMBLE

As with most adventure modules, this one is packed with action/confrontation and combat. There is more, though. The players must think, as must their game personas. There is sufficient problem solving herein to suit most, even hardened veterans. The same is true for being "in character," and role-playing with proper dialog—comedic, dramatic, and the rest are all possible here. As for the other elements of the game form, well, only unless you, the Game Master, wish to work them in will they be found. The adventure doesn't include much in the way of extensive exploration, one major encounter area out of 49, as you'll see, although there are many unique and wonderful places to visit. Business, intrigue, politics, and so forth are not likely given the setting, save for innovative addition to the work. As for story, other than the backstory that opens the adventure, that must await the conclusion of the action, can then be told as a tale of what occurred. This is for gaming, not stage presentation, after all.

It is suggested that you read through the whole module before you begin play herein. The 51 encounters accessed by entering the portals contained in the panes of various shape and color are written assuming a relatively fast-paced rate of play. At the GM's option, one or more of the environments can be expanded to require more, even extensive, exploration with added encounters, thus making this module the basis for more than a mini-campaign. Of course that requires GM input, a little or of considerable sort, so it is up to you, a suggested possibility only. The background story might likewise be employed in a campaign "extension," that which takes place after the team gets free of the pocket universe, as the deities, the demigod and his lady, can serve as useful tools for the GM to use in developing many plots and adventures.

As noted this adventure is suitable for a party of six D20 adventurers of 8th or greater level. If the party is to be given a free hand in deciding the order in which the panes are accessed then a few of the characters should be of the 9th or 10th level. With just a little work on the GM's part characters of 11th to 14th level could adventure here—simply increase the number of monsters encountered, add extra levels to the NPCs, or place horrific guardian creatures here and there as pickets for the areas already detailed.

Notes Regarding the Two Systems Used

Where "Game Master' or "GM" appears the reader should mentally insert the system-familiar "Lejend" or "Dungeon" Master, "LM" or "DM" as appropriate and if so motivated.

The generic term "character" is used throughout the work meaning the game persona of a player and, depending on your system, should be read as "player character" or "Avatar".

As The Hall of Many Panes is designed for play in both the D20 and LA game systems some structural accommodations are necessary. All text found in boxes relates to the LA Game.

> For Lejendary Adventure game play all ABCs are equal to the number of rounds listed. Example: 2 rounds are equal to 2 ABC.

Where combat and like activities are the mainstay of an adventure the Game Master will use the challenge ratings of the different creatures encountered to determine an appropriate experience point award. Some panes present largely non-combat challenges and for these a suggested experience point award is given at the end of the pane's description.

Sometimes large numbers of less powerful creatures are encountered, if the DMG does not list an experience point award for characters of 8th or higher level simply divide the lowest CR by 1.5 to get the appropriate award for the next lower CR. Repeat this process until you have an appropriate award for the CR of the creatures the party has defeated.

Few of the non-player characters encountered will have magical items. We believe that magic items should be rare, only adventurers and singularly powerful non-player characters are likely to have them. As non-player characters make up the bulk of the adversaries the party will face herein to have followed the guidelines given in the DMG would have led to the party acquiring a huge number of magical devices.

Part of the "challenge" posed by an NPC comes from the magic items employed by them. We suggest that the Game Master award experience points for vanquishing non-player characters without magic items as if they were one challenge rating lower than indicated in the text – thus a 7th level fighter without magical items brings in a challenge rating 6 experience award if he is bested. In the section dealing with scaling this adventure to different character levels (see pages 22-23) suggestions are given for adding extra magical gear for some of the Hall's inhabitants, if these suggestions are taken up the Game Master should award full experience points for magically armed NPCs the party defeats.

The Game Master should feel free to explore the variant experience point award systems presented in the DMG (free form experience and story awards). Occasionally these are referenced in this adventure as they allow for awards based on role-playing and problem solving rather than combat.

Review the section "Slower or Faster Experience" in the DMG. The standard experience point system allows charac-

ters to advance in level at a very fast pace, the Game Master might choose to award 50% of the normal number of experience points and thus reduce the rate of level advancement – a slower rate of advancement often translates into a more viable, sustainable, enjoyable and longer lasting campaign.

For purposes of this adventure, as we are writing for two systems, we have occasionally taken a few liberties with the core rules. Most notably, many of the poisons presented in the adventure do immediate hit point damage rather than ability score damage—if you read the poison rules closely, this is allowed, but we admit it is not a technique normally used. Similarly, we have occasionally used alternate rules for common hazards like smoke, extreme cold, etc. As GM, you are free to ignore them and use the standard rules, but doing that might alter some of the encounters drastically.

> For Lejendary Adventure game play every pane has a suggested Merit award given at its conclusion.
>
> In addition to this award the Lejend Master should confer General Merits based on how actively the players are involved and how well they are playing. In a three to four hour session award from 100 to 300 Merits depending on the team's performance.
>
> So, Merits, including Ability Specific ones, should be awarded each session, as noted, with bonus Merits at the conclusion of each pane.
>
> Of course Ability Specific Merits can also be earned for successful use of one or another Abilities, a standard award being 10 such Merits, although for Weapons or aggressive Extraordinary Power use usually 10 Merits per combat.

All sans serif text should be read to the players, italicized text refers to notes in the text.

A GM familiar with both systems will note that occasionally a D20 NPC or monster will seem more powerful than its LA counterpart or vice versa. This is because of various nuances in the two games and the need to provide an overall level of challenge that is consistent no matter what rules system is used.

Game Master's Information

If the payers are expert, have potent characters, you will likely need to increase the power of at least some of the creatures encountered by entering the various panes. Similarly, if they are relatively inexperienced and have low-capacity characters, the difficulty of encounters should be adjusted downward.

This is a totally random adventure in regards to encounters. There is no channeling. The "hall" is a nexus in which various "doors" into other dimensional places float and drift. If the party remains in place, eventually all 49 of the panes that are the gateways into places where encounters occur will come to them. It is up to you how long such a Brownian movement will take, but a day is about the shortest time contemplated. As stated, the movement of the panes is slow and stately. Of course the party can move down or up along the ramp so as to accelerate the rate at which panes can be accessed. When the party exits a particular pane, it glows brightly, and then disappears in such form as is stated for the conclusion of activity therein as the stated sound echoes through the cylindrical space.

The strange space is 300 yards across, 1,200 yards in height. To proceed one yard lower (or higher) on the ramp, the party needs to walk five yards (15 feet) along the ramp. To reach the "bottom" of the cylindrical mini-dimensional matrix the party must travel 3,000 yards, a bit more than two and one-quarter miles distance along the ramp's spiral. As the adventuring party begins in the middle portion of the hall, the floor of this min-universe is 600 yards below, the ceiling the same distance above. There is no "up" for the adventurers, though. When they go higher than the mid-point of the cylinder, 601 yards "higher" on the spiral ramp, they proceed "down" according to their senses. To travel one yard "higher," the team will have walked five yard's distance, of course. At the top "bottom" of the place, and at the bottom "bottom" are garden-like areas described hereafter in the Encounter Information for the Game Master. When leaving the "bottom," whichever that one might be, the adventurers will find they are walking "down" the ramp after traveling five yard's distance out of its concealing fog.

Within this cylindrical pocket universe no magic functions, including that of the sort stemming from deities, other than the energy that sustains the pocket universe, pane portals themselves, and the effect of there being no "up" as noted. All magical equipment is normal within the cylindrical hall. This does not mean a magical container whose interior space is larger than its exterior, for example, suddenly disgorges its excess contents or is destroyed. All that happens is the item is only a normal one, might be inoperable, until the bearer enters a different dimensional matrix via one of the pane portals.

The deities mentioned in various places hereafter are treated in survey form at the end of this work. They are drawn from Celtic Mythology, interpreted in terms of the Lejendary Adventure game system as "Danneen." The Game Master must work out other details if such information is believed pertinent to play, note that the Celtic deities are described in other D20 books and the ones dealt with here might be found therein, perhaps under a different name.

Those players of D20 may not be familiar with the Lejendary Earth pantheons. We provide some explanation for the terminology below:

The Daneen Pantheon is a pantheon that more or less corresponds to the gods and legends of Celtic Mythology.

The Khemetic Pantheon is a pantheon that more or less corresponds to the gods and legends of Ancient Egypt.

The Yattemic Pantheon is a pantheon unique to Lejendary Earth, though some of the deity names come from the various pantheons found in the south pacific islands.

The term "rank" involves the general power and prestige of a deity. It does not just equal raw power however, but also power and influence of the deity within a particular pantheon. A powerful god may still have a lower rank than a more popular one, and a popular demigod might have a relatively high rank.

A general guide to rank numbers follows:

oo	Those entities beyond the ranking scale.
1	Pantheon leaders, the eldest deities or monsters, those of great renown
2-3	The greater gods
4-6	Gods of middle rank
7-9	Gods of lesser rank and demigods.
10-15	The least powered demigods, quasi-gods, and powerful outsiders such as fiends and celestials.

The Deities Dramatis Personae

A squabbling amongst gods is the proximate cause of what has befallen and will befall the team of adventurers. Here is the story of what brought the matter to this juncture:

Gwynn, a powerful underworld deity was enraged when the hero-bard, McGregtim not only stole a lovely woman, the Lady Rowina, from the clutches of the dark lord of the Midrealms but slew one of Gwynn's dread giant owls that was spying on the hero. Status forbade the underworld lord from acting directly, for one of his stature to trouble with a hero-bard of petty rank would be a great loss of face, of course. So Gwynn enlisted the services of a henchman.

Bili the master of restless dead spirits and the living dead, while of only slightly lower status, having no interest in prestige, gladly accepted the charge from Gwynn. Bili pledged to find the offending hero-bard McGregtim, take his soul, and have it reborn in the form of a feeble peasant child bound for nothing but misery and failure in life. This would, of course, bring an end to the presence of McGregtim as a member of the Tuatha de Danaan, the "race" who are the ruling deities of the pantheon.

Now it happened that Arianrod, being the goddess of the moon, was privy to Gwynn's plotting. Having seen the hero-bard with the lady he had freed from the lord of the underworld, approved of that and the slaying of Gwynn's owl too, Arianrod suspected some wicked scheme of revenge would be enacted by Gwynn, discovered what it was through her potent enchantments. So she, in turn, enlisted the aid of another deity to counter the dreaded Bili.

Llew Llaw Gyffes a potent solar deity gladly agreed to assist Arianrod in protecting a fellow hero. Llew Llaw placed his charge in a special plane where the sun always shone, and thus McGregtim was safe from the master of the wicked dead, for Bili was powerless in the sunlight. Was all well then? Not by any means!

McGregtim not only resented being confined in the pocket universe that was the special creation of Llew Llaw Gyffes, but in being sequestered there, he was bereft of the Lady Rowina, the one for whom he had risked so much. In a fit of furious sorrow, the hero-bard sung out a spell calling for aid, and it was heard.

The Alfar god Amadan Mor being no particular friend of the Tuatha de Danaan, and a trickster besides, appeared to McGregtim. "I can move you from this place, but I am not strong enough to free you," he informed the hero-bard. "What good is that, then?" McGregtim said with a scowl. "I can move myself about!" Then the wily Alfar deity supplied: "But I'm knowin' that, Timmy me boy! What I'll do for you is to see that some mortal heroes of the same stamp as you were in the old days come and free you from your 'prisonment. Now ain't you ashamed of being so rude to me?" Of course Amadan Mor was laughing to himself as he made that pledge.

McGregtim agreed, and so he was sent, along with a piece of the pocket dimension he was caught in, to the special place the Alfar deity had prepared—another and even smaller dimensional matrix. Amadan Mor, being a facet of the entity that is also represented by Zagig, sometimes called "The Mad Archmage," was pleased at being able to do as he had promised. Not only was he then imprisoning a minor deity but tweaking the noses of many of the other gods, while at the same time posing a most deadly challenge for mortal adventurers to hazard. Better still, he would trick the malign Bili into sending the potential rescuers into his special place, "The Hall of Many Panes." Should a group actually succeed in freeing the hero-bard, the fact that Bili himself sent them would mean that Gywnn would have recourse against his henchman alone, while Bili could not thereafter trouble McGregtim, who he had (however unwittingly) freed.

What of the benign Tuatha da Danaan? Of course Amadan Mor would be feted, and cursed by them for his trick. The fete would be real, the cursing jest, for the Tuatha loved a good joke, even on their own number, where the result was in all beneficial.

So the wheels were set in motion by Amadan Mor, who sent the Lady Rowina to beg aid of the adventurers, even as he "let slip" to Bili that Gywnn's lost prize was seeking to discover the whereabouts of McGregtim.

It must also be mentioned that the Lady Rowina is herself a considerably powerful person, even though she is only a mortal. Rowina is not merely a very intelligent young woman with a breathtakingly beautiful face in a gorgeous body. She happens to be able and gifted too, especially in regards to psychic ability. It was not mere chance that brought her to the attention of the hero-bard, nor was it entirely of McGregtim's own volition that he risked his existence to rescue Rowina. Foreseeing what was to befall her, the young lady took active steps to help herself, influencing the demigod to be totally smitten by her and become her champion. Lest the reader think ill of her for such scheming, consider that she found McGregtim as attractive as he found her, so this was no machination on Rowina's part so as to use the hero-bard. Rather it was a wise and prudent action to assure she lived to become his consort. In all, she had faith

that her hero would manage to overcome all, even the wrath of the dark and terrible Gwynn, who lusted after her but was despised by the lady.

Lady Rowina, Female Human Ranger/Sorcerer 4/9; CR 13; Medium Humanoid (Human); HD 4d8+9d4+13; hp 58; Init +1; Spd 30 ft.; AC 16 (+1 dex, +5 ring of protection), touch 16, flat-footed 15; Atk +9/+4 melee (1d4+1, dagger), +10/+5 ranged (1d8, longbow); AL NG; SV Fort +8, Ref +5, Will +12; Str 12, Dex 12, Con 12, Int 14, Wis 16, Cha 16;

Special Attacks: Ranger Favored Enemy (Fey) +1
Skills and Feats Alchemy +6, Animal Empathy +5, Concentration +8, Diplomacy +6, Heal +6, Hide +4, Knowledge (arcana) +10, Knowledge (nature) +10, Knowledge (religion) +5, Knowledge (nobility & royalty) +7, Listen +7, Move Silently +4, Ride +1, Scry +7, Spellcraft +12, Spot +11, Swim +4, Survival +7; Alertness, Iron Will, Point Blank Shot, Far Shot, Precise Shot, Summon Familiar, Rapid Shot, Track, Weapon Focus (Longbow).

Special Qualities: Special Premonitions (Su): Lady Rowina has uncontrolled visions of the future (see main text), Wild Empathy, Animal Companion.

Ranger Spells per/day: 1
Ranger Spells usually memorized: Delay Poison.

Sorcerer Spells per/day: 6/7/7/7/4
Sorcerer Spells Known:

0-Level Spells: Arcane Mark, Dancing Lights, Daze, Detect Magic, Flare, Light, Open/Close, Read Magic; 1st-Level Spells: *Charm Person, Hypnotism, Magic Missile, Sleep, True Strike;* 2nd-Level Spells: *Detect Thoughts, Misdirection, See Invisibility, Whispering Wind;* 3rd-Level Spells: *Clairaudience/Clairvoyance, Nondetection, Suggestion*; 4th-Level Spells: *Arcane Eye, Charm Monster*

Possessions: Ring of Protection +5, dagger, (when hunting) Longbow, nobles or hunters garments, depending on situation.

Note: The sorcerer spells above should be considered as spell-like abilities, with no need for any V, S, or M components. Rowina has walked with immortal beings and something of their supernatural nature has rubbed off on her.

Lady Rowina:
H 50 P 60 S 20 (88 AEPs)
Attack: Lady Rowina normally carries only a dagger. Her Weapons score is increased by 12 (to a base of 62) because of Chivalry Ability, and the Harm she inflicts is increased by 14 because of Chivalry and Physique Abilities. When arching, Rowina's score is increased by 17 (to a base 67) because of Chivalry and Weapons Abilities, and the Harm she inflicts is increased by 19 because of Archery, Chivalry, and Physique Abilities.

Abilities:
Arcana: 40
Archery: 50
Chivalry: 60
Divination: 70
Hunt: 45
Learning: 30
Physique: 25
Psychogenic: 80
Rustic: 20
Urbane: 35
Weapons: 50

Powers:
Ability Assumption
Control Vibration*
Premonition
Psychic Sight*
Thought Insinuation
Thought Reading
Unreadable Mind
*Power explained at the end of this work.

Knack: Rowina posses a psychic knack of most rare and unusual sort. Without volition she will receive visions concerning herself and those who are close to her or will otherwise impact her life. Thus she foresaw Gwynn taking her to the nether realms. Later getting the vision of the hero-bard as her lover, putting these together, Rowina then acted to counter the first and assure the second.

Quirk: Arachnophobia causes Lady Rowina to react at half her normal, perform any actions at 50% of normal, when she sees any form of spider that is larger that one-inch diameter, or is even a small spider is in contact with her person.

Defense: Rowina wears a supernatural shielding ring that provides her with 8 protection against up to two different attackers.

Now let us consider how the party has gotten into this pickle from their viewpoint.

Backstory: While the Game Master is free to create a personalized backstory that suits his campaign, the following account is supplied as a reasonable means of explaining to the players how it came to pass that their characters got themselves into this weird place, ***The Hall of Many Panes.***

Read aloud the following account to the group. Of course you know much more about the matter than is revealed, but the player's characters will learn at least some of the behind-the-scenes details through their adventuring and your good offices in role playing the many characters they meet in the course of things herein.

The beautiful lady brought trouble, just as some of you thought would be the case. Too bad that muttered warnings weren't heeded, but that's hindsight now, isn't it? Did any of you really care that she had lost her "true love"? Well, maybe some did, but this too is of no consequence now.

When she came to you, named you heroes, and asked for your help there was never any real question of your turning her down. It just seemed to be the right thing to do to show that you were indeed of heroic stamp. Somehow no one wanted to look cowardly or small to her. That she possessed charmingly beautiful green eyes with which to plead, and that she was an exquisite young lady didn't hurt. Her confidence in herself, and in you, was indeed compelling. When she mentioned that of course there would be material rewards likely, and certainly the friendship of a demigod (whose name she could not speak to you for fear of drawing the attention of dark ones to you all), the die was cast.

So you agreed, and together with the Lady Rowina ventured forth from the place you were to the wild shore where she said you must go. There in due course, and with the usual adventures attendant to journeys of audacious sort, you found yourselves deep in a boreal forest being tracked by some hideous monstrosities of unfamiliar sort and generally plagued by nasty evil spirits. All in a day's work for heroes. Potting off those gray owls with the flaming eyes was what got you in trouble.

Would a big-shoot god of the Danneen Pantheon trouble himself over a few ugly and vicious birds, strigiformes of unnatural and unwholesome sort? He would if he were named Bili and happened to be an evil lord of living dead and wicked spirits of the dead! Doubly so, seeing that he is also a heanling of the even more malign Gwynn, who's pets those vile owls happened to be. To add fuel to the fire of Bili's ire, he happened to have the nasty nether owls on loan from his overlord, meaning them to hunt down none other than you, snatch your souls to fetch back to Gwynn for some offense you had given. That was to make Bili look good, a point of honor, or likely dishonor more properly speaking in terms of evil.

Anyway, as you fought for your lives, barely managed to kick the hoots right out of those beaked bastards, what should happen but a clap of thunder, a stench of something worse than brimstone, and...here's Bili! It was lucky, you suppose, that Lady Rowina was there, the only one of you that didn't fall down in abject terror at the sight of that terrible deity. A quick peep at her showed that the lady was standing tall, speaking to that dreadful lord of the underworld as is he were no more than a local bully. That she seemed to be standing in a very bright beam of moonlight, and when she spoke you could actually see golden sounds coming from her mouth gave you something of a feeling maybe she was more than mortal too. Besides being glad you hadn't offended her, the lot of you were pretty glad Lady Rowina was there. Bili scowled, shook his fist at her, but Rowina never flinched. Great, eh?

Well, yes and no. The furious nether deity then looked daggers at you—virtual ones, fortunately. What happened next was not so fortunate. His glaring eyes sent forth hellish rays of red as his fanged mouth spat curses upon you. His already hideous visage became even more gruesome as he mouthed sounds that were never meant for human ears, the silvery light around the Lady Rowina become a golden blaze, and then everything went black...for you.

At this juncture our fun-loving Alfar god Amadan Mor comes into the picture. Although he is by no means as powerful as Bili, his being a trickster enables him to do what is effectively using the other guy's energy for his own purposes. Bili sent the adventuring party to another dimensional matrix. Naturally, he meant it to be the underworld of Gwynn, but a slight shunt, and where should Our Heroes be? None other than at the start of this adventure!

In this module, we use the term "dimensional matrix" to describe alternate planes and spheres within the cosmic multiverse. Basically, the multiverse is fundamentally composed of several dimensions beyond the usual ones we see and/or are aware of. The term matrix is used to describe a specific mathematical equation involving multiple dimensions—thus if you change your location (or value) on one or more (non-perceivable) dimensions, you exist "elsewhere."

The Hall of Many Panes and the Total Party Kill

This is a challenging adventure and the Game Master should warn his players in advance that common sense and caution should be their watchwords during the adventures to come.

There are many places were foolish actions on the party's part will doom the whole group. Players used to being molly coddled might be shocked at the severity with which poor play is punished, but how else are poor players to improve? If gross mistakes bring no negative consequences then the standard of play will forever be bad.

With that said we do not want a viable and exciting campaign to be ruined by a single act of folly. When a party finds itself stranded, lost or facing extinction as a result of poor decision-making or lack of care, the GM should carefully review the events that led up to the debacle. Was this more a case of bad luck than bad play? Was this an isolated incident from an otherwise clever and thoughtful group? Would the players be sorrier but wiser if you were to give them a second chance?

If so then you may give them a break. Be cautious in so doing for in some cases only the harshest of lessons will serve to correct those with a cavalier attitude to play. The power gamer who considers his character invulnerable, the rules lawyer who tries to turn the rulebooks into a shield for his character, or a disruptive player more intent on his mobile phone than the game going on around him might well need to learn an unpleasant lesson. So too does the group that pays scant attention to the Game Master's descriptions of places and events.

Generally speaking the loss of a whole party is to be avoided assiduously, but if you do decide to allow for a survival in a place where the text of this module indicates an unavoidable death, be sure that by so doing you are helping the progress of your campaign rather than hindering it.

Note that when a bad situation has arisen because a player was determined to role-play his character to the bitter end, the GM can afford to be more generous. The player of a reckless and stupid character who opts to play this stated role out even when doing so is likely to prove very detrimental does not deserve the bitter end due to a supposedly intelligent character whose player is acting in a stupid fashion! Remember, role-playing is to be encouraged and allowances can and should be made for a dedicated group who stick to the personalities they have created for their characters.

Consider as an example an ever-curious halfling and his dimwitted barbarian friend; even though the player knows a recently discovered idol should not be tampered with the halfling does so nevertheless, for the player also knows that this is what his character would do, and the barbarian's player knows that his dimwitted character would not intervene as thus far he has always been played as the halfling's dupe. Should such a pair of good role players come to an unhappy end? Not at all, even if the text of this adventure calls for a sudden and ruthless death.

When mitigating the disaster that has befallen the group one of several options are open to the GM: He might simply ignore the unpalatable result and have the group survive, but thereafter he should award no experience points to the party for that session, and explain why. Alternatively he could allow the party to be captured and suffer some loss— magical gear might be stolen for instance. Another option is to have the group permanently stranded until such a time as the players, in the guise of newly created characters, are able to save them. The latter device will make a long adventure even lengthier, of course.

Once, and once only, during the course of play "The Mors," (the Alfar abbreviation of Amadan Mor) himself will intervene to save the party if the GM so wishes. In these circumstances it should be plain to the players that by their own folly they have doomed themselves, "The Mors" will tell them so!

"Ah ye nit wits! Is there nary a brain amongst the lot o ye? Ah well, you're giving me too many laughs to let ye die yet a whiles. Just this once, only this once mind you, I'm going to save your sorry souls. If ye gets yerselves in such a pickle again I'll leave ye to the grave and find some more mortals that tickle me fancy, so be warned!"

Having saved the party "The Mors" will vanish, but before he goes he'll take a payment from the group. With a wave of his hand all their magical items will vanish and if the party objects they might lose a level and a point of wisdom too! Harsh? Consider the alternative...

The GM should be sparing with any kind of intervention. This is an adventure for heroes and the players won't feel at all heroic if their GM is forever overriding events to keep them alive. If you do decide to help them, try and give the impression that this was what you always expected to happen!

A final caveat, a good campaign must have an element of real danger and risk or else it is meaningless—death walks at the shoulder of all adventurers, and that is the true appeal of the game.

PLAYER'S INTRODUCTION TO THE CURRENT SITUATION

Read aloud the following text to the players as the party is transported to the strange dimensional matrix from which there is but one way to escape without loss of property and stigmatic mark:

As you recover your senses from the mind-wrenching effect of the force behind whatever magic it was that the Danneen deity called Bili sent at you, it becomes plain that you have been sent to some "elsewhere." It doesn't seem to be the brazen floor of some hell, but it doesn't look very promising otherwise...

It appears as if you have been transferred to the interior of a vast cylinder. Although there is no sunlight in this space, the air itself seems to glow, or is it that there are motes of radiance in the atmosphere here? Whatever the cause, you can see quite clearly for several hundred feet even though there is darkness as intense as the light in this eerie space.

You are standing on a long ramp that spirals upwards and downwards. Although the ramp has no wall at its edge, the 29 feet of its width give you ample assurance of safety—at least if not too close to its inner edge.It must be two or three bowshots across to the other side of the cylinder, a strange cylindrical hall.As you near the inner edge of the ramp, look downwards, then up, the tower, or whatever it is that surrounds this hall, must be very, very tall. You can see no bottom below, no trace of ceiling above, only the strange glowing and dark air—that and the very unusual shapes that float in that air.

As far below the place where your party stands, on the same plane, and as far above you, there are strangely shaped planes of glowing color visible. There are discs and lozenges, hexagons and ovals, squares and rectangles, and even triangles. They range the entire spectrum from tints and shades of red on up through the violet hues. They are floating, moving slowly in three dimensions.

The slow movement reminds you of a stately dance. As you spend a minute in rapt contemplation, an oval plane the color of translucent moss moves near the place where your party stands. It is as large as the gate to a castle, hovers only about a foot from the edge of the spiraling ramp.

ENCOUNTER INFORMATION FOR THE GAME MASTER

While not technically encounter areas, the top and bottom "bottoms" of the cylinder are spaces where the team of adventurers will find food, water and more, as you will note. Remember that past the mid-point all travel along the ramp is "down," save for the two "bottom" areas, where for its height and another 15 feet distance above its fog cover all travel along the ramp is "up."

There is also a time anomaly on the two "bottoms" of the cylindrical dimensional matrix. One subjective hour is actually five, so that a "day's" healing is five times more effective that a normal day would be, and any long-term effects of things are prolonged accordingly, a factor of five.

The whole of this cylinder functions in many ways similar to an anti-magic field. All spells, spell-like abilities, supernatural abilities, magic items, and psionic powers (even if you use the variant rule that psionics aren't magic) will not work. Extraordinary Abilities likewise do not function here. Use the standard rules for anti-magic effects, save for the following exceptions.

This is a powerful working from a rather potent entity. Only the direct intervention (not cleric spells or powers) of a greater ranked deity can penetrate this suppressive effect. Unless the campaign is one where a deity might intervene directly against "The Mors" for the sake of these characters, no great being will get that directly involved, save for the few

UPPER "BOTTOM FLOOR" OF THE CYLINDER

When the wall is to their left hand when climbing, the party is going down. Leaving the top "bottom floor" of the cylindrical mini-plane will seem to the party to be a climb for the first 15 feet after leaving the cloudy area, and then they will experience a brief episode of vertiginous sort, and the ascent will change to a "decent" until the middle of the space is reached.

Upon the nearing the upper bottom floor of the place read aloud the following text to the players:

This descent into what seemed to be above you becomes more curious still, there seems to be a haze obscuring the bottom of the place that was not noticeable until you came this near. You have walked nearly 3,000 yards along the ramp by best estimation, and the fog has just now become visible.

(**Assuming that the party proceeds:**)

After you go but a score or so paces on down the ramp you are in the mist, and it feels damp, cool and refreshing. There is now a golden glow discernable through the stuff. Odd....

(**Again assuming that the party proceeds:**)

You stride onwards, and in another two dozen paces you are walking through a haze of brilliant topaz, then your heads are clear of that, and you see a meadow below you! It looks as if a disk of beautiful countryside had been cut out of the earth and brought here to fill the place. The glowing mist above bathes the land below in light like that of the sun. You are close to the illumination, of course, but there is no heat radiating down from it; the warmth is like that of a fine summer's day nonetheless.

The area you view from a height of some 60 feet above the ground is about 600 yards in diameter. Where the ramp touches the ground there is a grassy clearing.To the left of it there is a pool some 20 feet across, and all round it at some distance are flowers of many kinds and colors, the whole set apart a little by a low mound of horseshoe shape. The mound's closed end is

towards the wall, about 150 feet from it, and its gentle inner slope is thickly grown with bent grasses between umbrella-like plants. From the pool flows a brook no wider than the length of your forearm, it passing through the open end of the U-shaped mound and then winding on to bisect the little glen, disappearing to the right where there is a another, somewhat higher swale and denser vegetation. In truth, where the cylinder rises, the plants grow most thickly as if to shut from sight the edges of this tiny world. Elsewhere are scattered shrubs and berry bushes and low-growing plants, most of which are ferns, have blooms, or display variegated leaves—caladiums, hastas, coleus, and the like. There are neat little groves of fruit trees, the whole range—apple, cherry, papaya, peach, pear, persimmon, plum, plus exotic looking ones you've never seen before—all bearing fruit and flowers at once, together at the same time...incredible!

This place must be explored....

(When the team does continue down and gets an up close and personal view:)

The exhilarating fragrances of herbs mingle with flowery scents as you walk along. Much of the plant life here is indeed of aromatic sort, Not only are herbs rife here, but so too vegetables. This whole place is like a cultivated but "wild" garden. Surely those are shallots, there radishes of several sorts show their leafy tops. A rapid survey shows berries and garden vegetables of every sort abound amidst the parsley, thyme, mint, sorrel, and a dozen or more other herbs. A quick tug brings forth a golden carrot, which after swipe to clear it of clinging soil, crunches deliciously into a hungry mouth.

The Orchard trees are indeed bearing delicious fruit, and other trees bear nuts. The strange ones have fruit too.Some that look and taste like bread made of a mixture of fine white and unbleached wheat flours, others with growths that have the have the smell and flavor of delicately cooked meat and cheese dishes. A paradise in miniature!

At the far right of the place the watercourse flows into a little opening in the ground. A bit past this place there is the overgrown ring of flora that marks the limit of this pastoral disc.You force your way through the plants, and find that there is indeed a solid wall of the same unyielding, impenetrable material as forms the wall and ramp of the cylinder, stuff of unknown sort that is beyond your comprehension. If indeed it is pure tau matter, then the hopes of alchemists must be dashed, for it cannot be cut or even scratched. So intelligenced, there is nothing to do but turn back the way you came.

As your last exploration you follow the silvery little stream to investigate the pool. There are brightly colored little fishes and other interesting aquatic life in the brook that distract you for a bit, but eventually you come to the place where the rill begins its course.

Here you see that the source of the pool is a spring flowing from a rock that appears much like an expertly carved stone statue of a nymph pouring water from a jar. As you look on with some puzzlement, a voice speaks, seemingly from the air above the mirrored surface of the water:

"So, some fools have blundered into "The Mors"' place of amusement, I see," a sharp male voice says, the words dripping sarcasm. "Likely you'll be expecting special attention here, eh, mudbodies? As far as I'm concerned you're on your own!"

(The speaker in this case is the sprite called Chilim the Sarcastic. He and the others are detailed hereafter.)

That voice, and the others that speak here, are from invisible sprites. For purposes of this adventure the GM should consider them as creatures associated with elemental air. Amadan Mor located them here, and they enjoy their small and safe haven, while several resent any intrusion.

> The sprites are akin to non-material ellyllons (as found in The Hermit module), all with fairly strong Abilities in Enchantment and Geourgy.

If the adventurers are rude, try to attack them, the sprites simply exit through a tiny door to the dimensional matrix of elemental air, where they will stay until the party departs their glen. At their leaving, all the edible fruits and vegetables, including herbs, rot and wither, and the water in the pool and brook becomes brackish and bad tasting. So much for a haven here for such a party! Whenever they return, save with some special gift by which the sprites might be placated, this sequence will repeat itself, things returning to "normal" when the sprites come back. One will check each day to see if the offenders have departed, inform his or her fellows of the applicable case.

On the other hand, should the adventurers be polite, various of the sprites will speak to them as follows. Simply create reasonable dialog for one or another of these creatures according to which you choose to have be nearby and attending the party, or by random selection:

Males	**Females**
Firney the Brotherly	Asillia the Accommodating
Drast the Irritable	Luinn the Charming
Uinn the Loquacious	Banna the Insulting
Broggir the Ordinary	Maknin the Motherly
Chilim the Sarcastic	Noveen the Sensuous
Dinul the Wise	Tral the Shrewish

If a name is called out, the chances are 50% that sprite will answer. A failure means that a sprite of a different sex and less accommodating sort answers. Feel free to increase the roster of sprites to include as many as you like, up to as many as 20 of each sex.

> If an Avatar calling out the name of a specific sprite has Luck Ability and uses it successfully then the chance of that sprite answering is increased by the Avatar's Luck score and thus can be 100% or greater.

DIALOG SAMPLES

Firney the Brotherly:
- "How I wish I could share your adventures, but alas I can not, so perhaps you can tell me about them now."
- "What is it that I might assist with, dear fellow?"
- "Would that I could answer that, but it is not possible."

Drast the Irritable:
- "Are you bent on pestering me always? What is it now, your nose needs wiping?"
- "Can't you figure out the simplest things for yourself?"
- "Listen closely, as I don't chew my endive twice!"

Uinn the Loquacious:
- "Well what a pleasant coincidence, you wishing something, my being here and eager to assist in virtually any manner I am able. Of course I have my limits, so I can guarantee nothing, but I will certainly give it my best. It isn't often there is anyone other than my own kind here, so I really do appreciate you being here, this opportunity to chat with you, and to supply such services as I am able. Is the pleasure mutual? I certainly hope so. Now, what was it you were saying? I am all attention. Don't hesitate to inquire about anything."

Broggir the Ordinary:
- "What is the matter? Need something?"
- "Do you enjoy gardening? Hard work, true, but isn't it satisfy ing to see things grow?!"
- "What a day this has been so far, eh? At least the weather here is nice. Are you hungry?"
- "There is pure water and good wholesome food everywhere. One can't ask much more, eh?"
- "Likely you'll work that out on your own, as it's beyond a simple sprite like me."

Chilim the Sarcastic:
- "You give meaning to the word "bother."
- "If ignorance were coin of the realm, you would be a treasure trove."
- "Surely whoever sought heroes must have thought they were l looking for zeroes."
- "Can any of you tell which is the pointy end of a sword?"
- "The Mors help me if one of you fellows should ever happen to try to activate any magic!"

Dinul the Wise:
- "My services are at your disposal. I know much, but only of certain things."
- "The purposes and plans of our overlord, The Mors, are well beyond my ken, he being a deity and me but a sprite of some learning."
- "We sprites are here to accommodate mortal heroes such as yourselves. Fortunately, we can return to our own place, a matrix of airy dimensions, whenever we choose; but until the riffle of this place is solved, we are oath-bound to return here and wait.
- "You may rest here as often as you like, and for as long a time as needed, but staying here will not free you from this closed t rap, you must seek and find the means to escape."
- "The Mors is an Alfar deity, of course. In that he is ours. He is a leprechaun at heart, for he loves jokes, pranks, and tricks. Those can be quite dangerous, so have a care…"
- "The key to unraveling this puzzle is surely not plain. Likely you'll find it in one of those pocket spheres opened by entering the colored portals above."

Asillia the Accommodating:
- "Whatever you need I will try to supply, and happily."
- "How interesting to hear about your situation. What can I do to help?"
- "I can't assist in that regard, but I can try to find another who might be able…"
- "It is always a pleasure to be of service, human heroes."

Luinn the Charming:
- "Well, heroes, I am honored to speak with you."
- "I am certain so strong and brave a company will succeed in some way."
- "Which of you is the ablest? It is just not possible for me to tell, you are all so marvelously suited for adventuring."
- "It is a pleasure to meet so kind and polite a party as yours. Of course you are likely more able than I am, but perhaps some small service will make your daring way easier."

Banna the Insulting:
- "From the smell here I thought swine had somehow stumbled upon this formerly fair place."
- "Brush your teeth before smiling—or breathing in my direction."
- "Although it will likely pollute the pool, it's a risk that must be taken. Go and bathe!"
- "Me run your errands? Are your legs broken, or is it that you have trouble hauling that lardy ass around?"
- "Do you need your diapers changed?"

Maknin the Motherly:
- "Well such dears you are! The first thing you need is a good meal with berries for dessert."
- "Have you gotten your rest? You need plenty of sleep to stay strong and healthy."
- "Do you all feel well? Perhaps there is some tonic herb I can point you to if any here feel peaked…"
- "Don't worry, and be sure to have a little change of pace now and then. Work is fine, but to be well-rounded you need leisure activities too."
- Now be careful when you leave here! There are so many dangers above—a lot of nasty and evil things, you know.
- "Wouldn't it be better if you just went home and took care of your family? After all, adventuring could get you killed…"

Noveen the Sensuous:
- "Is there anything, just anything, I can do for you?"
- "Oh, but what a handsome group of humans. Seeing you makes me tingle all over."
- "If I do you that favor, what will you do for me?"
- "Perhaps I can manage that, but I'd rather you had asked me

for something a bit more personal."
- "Don't be silly! I'm just a tiny sprite, after all…"
- "Don' you suppose we would have marvelous times together if I were changed to a human or you were all transformed to be like me?"

Tral the Shrewish:
- "Do you mistake me for a servant maid, a human wench? Speak respectfully lout!"
- "No wonder humans are considered attractive by oafs and orcs."
- "No wonder so many females stay unattached…"
- "Why is it that you can't manage anything for yourselves? Are all of you stupid, or is it sheer shiftlessness?"
- "Males are all generally useless, but you are the apex of the lot!"
- "If my husband behaved the way you do I'd have his privates removed."
- "You have no more vigor than oxen. Surely the lot of you are shoats and geldings (if applicable: save for her [and her—etc.])

If any character asks about someplace safe and secure in which equipment and other things (such as treasure) can be kept, stored while the team is away, any sprite will, in its own way, show the inquiring party a large rock in which there's a cavity, assuring:

Nothing will harm and no one will bother anything you might place in here. Furthermore, none other than "The Mors" himself, far-seein' as he is, has told us that if and when you take your leave of "the pipe"—that's what we call this whole place—it will be sent along with you by way of his generous nature!

In due course, assuming the party isn't insulting and rude to the speaker, even the most ill-tempered of these creatures will inform the party about what is edible, in addition to the vegetables and herbs already noted there are big pods that look like milkweed and have inside what is like milk when pale green, heavy cream when dark green, and cheese of varying consistency and strength of flavor as the pod turns from dark green to tan and on through brown to near black.

In answer to other queries the sprites may note that they know nothing about what lies through the portals.

They know there is no way to escape "the pipe" other than some secret means that "The Mors" has placed somewhere within the pocket universe.

If the party inquires about "The Mors," this sort of an answer will be given:

"Now what a fine god he is, 'The Mors.' He is none other than Amadan Mors, the great Alfar lord who sees to his folk and cares for the likes of us too. Of all the Alfar lords and ladies who are of the Tuatha da Danaan, he is most active in mundane affairs, is 'The Mors.' How he loves a prank now and again, a good joke...especially at the expense of other high ones, those of wicked nature being his favorite goats, you might say!"

The term "Alfar" refers to a category of various humanoids that are found in the world of Lejendary Earth but actually are native to an alternate dimensional matrix—worlds where many humanoid races exist, sometimes integrated in racial castes, and where physical laws are a little more chaotic than found on Earth. Various humanoids, especially those classified as "Fey" or "Sylvan" can be found on that world. Alfar races in the D20 game would include dwarves, gnomes, Orcs, goblins, and elves, along with creatures like sprites, magical beasts, etc.

As noted a day here is five times longer than normal, so wound recovery is five times "faster" than normal.

If on any given day a team member is especially pleasing to one of the sprites (roleplays ably and according to the character of the sprite involved in the conversation), that individual will ask:

"Well now, you are a fair hero indeed. So, what effect would you have from the stream of water that fills the pond? There are near a dozen different ones 'The Mors' enabled, and we can call for. They're meant to aid you, said he, 'Because the trials those mortals will face are perilous for a fact, me dears,' is how he put it."

When the effects are asked for:
"There's one for magic....
And one for fighting
Another for just about doing anything else,
One makes you quicker,
Another makes you more robust,
Still another brings good fortune,
While the next makes poison like water.
If that ain't enough, why
There's one to cure sickness and,
A special stream to make you less peculiar and give you an little edge in somthin'
One that heals all harm done to afore drinkin'
And one like it that brings the rest of you back to snuff
And the last is one that's risky, but."

If the number is commented upon, it being 12 choices, add:

"Now who counts such stuff?! Just like a human to be so niggling."

No exact details are to be provided. The sprite's description above is as good as it gets for the party.

Note that the stream of water with extraordinary effect will last for one minute only, and it will show a sparkling silvery color when thus magical. Any and all of the team can take a drink and gain whatever benefit that is conferred, but only for the time indicated. Only one effect per day is possible.

Special Powers each day (best roleplayer gets choice):

Add one caster level to any spell casting class for 1 day
+1 to all "to hit" rolls for 1 day
+2 to any skill for 1 day
Add d4 to initiative for 1 day
Give 5d10 false hit points for 1 day
Give Luck for 1 day, +2 on all d20 rolls, +1 on all other rolls

for 7 total uses
Give poison immunity for 1 day
Prevent/remove disease-infection
Remove any curse active on the character and gain one skill rank
Cure all hit points of damage taken
Reverse all ability score damage or draining
Gain breath weapon of 1-foot cylinder with 6-foot range for one day with one of the following effects determined each time it is used:

1. Acid for 1d4+8 damage and then 1d4+1 continuing over d4 rounds
2. Cold for 1d10+20 damage
3. Fire for 1d10+20 damage
4. Paralysis in opponent for 1-4 rounds
5. Petrifaction, with a 50% chance of success, target is stone
6. Poison for 1d4+1 damage continuing over 2d4 +1 rounds
7. Oops! Failed to take a deep enough breath to get it out—no effect
8. Damn! Hiccoughed and you get the effect, not your target (roll again using d6)

Extraordinary thing each day (best roleplayer gets choice):
Add 2d4 points to any Extraordinary Ability for 1 day
Add 2d6 points to Weapons Ability for 1 day
Add 2d8 points to any non-Extraordinary Ability other than Weapons for 1 day
Add d4 to Speed for 1 day (with added AEPs also)
Give false Health of 2d10 points for 1 day
Give Luck for 1 Day +/- 10%, 2 on D20, 1 on d 10 for 7 total uses
Give poison immunity for 1 day
Prevent/remove disease-infection
Remove 1 Quirk and add 1 Knack of choice for 1 day
Restore full Health
Restore full stats loss other than Health
Gain breath weapon of 1-foot cylinder with 6-foot range for 1 day with one of the following effects determined each time it is used:

9. Acid for 3-5 then 1-2 continuing over d4 ABCs/ rounds
10. Cold for 9-12 points Harm
11. Fire for 9-12 points Harm
12. Paralysis in opponent for 1-4 ABCs/rounds
13. Petrifaction, with a 50% chance of success, target is stone
14. Poison for 1-2 points harm continuing over 2d4 +1 ABCs/rounds
15. Oops! Failed to take a deep enough breath to get it out—no effect
16. Damn! Hiccoughed and you get the effect, not your target (roll again using d6)

One day means just that. When the time is up here, or above, where it runs five times faster, the effect is lost. The results of the effect though, such as damage delivered and petrifaction, remain.

Keep careful track of time where called for by the magical effects duration. In all, the good GM will make sure the party wastes as much time as possible in any location where the team is "powered up" or able to use breath weapons.

[Editor's note: The type above is not Shruti!]

Visiting here after a Party Member Loss

It is suggested that the GM allow players who lose their character to create a new one. A new PC should be about one level below that of the average for the party as of when it began the adventure.

In regards to a new Avatar, a basic one with allowance for one extra Ability at a score of 20, and 2,500 General Merits to use to buy points of score in any Ability other than the 1st one is recommended, so as to have a viable newcomer joining the team.

If this suggestion is followed, when the party comes in have one of the more amicable sprites greet them and say:

"By the way, mortals, there is a stranger here that has been sent to this place by 'The Mors.' It seems there is a new hero here, one eager to join your brave band."

LOWER "BOTTOM FLOOR" OF THE CYLINDER

When the wall is to their right hand when climbing, the party is going up—even though it seems to them they are descending, and the physical effect is that of descending the ramp. When ascending the change will occur after progressing 15 feet distanceabove the fog, where, after undergoing a moment of vertigo, their upwards progress will become downwards.

Upon the nearing the lower bottom floor of the place read aloud the following text to the players:

This seemingly actual descent—who can know in this place which is up and which is down?—proceeds apace, many a pace in fact. After something approximating 3,000 of them you detect a haze obscuring the bottom of the place. A step or two before you saw nothing, now the stuff is noticeable. Is it because you came close enough to see? That makes little sense. The layer moves and billows a little, as it were a cloud in the wind...

(**Assuming that the party proceeds:**)

After you go but a score or so paces on down you are in the mist, and it feels damp, cool and refreshing. There is now a golden glow discernable through the stuff. Odd.

(**Again assuming that the party proceeds:**)

You stride onwards, and in another two dozen paces you are walking through a haze of sunshine gold, then your heads are clear of that, and you see a what looks as if it were a woodland clearing below you! It appears as if a disk of bucolic sort had

been cut out of the earth and brought here to fill the place. The glowing mist above bathes the land below in light like that of the sun. You are close to the illumination, of course, but there is no heat radiating down from it; the warmth is like that of a fine summer's day nonetheless.

The area you view from a height of some 60 feet above the ground is about 600 yards in diameter. Where the ramp touches the ground there is a grassy pathway leading to a park-like area in the center of the place in which a small cottage stands. Around that place are scattered bushes and small trees—the latter like miniature versions of oaks, ash tree, chestnuts, and so on. The cottage is off-center to your left, and on a diagonal from where it stands, and perhaps 50 feet from it towards the background, there seem to be several small pools of water, two of them with what might be steam coming up from their surfaces. Behind the clearing there is a rise like a little hill with rock faces showing here and there. It is also cloaked in vegetation, quite thick near its ends and crest. You see that where the cylinder walls enclose the place, the plants grow most thickly, as if to shut from sight the edges of this tiny world. What a very strange sight to see in a place like this!

Perhaps it is time to investigate.

(When the team does continue down and gets an up close and personal view:)

Once down into the small rustic environment your senses cannot do more than relate it to many another bit of "wild" countryside you've strolled through. There are many insects, little birds and small creatures inhabiting it. Butterflies and grasshoppers are plainly evident. You hear birdsong and see the flutter and color flash of a dozen different species of avians. A chipmunk's scolding, that of several squirrels too, alerts you to the mammal population around. Without bothering much about such things, you head for the central clearing, the cottage there.

It is natural that you approach with caution. The most careful scrutiny and observant advance reveals nothing threatening, nothing untoward at all. So you all enter the cottage and have a look around.

Surprisingly, the place is quite clean and neat. Several glass-paned windows allow a soft and pleasant light to enter here. The cottage is deserted, but it looks as if it was just tidied up to receive visitors. That is unusual... It has only one great room. There is a fireplace in the middle of the rear wall, and three sets of bunks on the walls to either hand. A long table with benches to seat five to a side is before the entrance, and there are 12 chairs around—some before the fireplace, some scattered to either side nearer to the beds. The fire is laid, but unlit, as it is warm now. The table even has a cloth, is set for 12, sans food. As you look around, you see some clean clothes of plain and ordinary sort that are hung on pegs near the bunks, a dozen outfits in all.There is even a cabinet with open shelves on which rest all manner of things for amusement—several books of poems and more of ancient sagas, tomes dealing with flora, fauna, geography, plus all sorts of games and gaming things—dice, draughtsman, various decks of playing cards, several sorts of different kinds of chessmen, darts for a small target on the wall nearby, that sort of thing. Despite all that is here, this place seems uninhabited, empty and, well... waiting! There's no indication of anyone living here, not a trace of any previous inhabitant even.The clothing has never been worn.

Perhaps there is some clue outside. So that is where you go next to search for some explanation.

The small pools might be of some interest. An examination rapidly proves otherwise. There are cavities in the rock on the "ground", and the water fills them as it might several baths, only these are natural, five small pools and one of at least 10 feet in diameter. Two of the smaller ones are cold, one very warm, another hot, the middle one simply tepid, a bit like the large pool. While probably great for bathing, there's nothing to remark on here.

Walking from there to the small rise with rock faces proves to be the answer. There are well-chiseled openings in each, four in all, hewn from the rock by skilled masons surely. Each doorway is only three feet high, perhaps a foot and a bit wide. As you peer in one, a head pops out of another nearby.

"Here now, what's going on? Don't you believe in announcing yourselves politely?"

The mahogany and russet clothing worn by the diminutive speaker, his homely countenance the color of dry oak leaves allows only one conclusion. He is a Brownie, and these entrances cut into the stone are entrances to the place where he and likely a number of his kin dwell.

There are indeed some three score of Brownies dwelling in the underground burrows accessed by the openings. If the party is hostile or even insulting to these little Alfar folk, the Brownies will simply retreat inside, close off the passages with heavy stone blocks, and then leave the place via a special portal that carries them back and forth between their own world and here. If the adventurers somehow manage to get inside and locate the transference door, it will avail them nothing, as only true Brownies can make use of it, the creator, Amadan Mor, seeing to that.

The Alfar Brownie race is primarily nocturnal and sometimes of subterranean habitat. They are somewhat similar to the depiction of myth and folklore-the largest barely three feet tall, sturdy of build, and dark tan of skin. They are plain and homely looking folk by human standards, and dress mostly in brown colored apparel. Alfar Brownies are not particularly smart, but neither are they stupid. They are humble, very hard working, and rather shy. They do not like surprises, intrusions, or to be watched, especially by humans.

They are small and quick, and have the capacity to literally vanish in one round. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be, up to one league distant. Alfar Brownies have very keen visual and tactical senses, about half again as good as humans, but their olfactory and auditory ones are a bit less than the human norm, say about 90% of the latter.

If the party is civil, the Brownie will come forth and speak to them. He happens to be the foreone of the lot, the

chief. His name is Jeefths, and he is sensitive about it. No stats are given for Jeefths or any of the others. One or a few can be killed rather easily, then the rest leave.

Read aloud the following:

"'The Mors' bids me welcome you, good folk." The small, dun-colored fellow says without much enthusiasm. "Your coming just now has ruined our sleep, of course: Well, no help for it now, I suppose. Have you seen the place?" Noting some bewilderment in your expressions, he explains:

"I mean the cottage that 'The Mors' ordered us to build for mortal heroes coming along now and then. You are mortal heroes, aren't you?"

(Assuming someone in the party says something than can be taken as assent, then continue:)

"Well then get to there and settle in. Maybe have a hot or cold bath in them pools too, if you like, eh? I'll see that you're properly attended to in a wink." So saying, the fellow vanishes into the darkness of the tunnel carved from the living rock.

(Assuming the party heads back and goes into the nearby cottage, then continue:)

It is only a few minutes before a veritable parade of the little folk begin coming and going.

First come several females with all kinds of wonderful-looking, good-smelling food in baskets and bowls.They are followed by several males who are pushing wheelbarrows in which rest small kegs. The lot set food on table, kegs on a hastily knocked together trestle sideboard. Another group arrives with flagons, fill them with ale and mead, then serve your choice, saying, "Drink up! Excellent brew, and there's more when what's here is gone. Sharpens the appetite, the ale, for the meal that's being readied is an ample one as is proper for masters of your standing."

By now the dining table is loaded with food of all sorts.There are roast fowls, pies, joints of meat, sausages, cold smoked fish and beef tongue too. A platter of sizzling chops is brought in, along with a bowl of fruit and one of greens. Fresh raw vegetables, cheese, butter, jam, rolls, more! There is scarcely room for your chargers and plates on the boards.

"Enjoy your supper, human mortal heroes," the Brownie who first you met says from his supervisory position near the door." After you're finished, we'll clean up, ready for the morrow's breaking of your fast. Of course a selection of pastries, deserts, coffee, brandy, and cigars will be brought before cleaning up begins. Fire'll be kindled too. Gets a tad nippy here once the sunlight's gone."

(If an adventurer inquires about the largess:)

"'The Mors' has instructed so, and it is that Great One's doin' that brings all this fine food and drink. We merely serve it, our labor is of another sort, eh?"

(Otherwise continue:)

As announced, all proceeds exactly on schedule. Some of the Brownies arrange chairs for you so that brandy and cigars can be enjoyed without disturbance of the bustling crew clearing the table and re-setting it, as others bring in more split logs for storage in the already amply filled woodbox.

Again the foremost of the lot appears, comes near and says, "Before you retire, mortal heroes, please place all that needs care at the foot of your bunks. All clothes will be washed and mended and shoes repaired and shined."

> In a Lejendary Adventure game Jeefths will add:
>
> "Any cloth or leather armor that's bein' in need of attention will be seen to. That could take a day or two—same for shields that need fixin'. As for metal armor, we are pleased to repair all such, but I must say that our best smiths, working with careful diligence, can manage only about one tenth of repair in a day, so badly dented and rent suits will take a week or so to have good as new. One last thing: If any of your weapons needs a good sharp edge on it, leave is out too, and we'll hone it like a razor. Sharpening the edges of your weapons is a trifle and we'll have 'em back before light returns."
>
> (In case the players aren't aware or don't recall, you might want to remind them that as with a tinker, Brownies can sharpen edged weapons so that the Harm done with one is +6 the first strike, whether it penetrates protection or not, then on down to a bonus of 1 on the sixth strike, and thereafter normal Harm is inflicted.)

He turns to leave, then stops, comes back. "Beggin' your masters' pardon," the little brown fellow says with some unease. "In case you aren't familiar with our customs, ahem, well: We Brownies are determined workers, of course, but you see there's none of us too fond of being watched. If you could avoid lookin' at the ones caring for you while they labor, that would be most appreciated. There's something that we can't abide, and that's being watched in secret while attending to chores. If you do that, well, Mors or no Mors, we leave and you're on your own!"

The last bit was added with some defiance, and after speaking so the foreone of the Brownies actually stamps off with small shoulders squared. You look at each other with raised eyebrows and slight smiles.

The foreone of the gang of Brownies in this place spoke with blunt truth. He and his fellows will repair any-thing, but the rule of no watching is a mandate. If the party spies on them, the lot departs. There goes food, drink, and all repairs for the duration of the adventure.

Answers to questions

Note that only the foreone of the Brownies will answer, the other ones will simply direct the person asking to speak to their foreone, "if it please you.'

What is your name—asked of a serving Brownie:

"Just call me 'good Brownie,' for my name is not important."

What is your name—asked of the Brownie foreone:

As you inquire of the head Brownie what his name is, the little fellow's face becomes like stone. He draws himself up to his full two feet, ten inch height, looks at you with dignity and says:

"There have been times in the past when others of your sort have inquired this very thing. Following my reply there has been uncalled for mirth. My name is not something in which to find humor. If you laugh, mortal heroes or no, there will be no service for one day thereafter as a protest by all Brownies against their foreone being made light of."

After a pause, and with great dignity, the chief Brownie harrumphs, and says slowly and distinctly, "My name is Jeefths."

He looks at you with an air of hauteur, absolutely astonishing in a Brownie, and adds, "I do not lithsp. Only when I am very upset do I do that, and I am now very calm..."

(If any of the players joke about the name or the slip Jeefths made, his lisping, there goes service for the next 24 hours. Hold to this rule throughout the time the party is in this place later too. There will be no fun made of Jeefths! Heh, Jeefths, the Brownie butler with a lisp, heh.)

Who is '"The Mors"'?:

"Well, sirs, of course 'The Mors' is himself. That is, he is Amadan Mors, the great supernatural Alfar lord who sees to us, his folk. Sure and he loves jokes, but he plays them only on. Never mind. It is he who put us here to care for you. A fine fellow, 'The Mors.' Now I must be about my business, beggin' your leave."

The party can have almost anything in the line of normal equipment made by the Brownies on request. These little folk have forge and smithy, tailors bench, woodshop and cabinet-makers, shoemaker and last, wheel, and kiln for potters, all that and more. Any request of this sort must be accompanied by a "gift" of silver, gold, or stones for jewelry. From such stuff the Brownies make special things that they offer for their deities.

Again, as long as they are reasonably polite, follow the rules, the team will have rest, refreshment, arms, armor, and equipment repairs, weapons sharpening, all that sort of thing, whenever they visit here. There is no unnatural sort of care in this place, though, no magical healing or curing. Time runs slow, so a day's rest cures five times the usual number of points lost to wounds, and that's that—almost.

If any character asks about someplace safe and secure in which equipment and other things (such as treasure) can be kept, stored while the team is away, Jeefths will show the inquiring party a hidden trap door in the floor of the cottage under which is a large box in which there's about 24 square feet of space, assuring:

"Nothing will harm and no one will bother anything you might place in here. Furthermore, none other than "The Mors" himself, far-seeing as he is, has informed me that if and when you take your leave of "the pipe"—that's what we call this whole place—it will be sent along with you by way of his generous nature."

At such time as the team has been here for five days, Jeefths will announce the following:

"Good sirs, 'The Mors' has directed me to serve you your choice of Ambrosias on this day, so as to speed you on your way tomorrow. Of course you needn't eat it now—take away service is possible. What shall it be, the dish I bring? Each can have a single helping of any one offered, or I can bring one large dish to serve all."

On offer are various magically energized food-like substances. The specifics of what each magical ration confers are given by Jeefths in the descriptions below. Where necessary additional D20 game information is provided in italics after each such item. The powers and effects Jeefths notes work just as he describes.

> Lejendary Adventure game players will find these items detailed in the Lejend Master's Lore rulebook.

The menu is as follows:

"You can enjoy Aerial Wafer that will make each of you able to take to the air, with all worn and normally carried, as freely as a bird and fly as does a swallow attaining a speed of 60 miles per hour if you dive straight towards the earth. You can fly or stand still atop land or water and appear as a whirlwind or waterspout. The effect persists for two hours time or ends sooner at the will of the consumer."

This strange and tasty treat grants a maximum flying speed of 90 feet per round with perfect maneuverability (if one dives straight downward a speed of 530 feet peer round may be attained!).

"There is Aquatic Gelatin so you will be able to take to water, with all worn and normally carried, as freely as a fish and swim as does a mackerel, attaining a speed of 25 miles per hour. You travel, at the noted speed, or stand atop land or water and appear as a fountain of water or a wave-like projection. The effect persists for four hours time or ends sooner at the will of the consumer."

This wobbly jelly-like substance grants a swimming speed of 220 feet per round.

"I can bring you Ground Cake that makes you able to move through the ground, with all worn and normally carried, more easily than a mole, going through any sort of soil, save solid rock, at a speed of 10 miles per hour, stand atop land or in the midst of mire or mud and appear as a tall mound or a rock-like pillar. The effect persists for eight hours time or ends sooner at the will of the consumer."

A slice of this gritty tasting cake grants a burrowing speed of 90 feet per round.

"Also available is Flame Relish that makes you able to move through fire, lava, or magma, with all worn and normally carried, as a lizard crawls, at a speed of five mile per hour. The consumer can also travel, at the noted speed, or stand atop land or in the midst of

fire or lava or in the air and appear as a flaming bonfire or a jet of fire or as a small cloud of dark smoke. This effect persists for 12 hours time or ceases upon the will of the consumer."

This spicy condiment allows movement through the fiery substances noted at a speed of 45 feet per round.

"Kunbat's Juggernaut Ration enables you to concentrate for three seconds of time and thus change your cellular structure. Flesh becomes as hard as leather-covered oak, bone as strong as wrought iron, and body weight is quadruple normal. You become a virtual human battering ram, and only such causes as acid, fire, poison, and magical harm then reduce your vitality. The concentration effect persists for four actions only, then dissipates, and another three seconds of time must again be spent concentrating to change body structure. The capacity to do so remains active for two hours of time."

Concentrating to gain the special effects is a standard action with all such effects then persisting for four rounds thereafter. The effects can be replicated any number of times, each time requiring a standard action to invoke. The imbiber has a damage reduction score of 25 versus all attack forms save the ones noted. Attempts to break down doors, bull rush actions, overruns and similar activities are made with a +4 bonus to their chances of success.

"Also I can bring Oswald's Nictoscopy Jelly so you have the capacity to see at night as if it were full day, in lightless places as if it were a dark, heavily clouded afternoon. It enables vision clearly to 300 feet distance, less clearly to 3,000 feet. It requires a transition time of 12 seconds, three to switch from this to normal eyesight and vice versa. The effect persists for a day..."

It takes three rounds for eyesight to adjust to differing light conditions. If the change in light has been abrupt the imbiber is effectively blinded for this period.

"Not to mention Rakvosh's Mind Over Matter Tart that temporarily gives the capacity to manipulate or move small objects by thought alone. The matter to be moved must be unique, a single object or object group such as hairs or keys on a ring. The matter must be in plain sight of the individual. Matter movement can be in any direction unimpeded by obstacle. It is slow, however, and a rate of one foot per second is maximum and demands full concentration. Precise movement, such as inserting a key into a lock, requires a steady hand and eye to accomplish. The effect persists for two hours time."

> In a Lejendary Adventure game add:
> "If eaten by an individual able to utilize the underlying Psychogenic Power, that one's Power is doubled by consumption of this Ambrosia."

Objects up to 3 lb in weight can be moved or manipulated from a distance of 45 feet or less. Precise movements require a dexterity check against a DC set by the Games Master, this could be as low as 10 for a relatively easy task, 15 to successfully insert a key in a lock, or 20+ for a very difficult operation.

"We can give you Treetop Pastry so each one eating it will grow in height and weight—increase to three times nor-mal size. All normally worn and carried in hand is affected by this Power, so that armor, equipment, weapons, etc. also be-come as big. You will be able to strike hefty blows and take big strides but your reactions will be impaired. The effect persists for one hour."

The imbiber gains a variable damage bonus of 1d4 and their movement speed is doubled but a –8 penalty is applied to all initiative rolls.

Thus a character who usually delivered 1d8+4 damage with his sword would deliver 1d8+4+1d4 points after consuming this ambrosia, and a movement speed of 20 would be doubled to 40 but if their usual initiative modifier was +3 it would become –5.

"Finally, may I suggest some Whipple's Vibratory Alter-ation Biscuit? It gives a temporarily gain of the capacity to change the molecular vibrations of the body for the space of an instant so as to, in effect, be immaterial. This will automatically divest the individual of all worn, affixed to the body, or carried. In the case of a simultaneously harm-causing event, including a fall, the capacity will prevent any harm that is not continuing past the moment when contact would normally have taken place from occurring to the individual. The latter use can be risky and success is not guaranteed, as timing must be precise. The effect persists for four hours time."

To avoid damage from a simultaneously harm-causing event the character must succeed in a reflex saving throw, if an attack is being avoided the DC is 15, for a fall the DC is only 12, as noted in both cases the character is naked thereafter.

"What will it be good sirs?"

Jeefths will repeat the list one time only. Saying that he is busy, and can not waste time by going over a simple list endlessly. When the characters decide what they will have, each gets a serving that enables the effects indicated for the specified time. The Extraordinary edibles will remain safe and active for as long a period as desired, unless some outside thing, such as water, fire, etc. causes their dissolution or destruction.

Visiting here after a Party Member Loss

It is suggested that the GM allow players who lose their Avatar/Character to create a new one. A new PC should be about one level below that of the average for the party as of when it began the adventure.

> In regards to a new Avatar, a basic one with allowance for one extra Ability at a score of 20, and 2,500 General Merits to use to buy points of score in any Ability other than the 1st one is recommended, so as to have a viable newcomer joining the team.

If this suggestion is followed, when the party comes in have Jeefths greet them and say:

"By the way, Good Folk, there is a stranger here that has been sent to this place by "The Mors". I believe this one is also a hero, one eager to join your brave band."

The Numbered Encounters

The numbered encounter areas are all within the various "panes" of the seven different shapes and 49 hues indicated below. They are portals to various dimensional matrices of considerable extent—worlds, for example, but limit the access thereto by the team because of the powers employed by the deity active in creating this place, Amadan Mor. The two unique ones, the crystalline star and the ebon sun, are not accessible from the cylindrical hall. They are discovered as follows:

White (Crystalline) Star: When all seven of the different shapes of panes (disk, hexagon, etc.), all seven of the different base colors of panes of the same base color have been accessed (red, orange, etc.), and all of one color of pane have been eliminated (that is at least 18 panes total), the last so entered will have within it a talisman that will cause the star-shaped pane to come into being within the hall. See Encounter #51 below.

Black (Ebon) Sun: When all panes have been accessed, and the star-shape pane has been entered and exited successfully, the last one so entered will have within it a talisman that will cause the sun-shaped pane to come into being within the hall. See Encounter #50 below.

There is no set order for encounters. The numbering is given by shape and in color spectrum order for ease of finding the randomly occurring panes.

It is critical that the GM remember to include the talisman for the White Star and the Black Sun when the pane portals have been entered as indicated. Alternately, the GM may have the Black Sun talisman found in the last place entered by the party. That, of course, assures that every encounter will be used.

Also: When all seven of one shape of pane have been eliminated by entrance and exit, then read the following:

A shadowy figure appears as you stand upon the ramp way. It is a human of heroic proportions partially swathed in some sort of concealing cloak. "Come, take my hand and I will take you from this place. It is enough you have done—and little thanks have the Tuatha da Danaan lords given you for attempting to rescue one of their own, eh? You are not "heroes," just their pawns. Know that I serve the mighty Gwynn, and he is not angry with you. You have but to allow him to release you from this prison, and he will reward you."

If this offer, or the second outlined below, is accepted, the party is indeed removed from here. Taken to the plane on which the malign deity dwells. He will be "kindly" and generous. All the team needs do is pledge to slay the "perfidious whore" Lady Rowina, send her here where she is supposed to be. Then he, Gwynn, will reward them with such magical item each desires, and they will be sent to anywhere in their mundane world they wish to go, with his thanks and aegis too.

All this is true, and the latter means that upon slaying Rowina characters of a good or neutral alignment should be penalized, at the Game Master's discretion good characters can be shifted to a neutral alignment and neutral ones to an evil alignment.

> Lejendary Adventure game: all Repute turns to Disrepute, and each Avatar gains two more such points.

If they fail to slay Lady Rowina, then Gwynn and Bili both will be hunting for them if they are in any lands where those two have influence and power. The benign deities will not assist the party, certainly. Managing this is up to the GM, of course, but those who defect from a quest, even a most wicked one, should be given short shrift because of the deities concerned.

When 25 panes have been eliminated by entrance and exit, then read the following:

A shining figure of silver appears before you on the ramp way. "Have you mortals had enough? Surely by now you realize this is a fool's errand, hopeless, and that "hero" is the term the Tuatha da Danaan use as a euphemism for lackey. Give up this nonsense. I will transport you hence instantly, guarantee your safety in the service of Lord Gwynn. Say the word, and it is done!"

Agreement results in the situation indicated above after when all of one shape of pane has been eliminated.

Which Encounter Area Presents Itself First

Choose any of the 49 panes that suits you. That is the one that drifts up to within touching distance of the ramp on which the team stands. From that point, proceed with numbers going down thereafter, and then those have been exhausted, move to the top of the list, #1 if more areas remain to be entered.

The Game Master might choose those panes he feels will present the best challenge to the party of adventurers assembled. If a particular pane seems too difficult for the band have other easier adventures present themselves first so that by completing them the team will be sufficiently seasoned to move on to the greater challenges you have kept in reserve— this is more likely to be necessary in a D20 campaign than a LA one.

Of course the players might take matters into their own hands, decide upon shapes and colors. In such case, they should be allowed to do so even it their own peril.

Scaling The Adventure

It is possible that a time will come when the party has grown in experience to such an extent that the GM believes the challenges presented by a given paned will be too easy. This adventure has been structured to minimize this possibility. Many of the panes present challenges unrelated to char-

acter level and instead challenge the players' skill in roleplaying and problem solving. In others the GM is presented with an array of potential NPC adversaries and may choose exactly how many come to blows with the player character party, thus "scaling" is easily managed.

In those cases where the GM believes that the opposition must be strengthened to truly test the party the following steps should be taken:

1. Equip NPCs with magical items. As noted above many NPCs have no magical gear. Magic items can be added easily by the GM in reference to NPC Gear Value in the DMG.
2. Increasing hit points. Most of the NPCs and creatures encountered have average hit point totals. Increasing the hp value by 50% toughens up such adversaries considerably.
3. Doubling the number of opponents. While singular potent adversaries should have more magical items and a higher hit point total, guardian NPCs and monsters can be doubled in number as well as having higher hit points and/or magic items.
4. Adding outsiders. Given the odd extra dimensional nature of this adventure the GM will have few problems justifying the presence of demons, devils, powerful elemental etc. These will act as guards and allies for the adversaries already detailed.

The GM can take some or all of these steps as he deems necessary. The amount of monetary treasure available should be multiplied by a factor of one for each step taken – x2 to x5. Magical treasures should not be added to save when an NPC is being equipped with items they will use against the party. Do that with care, remembering such items have a good chance of becoming treasure in character's hands!

The amount of monetary treasure given in this adventure may seem parsimonious to some; however, the GM should bear in mind that the party's scope for spending this money is very limited and that at the adventures' conclusion the accumulated wealth will be quite large. Also the one-use gifts given by the Brownies are each a valuable commodity in their own right and while the characters will not be able to sell or trade these magical foodstuffs they represent an overall increase in the party's assets.

Magical treasure is rare but when discovered includes individual items of great value and/or many lesser items that are collectively valuable indeed. Thus the discovery of magical items occurs relatively infrequently throughout the course of the adventure but when such are found they are true treasures!

All in all the Game Master is advised to think twice before increasing the amount of monetary treasure and to add extra magical items only when equipping an NPC with better gear.

Should a spell caster or other character be in great need of certain ingredients for the preparation of his spells or spell books the GM can, if he so wishes, have the Brownies or sprites supply such as a "gift from "The Mors." Likewise if the GM allows characters to manufacture magical items the Brownies or sprites might be able to provide the necessary materials if the party has the wherewithal to pay for them—this is left in the capable hands of the GM to manage as he sees fit.

> If an Ordered Avatar advances in Rank, and the party really needs immediate bolstering, the LM can have the Brownies or sprites give them any material benefits that would normally be made available by the Order's hierarchy as a "gift from "The Mors." Likewise Ability additions can come from periods of training and practice at the "top" or "bottom" end of "the pipe"—perhaps with coaching and comments from the sometimes less-than-helpful residents! Better still are pane encounter areas where the environment would naturally allow for Order advancement in Rank or Ability score increase by training of some sort. There are several such panes where training can be accomplished.
>
> Once the Avatars return to the Lejendary Earth world any fees due to the Order for Rank advancement and/or training might be due and payable to the association before such is allowed again—he LM can determine such matters as he wishes.

How Pane Entrance Occurs

As soon as a character reaches out so as to be one or less feet distance from the pane, that individual is drawn into its portal. To make it easier in handling a larger group, the GM is free to allow all persons within 12 feet of that character to likewise be pulled from their own place to the strange one existing "through" the colored gateway.

This device is used to prevent split parties, and you may extend the area to as much as 20 feet so as to ensure the team enters together. Players bent on disruptive play will, of course, manage to avoid such careful machinations. If this becomes a problem, perhaps sending the players who purposefully avoided team play home for the session might serve as an object lesson. Similarly, a player who is bent on working alone, sends his character in thus, can be "corrected" through elimination of the one so offending.

Exiting a Pane Portal

As noted above, when the party exits a particular pane it will disappear. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists. Also note that any creatures a character has summoned or conjured will disappear when the party exits a pane portal, as do the effects of all active spells.

Other Portal Notes

The portals lead to a variety of dimensional matrixes. Some of these areas are partial or demi-planes, pocket dimensions, spheres, etc, and were actually created by Amadan Mors, others are alternate worlds or universes known to the

deity and used for his little, party bemusing quest.

For the most part, "The Mors" has limited the capacity of visitors to use methods of travel. Unless otherwise stated in the descriptive text, the characters are afflicted with a special limitation—either by a special transformation when going through the portals, or by the nature of the pocket dimension itself. They can't personally access the alternate adjacent or transitive dimensions themselves, thus they are unable to teleport either short or long distances, or escape the dimensional matrix other than completing the quest. They do, however, typically have access to summoning or conjuring spells, or items that provide extra-dimensional space for storage. Additionally, there often is also a suppression of magical effects that allow negation of gravity such as flight or levitation (though an effect to suppress falling, such as feather fall, will work).

[Editor's note: The type above is not Shruti!]

DISC-SHAPED PANES

1. RED (SCARLET)

The Giant Forest

As will happen now and again here, the party is changed as they enter this place, with familiars and animal companions not being transported at all, held in temporal stasis elsewhere. Upon passing through the dimensional portal they are transformed into living acorns. They have little arms and legs, their heads are just under the "acorn cap," eyes peeking out from there. All that they wore and carried now forms a part of their hard shell. They have no weapons, and no mouths with which to speak. No magic power that requires speech to activate will function; likewise spindly acorn arms and digits cannot make the complicated gestures associated with the activation of most spells and in any case the material components the party had have been transformed along with the rest of their gear. The adventurers aren't at all heroic now, they look comical, and are at the mercy of many things, as they will soon find out. This state should annoy and frustrate the players, even as it stimulates creative thought and innovation.

Note that spell-like abilities and psionic powers can be used normally as no speech, gesture or material component is required to activate them. Supernatural and extraordinary abilities depend on their concept—assume most do not work unless they are purely generated internally based on psychic ability and not physical form.

> In a Lejendary Adventure game Psychogenic Powers can still be used.

If such psychic capacities (other than the telepathic communication noted) are possessed by one or more of the characters, they will soon discover that the effects of such powers are scaled down to their current size. Any damage-inflicting ones will play hell with insects, might cause a mouse to back off, but will only anger anything the size of a chipmunk. Mind/thought influencing capacities are likewise good only for things like beetles.

If any player has his or her character concentrate on trying to communicate with a fellow, lo and behold! There is a silent mental communication possible, as from this point on, the concerned parties are able to form a telepathic link when they are within 100 miles of a fellow likewise enabled, and there is no intervening substance that will block such energy (such as lead or gold). Not a small reward, this; but of course they must discover this, survive the ordeal of now...

This is the text to read aloud to the players when they enter the pane-portal:

As you are drawn into this dimensional matrix, you experience a moment of blindness and nausea, but that passes quickly. Then after a second or two you are able to see again, you can't believe your eyes. Never have you seen such gigantic vegetation! There are leaves bigger than blankets, blades of grass 50 feet high, and the trees around you are absolutely titanic, as high as mountains but not cone shaped, their boles range from a few score feet in diameter to several hundreds of feet through. Incredible...

It makes you feel only slightly more secure that you are observing this colossal forest from under a fallen tree branch that is larger than an oak tree back on your own world.

(**As soon as one of the team looks at the others in the party, continue:**)

Good grief! There are funny little acorn men around you. Seeing them makes you want to laugh, but for some reason you can't. Wait a minute! You aren't you at all. Neither are your comrades themselves. You and they are the acorn men; acorns with thin little arms and legs protruding. Seeing their eyes peeking out from the dark space between their nutshell bodies and cap still makes you want to laugh...until you remember that's how you look to them. You pinch yourself, but the skin of your arm is leathery, the flesh beneath it feels as hard as wood. Would that you could utter a satisfying oath about now…

During this pause the awful truth will sink in. Acorn personas with no equipment or weapons, unable to speak or use magic, lost in a great woodland. While the players complain and otherwise look miserable, smile sweetly; allow some time for them to possibly discover that their characters can use telepathic communication. Allow a little extra time for experimentation with psychic capacity too, if applicable.

Before the crew gets mutinous, though, continue thus:

As your party manages to regain their capacity to reason, think rationally, and that you can all manage as well as before your pre-acorn days, there is movement nearby that attracts your attention. In front of where you hide you see a huge furry thing! It is as big as an elephant, twice as long, and its vast mouth, big enough to swallow one of you, is armed with sharp teeth bigger

then shovels. It is searching about in the tangled undergrowth for food. Now and then it sits up so as to raise its head to a height of what seems near 40 feet to you, looks around quickly, makes a rapid series of deep barking sounds before returning to its hunt. Its golden coat has a long horizontal stripe of black and one of white on each side.

(Likely someone will guess, but if not go ahead anyway:)

It is! The "monstrous beast" is a chipmunk. So you are diminished, not in some super-sized forest. Sounds you hear will be tricky to interpret, surely, as the chittering of the little rodent was perceived as a deep barking.

All that aside, in your condition the chipmunk is huge and dangerous too. You observe it using its massive and sharp teeth now to gnaw quickly through the shell of an ordinary acorn, eat the contents, and drop the husk. It is working its way inexorably towards where your party hides.

If asked, supply information to the party that there is a clear path away from the hungry chipmunk to the left rear of where the team is. They should run off on it immediately, heading southwest. This will bring then to the edge of a clearing, where more fun is in store. Moving on the clear path will get only six random encounter checks before they reach the clearing.

If they stay, the chipmunk will find them, grab one at random, and kill and eat that unfortunate. It will be too startled to chase after the rest if they flee then.

It the party just runs away without taking the clear path, they will be slowed by all the clutter on the forest floor—twigs, leaves, and growing vegetation. As this occurs, they will likely be attacked by some creature here.

Roll d10 each minute they are moving about thus, with the following results:

Forest Movement Table:

1-5	Nothing attacks
6	Acorn falls from above and knocks out one character for 3-12 rounds
7	Falling leaf covers and entangles one character for 2-8 rounds
1	One character stuck in a tangle/down in a little hole until freed by one or more other characters
2	Nuthatch attack: Reflex save (DC 17) or else suffer 2d8 damage
3	Chipmunk attack: Reflex save (DC 13) to avoid or else caught and dead

In a Lejendary Adventure game the nuthatch attack can be avoided by checking against 3x Speed BR, a failure indicating that 4d10 points of Harm have been suffered. The chipmunk's deadly assault is evaded by a check against 5x Speed BR. 1/10th of Luck and/or Minstrelsy score can be added to the chances of success.

After three or so checks have the party blunder its way onto the clear area, notice that they can move freely and faster here, and head them off southwest. Check four more times as they move thus.

After what seems to the characters as a mile run, the team arrives panting in the clearing where they can take cover under the leaves of some wild strawberry plants there at the edge of the "vast space."

Panting and fatigued, you come at last to a great open field where the sapling-high grass is only about twice your height. This implies grazers, surely things too vast to be able to see without much effort of turning and craning by beings your size. Discretion seems in order, so you all duck under some large leaves. These plants can only be wild strawberries, for you see red things like hearts dangling down around you, although they look to be the size of very large pumpkins now. What a treat, if you had mouths to enjoy such stuff.

From this vantage point you peer around, see something worse than the chipmunk you left behind. It is a red squirrel of what seems to you near incomprehensible proportions. As you goggle at its immensity, the squirrel finds something...an acorn, of course. It picks it up with its teeth, takes it in its paws and feels it, then pops it back into its mouth, bounds off in a series of hundred-foot leaps. Up a mighty tree it scampers, disappears in a cavern-sized opening in the trunk in another second or two. What a relief not to have to watch the horrible demise of a fellow acorn.

Even as you think that the head of the rodent reappears from the opening – back it comes, down the tree bole in a flash, then bounding through the field again in search of more acorns! Sounds from behind in the forest distract attention from the red squirrel. There are tremors in the ground, and the deepest of grunting sounds is barely audible to you. What might this be? The squirrel is a danger, so why not head back and see what the shaking and noise is all about?

(If the party somehow decides here and now to allow the red squirrel to capture them, see the last section of this encounter:)

(Assuming the party moves back along the clear path:)

After going a short way, you see a fallen limb that angles upwards at a reasonably gentle grade. If you climb along that way, the party will be able to look around from an elevated height, more likely see what is happening at a distance.

(Assuming the party does that to see better:)

What a surprise. Not only is it easy to climb up the angled limb, but climbing itself is easy. Despite your rotund bodies and thin limbs, it seems you are able to move around thus as easily as a squirrel, if at but about one tenth such creature's speed. Although the fallen branch failed to allow a good view, a bit of vertical climbing on the sapling against which it leans allows the vista you all wanted. What greets your eyes is not so satisfactory.

Not far off are a herd of wild swine. The boar and two of the sows near him would seem big if you were in your normal form. They are rooting in the leaves and plants of the forest floor, and most seem intent on finding and sucking up acorns. Their tushes click and clatter, horrid gobs of saliva fly, as the pigs then champ

their rear teeth to grind up the nuts before they are swallowed.

At this point the players should be wondering how they can escape this forest of acorn death. They have seen all sorts of animals eat acorns, know their fate if caught thus. If any of the players considers what has been observed, they should realize there is a single chance for them, the red squirrel. It was seen carrying an acorn into its nest in a hollow in a tree. This offers some hope, if only a marginal one. It is the only escape possible.

If necessary allow the party to catch sight of the squirrel again, repeat the description of what it does, and stress its quick return... did it have time to eat the acorn it found? Surely not.

At this time if the party does not decide to return to the clearing and allow the squirrel to find them, carry them to its nest, then begin checks on the Forest Movement Table above, a 10 result being a deer, pig, or porcupine that catches and devours a member of the party sans any avoidance.

Back to the Clearing!

If and when the party heads back to the place where the red squirrel is busily finding and storing away food, the animal will notice them immediately when they come to its territory. It will hop to their location, seize one in its mouth, roll the acorn-character around in its paws to feel the weight. Yes! There's a tasty kernel inside, so off to store the find. Relate this to the players in whatever dramatic fashion you choose. Repeating it as the rodent comes dashing back and forth to carry all of them up to its food locker thus.

When the first arrival is tucked into the pile up in the cavity in the tree, you can allay the likely unease of the others by reading the following aloud, if the characters have discovered their telepathic link. Otherwise, each is too stunned by the experience to be able to tell where they are at until a minute after the last member has been brought in thus.

As your eyes adjust to the gloom here, and your senses manage to sort themselves out, you see what appears from your perspective to be a vast, wooden cavern. The floor surrounding the place where you lie amidst a mound of actual acorns is composed of bits of rotting wood and pieces of acorn shell. Your position atop the nut pile is such that the inner trunk wall is quite near. Looking upwards, there is darkness above, so perhaps a climb upwards will lead you to some means of escape.

A Search check (DC 18) reveals the following:

There is something red showing at the bottom of the heap. It looks as if it were some sort of polished stone perhaps.

The "polished stone" is discovered if any Avatar successfully uses Luck or Scrutiny Ability or some like skill that enables detecting or noticing, or when a manual search by moving acorns from the pile results in a d% roll of 10 or less.

(If the object is pulled free of the acorn pile:)

After considerable effort, straining and heavy moving, you manage to free the object from under the stored acorns. It is a thick hoop of what appears to be jasper, something like a big ring that would fit on the thumb of someone with very large digits.

Climbing Up

Going upwards keeps the party out of the squirrel's way. There are plenty of places for the whole group to rest, but there's no way out for them here.

If they are in the nest cavity while the squirrel is away, there is a 1 in 6 chance for its return each minute. It will attack a moving character-acorn and devour it. If the characters remain motionless, it will move any acorns not in the pile, the characters included, back to the heap. It will then eat an acorn. There is a 1 in 20 chance that acorn will be a character. A Reflex save (DC 15) avoids this fate, allowing the character to slip away while the rodent picks up another acorn.

Successful use of Luck Ability will allow an Avatar to not be so devoured, and any one can avoid this fate by succeeding in a roll against 4x Speed BR.

So how does the Party Escape?

Easily, once the hoop of red-orange stone is freed from the pile of nuts. Any acorn-character can crawl through the ring or have it passed over him. When that is done, that one and all his fellows are drawn out of this plane just as they were drawn into it.

Exiting the Pane Portal

When the party exits thus, they are back on the ramp way and restored to their normal forms, with any familiars or animal companions reappearing as they exit. The pane-portal that they entered some time back incandesces, then disappears in silvery motes as a metallic chittering note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: Each character should receive 500 experience points for managing to get clear of the nasty sphere that this place was. If any character was particularly instrumental in getting the team out of the predicament, give that individual an added 200 experience points.

> Each Avatar should receive an additional 50 General Merits plus a bonus of 25 General Merits to each Avatar who played a key role in the team's escape.

2. ORANGE (TANGERINE)

A Den of Devil Worshippers

By passing through this portal, the adventurers are sent to an underground cavern, find themselves in the midst of a tribe of sub-humans who are looking for just such a thing—sacrificial victims for their vile deity!

This is the text to read aloud to the players when they enter the pane-portal:

With some physical distress and a moment or two of blurred vision thereafter, your party makes the transition from the cylindrical dimensional matrix to: wherever this place is. It is not a heartening sight, the surroundings in to which you have dropped.

All around is a really big cavern. It must be about 200 feet in diameter across its narrower part, a rough oval, with many nooks and sub-spaces around its circumference, and passages leading from it. In its middle part there is a wide but shallow pool. You know that, because all of you are standing in the middle of it, and the cold water is below your knees. The pool is about 40 feet in diameter. You can assess the size of the place because it is lit by numerous torches and bonfires and a furnace-like blaze coming from the mouth of a really big and ugly stone head. It can only be some crudely sculpted idol of a devil worshipped by a truly savage people. It is some 75 feet away.

Who lit the torches, fires, and furnace is all too apparent. All around you are brutal sub-humans. They are standing in shock, evidently taken totally aback by your arrival. As you take in this scene, begin to comprehend your dire peril, these savage people begin an ululation. It is one of sheer joy. A big fellow near the horrid head bellows:

"See! Mighty Korglud has answered our shaman's prayers. Here are humans to offer as living sacrifices to him. Quickly, take them! Korglud hungers, and he must be fed. You will be his feast unless those strangers are fed to his fire in your stead."

There is a man in a strange mask next to the speaker, and he raises his arms now and begins to glow with a blood-hued halo around his body.

There are sub-humans to your left, right, and behind—about 60 feet distant and closing slowly. What now?

The team is surrounded by these savages, and there is no escaping combat. Well, there is, but it isn't likely that the players will be willing to risk it. The escape from this place is via the fire, as it contains a gate that leads directly back to "the pipe." Any living thing thrown into the flames is transported instantly back to the ramp way. This might be a bit confusing and present a minor problem to the party, if they make the return trip thus, should any of the sub-humans have been chucked into the devil's-head idol's mouth.

Their best bet is to rush the chief and the shaman, those two being unsupported. When the party clears the pool and gets to them, however, they will have some help—two regulars, an irregular, and a sub-leader. The characters have plenty of time if they act immediately, two actions for movement—one will clear them of the pool—and as they do that they can ready weapons and attack if they so choose. If they charge towards the chief, they will arrive before the waves of sub-humans of various sorts come at them from all sides. A typical wave consists of the following:

Sub Human (12): CR 1; SZ Medium-size humanoid; HD 2d8; hp 9; Init +1; Spd 20 ft (4 sq); AC 14 (+1 Dex, +3 hide) , Touch 11, Flat-Footed 13; Base Atk/Grapple: +2/+3; Atk: +3 melee (1d6+1, club); Full Atk: +3 melee (1d6+1, club); **Space/Reach:** 10 ft (2 squares)/5 ft.;SA lasso +2 ranged touch; AL CE; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 5, Wis 10, Chr 7.
Skills: Hide +7, Move Silently +2. *Feats:* Weapon Focus (club).

Irregulars (5): Sub Human Ftr1; CR 2; SZ Medium-size humanoid; HD 2d8+1d10+3; hp 17; Init +5; Spd 20 ft (4 squares); AC 14 (+1 Dex, +3 hide), Touch 11, Flat-footed 13; Base Atk/Grapple: +2/+3; Atk: +4 melee (1d6+1, club); Full Atk: +4 melee (1d6+1, club); SA lasso +3 ranged touch; AL CE; SV Fort +5, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 5, Wis 10, Chr 8.
Skills: Hide +7, Move Silently +3. *Feats:* Improved Initiative, Weapon Focus (club).

Sub-Leader (1): Sub-human Ftr4**;** CR5; SZ Medium-size humanoid; HD 2d8+4d10+12; hp 43; Init +5; Spd 20 ft (4 sq); AC 16 (+1 Dex, +5 breast plate), Touch 11, Flat-footed 15; Base Atk/Grapple: +2/+3;Atk: +8 melee (1d6+4,club); Full Atk: +8 melee (1d6+4,club); **Space/Reach:** 10 ft (2 squares)/5 ft.SA lasso +6 ranged touch; AL CE; SV Fort +7, Ref +2, Will +4; Str 15, Dex 12, Con 14, Int 7, Wis 12, Chr 10.
Skills: Hide +9, Move Silently +2. *Feats:* Blind Fight, Improved Initiative, Iron Will, Weapon Focus (club), Weapon Specialization (club).

[Editor's note: Much of the type below is not Shruti!]
Sub-human: 12 H 22 P 22 S 10
Attack: 6 Lasso 1 s Harm; range 30', speed 4
Attack: 6 Club 1-20 +2 s Harm; range 2, speed 4
Defense: 4
Sub-human irregular: 5 H 30 P 30 S 11
Attack: 2 Club 1-20 +3 s Harm; range 2, speed 4
Attack: 3 Spear 1-20 +3 p Harm; range 5, speed 3
Defense: 5
Sub-human sub-leader: 1 H 46 P 46 (51) S 12
Attack: Club w spikes 3-20 +4 p & s Harm; r. 3, sp. 6
Defense: 8

There are four initial waves of 18 sub-humans, each following the last when all of its number is fallen. All club hits are subdual attacks—the Game Master should refer the combat rules in the PHB. The sub-humans are adept at this method

of warfare and do not suffer the usual –4 penalty to hit.

> Harm from club attacks should be noted by the LM on a side record kept for damage inflicted for each Avatar. Club hits inflict only 10% of regular Harm, 90% being temporary stunning only which will be recovered at a point a minute after going unconscious.

When each wave attacks six regular sub-humans use their lassos to entrap party members while the other six, along with the irregulars and the sub-leader, dash in to strike with their clubs.

If the party is not captured after the four initial waves, four more will come after a pause of 30 seconds. The team can move out of the pool, but they can't get far, unless it's towards the flaming mouth, because if they break for some edge of the cavern, they will be immediately set upon by a wave like that above, as the shaman becomes active.

Shaman: Sub-human Sor9; CR 10; SZ Medium-size humanoid; HD 2d8+9d4+22; hp 53; Init +3; Spd 30 ft (6 sq); AC 13 (+3 Dex), touch 13, flat-footed 10; Atk: +6 melee (1d6, club); SA lasso +5 ranged touch; **Space/Reach:** 10 ft (2 squares)/5 ft. AL CE; SV Fort +9, Ref +9, Will +9; Str 10, Dex 16, Con 14, Int 11, Wis 14, Chr 17.
Skills: Concentration +14, Hide +10, Knowledge (arcana) +10, Move Silently +6. *Feats:* Great Fortitude, Iron Will, Lightning Reflexes, Weapon Focus (club).

Sorcerer spells per day: DC 13+spell level; 0-level (6 per day): *dancing lights, disrupt undead, flare, ghost sound, mage hand, mending, prestidigitation, resistance;* 1st-level (7 per day): *alarm, comprehend languages, jump, true strike, unseen servant;* 2nd-level (7 per day): *continual flame, detect thoughts, glitterdust, locate object;* 3rd-level (7 per day): *apathy*, dispel magic, pitchfork*;* 4th-level spells (4 per day): *cloak in power*, dimensional anchor.*
* indicates a new spell in Appendix C.

> The shaman knows some spells unheard of in much of the multiverse but common to certain legendary worlds:
>
> The shaman has only one applicable casting for Shamanism, but more for his SOrcery Ability. For game purposes assume that he shaman's activations are automatically successful.
>
> Sub-human shaman: 1 H 50 P 50 S 15 (AEPs 60)
> Defense: 6 plus 80*
>
> Powers:
> *Cloak in Power already in effect.
> Apathy will be cast three times in a row, each activation affecting four persons for 2 ABCs time.
> Pitchfork cast as a last resort
>
> Apathy: Minimal Power (Grade II): When this preternatural Power is activated, one subject within sight of, no more distant than 66 feet, and indicated by the sorcerer will become lethargic and unless the subject succeeds in a check against Speed Base Rating it will do nothing that ABC—or the following one if action has already been taken on the ABC of activation of the Apathy force. For each two extra AEPs expended by the sorcerer before activation, one additional subject, up to four total, can be affected by the Power. For each two added AEPs expended at time of activation, the effect of the apathy can be extended by one ABC realtime, up to six maximum ABCs time of effect. In the case of effect beyond a single ABC, each subject is entitled to a check against Speed Base Rating each ABC to attempt to overcome the lethargic force that ABC.

Cloak in Power: Very Strong (Grade VIII). When this supernatural Power is activated successfully, the shaman, or such individual as he or she touches immediately thereafter, is covered with a shimmering aura. Although difficult to discern, the color of this energy is that of the prevailing environment. This aura is preternatural energy that provides the subject with 80 points of protection, a Health BR, if you will, that absorbs all normal and preternatural Harm first, so only when it is gone does the individual suffer Harm to his or her own Health. In addition, each 10 points of aural energy gives the subject individual a one-point increase in chance to hit, conveys an additional one point of preternatural Harm to attacks delivered by weapons. If not dissipated by attack Harm, the energy of this Power persists for eight hours.

Pitchfork: Low Moderate (Grade III): By means of this preternatural Power the sOrcerer creates a hand-held weapon, a bident/military fork (q.v.). It has a bonus of –10 added to the Weapons Ability of the sOrcerer wielding it. Furthermore, it is coated with flaming pitch, and any target subject struck will suffer an additional 6-8 points of fire-based Harm. The energy of this Power persists for three ABC's time, then dissipates, and the weapon vanishes. For each additional 1 AEP invested at the time of activation, the Power's duration is extended by 1 ABC.

The chief will come into the fray with the second wave, attacking the strongest of the party:

Leader (1): Sub-human Ftr6; CR 7; SZ Medium-size humanoid; HD 2d8+6d10+16; hp 63; Init +5; Spd 20 ft (4 sq); AC 16 (+1 Dex, +5 breast plate), Touch 11, Flat-Footed 15; Atk: +11 melee (1d6+5,club); Full Atk: +11/+6 melee (1d6+5,club); Space/Reach: 10 ft (2 squares)/5 ft; SA lasso +8/+3 ranged touch; AL CE; SV Fort +8, Ref +5, Will +5; Str 16, Dex 12, Con 14, Int 9, Wis 12, Chr 12.
Skills: Hide +13, Move Silently +7. *Feats:* Blind Fight, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (club), Weapon Specialization (club).

Sub-human chief H 65 P 75 S 13
Attack: Flail 6-20 +9 p&s Harm; r. 3, sp. 8
Defense: 8

In all, this is a dangerous time for the team. They will likely fight hard, and some might be slain. If that happens, then that character is likely lost forever. The sub-humans will toss all the team, stunned and dead alike, into the furnace-like mouth of their idol. The dead will be incinerated, of course.

If by some miracle the party manages to defeat all of the sub-humans, the fire in the idol's mouth is suddenly extinguished, and in its place there shines an opalescent glow. That should suffice to make the party realize it is the way out. If not, then let them roam around. The way out shows a bleak land around with prehistoric mammals roaming about. All the other adits to the cavern are dead ends.

Exiting the Dimension: When the party exits through the mouth, furnace or glow, they are back on the ramp way. The pane-portal that they entered some time back turns into a sheet of flames like that in the idol's mouth, flares hotly, then disappears in bang that echoes throughout cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award:
In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. If someone figured out the way to escape was through the idol's mouth, took the risk, give that one an additional 100 General Merits.

3. YELLOW (BUFF)

The Village in the Mighty Trees

As usual for places where magic functions, that usable here does not allow escape from the location or the dimensional matrix, but otherwise such magical activations work normally.

With this little journey, the team is placed into another perilous situation where might is the main means of success. Their unknowing and unwilling "hosts" will soon discover the presence of strangers and react with savage vigor to rid their community of unwanted visitors—at least of living and breathing sort. One or two turning on a spit is an entirely different matter...

This is the text to read aloud to the players when they enter the pane-portal:

When the disorientation of the transference from where you were to this place—wherever it is—begins to fade, you are still a bit unsteady on your feet. That's soon explained, however. The wickerwork floor on which your party stands is swaying slightly to and fro. A quick look around, and outside the woven wall of this circular structure of beehive shape tells you much. None of what you learn is exactly heartening.

The structure you are in is just big enough to hold all of you. It is suspended from a big tree limb some 20 feet above by a thick cable of woven lianas.

Below is the ground, what you can see of it from some 100 feet above that verdant surface. You are in a forest, a warm one from the temperature and flora. The nearest bole, that of the tree from which your hut or cage or whatever it is depends from a limb of, must be nearly 10 feet in diameter, 200 feet high where its uppermost tip reaches. It is by no means the largest of the mighty trees surrounding you. There is one about 100 feet distant that must be more than twice as thick of trunk, and well over 250 tall.

You note it all because at the midpoint, near your eye level, where several huge branches spring from the main bole, there is built a great hut that seems to encircle the entire tree. It must have an inner circumference of 55 feet or so, the outer over 150 feet, if it circles the whole trunk, that being near 20 feet diameter at the height of the structure. Its floor projects 20 outwards from the bole, supported by natural limbs and ones that seem to have been grafted to the tree. Some of these growths are bent upwards, form posts, then branch inwards to make a leafy roof about seven feet above the floor at the outer edge. Other small branches about 12 feet higher up the trunk bend downwards create a sloping roof. The entire tree is thick with vines and lianas, many looking like ropes upon which one might climb. From the great hut runs a suspension bridge, which, with the support of the uppermost branches of a "sapling" that is a mere 150 feet tall, comes in two descending arcs to your structure. This place is evidently a private outbuilding of that main place.

All around you are other smaller huts, mostly built as that great one is, but only circling a portion of the bole of the tree in which they perch. Some other structures are like the one you are in—beehive-shaped, woven of sticks and vines, their surfaces showing much leafage, their presence surely difficult to detect from the ground.

So this is an arboreal village of some sort. Its residents must be winged or able to climb as monkeys do. What is the purpose of this hut, you wonder. The answer to that, and what sort of creatures dwell in this place, is not long in coming.

There is a strange bellowing series of sounds that come from the big circular hut—some sort of speech, certainly. Drape-like vines part, parallel parts push out to either side, and through that opening comes a hairy, green-skinned ape-man with a short sword hanging from its leather waist girdle. He is moving rapidly and surely along the suspension bridge that runs to the place you

are in. Over his hairy shoulder is a body, apparently an unconscious woman in badly torn cloth garments—knee-length britches and a blouse. Her hair in a long braided queue that swings this way and that as the apeman bounds along towards you.

The team is in the larder, the prison where captives are kept until the losels are ready to kill, cook, and have the unfortunate victim for supper. The party needs to ambush the approaching losel as he enters the hut, and render him unconscious or dead in two rounds time. Failure to accomplish this will mean the creature will be 50% likely each action thereafter to sound a cry of alarm.

Up to four attacking characters will have +2 on their chance to hit as the losel enters the hut.

Up to four attacking Avatars will have +10 on their chance to hit as the losel enters the hut, (swaying platform and avoiding hitting the captive reduce the bonus from 20).

The creature will drop his captive when attacked, draw his sword on the following round, and attack at the end of that period. (See below for details of losels.)

Losel male: CR 2; SZ Medium-size humanoid; HD 4d8+8; hp 24; Init +1 (Dex); Spd 30 ft (6 sq.); AC 14 (+1 Dex, +3 natural), Touch 11, Flat-footed 13;; Atk: +8 melee (1d6+4, short sword); Full Atk: Club +8 melee (1d6+4); Space/Reach: 10ft (2sq)/5ft; AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 13, Con 15, Int 9, Wis 12, Chr 12. Skills: Climb +18, Hide +7, Jump +14, Move Silently +5. Feats: Weapon Focus (short sword), Lightning Reflexes

Losel male H 45 P 45 S 11
Attack: short sword for 2-20 +10 p Harm, range 3, speed 3, precision bonus 20 = 60
Defense: 2 for hide garments

The Captive: This female can be an adventurer if the GM decides that the party needs reinforcement or a replacement for a member lost in action. In such case, she should be an 8th level ranger:

Female human Rgr8: CR 8; Size M (5 ft., 9 in. tall); HD 8d8+16; hp 56; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft. (6 sq.); AC 13 (+3 Dex), Touch 13, Flat-Footed 10; Base Atk/Grapple: +8/+10; Atk: +9 Melee or +11 ranged (by weapon); Full Attack +9/+4 melee, or +11/+6 ranged (by weapon); SA: Two Weapon Fighting and Improved Two Weapon Fighting while wearing light or no armor; SV Fort +8, Ref +5, Will +5; AL NG; Str 13, Dex 17, Con 14, Int 8, Wis 16, Cha 12. *Skills and Feats* Climb +11, Hide +14, Knowledge (nature) +10, Listen +8, Move silently +3, Spot +8; Blind-fight, Endurance, Improved Initiative, Power Attack, [Track]. Ranger Spells Per Day (DC 13 + spell level): 1st-level (2); 2nd-level (1). Two favored enemies (player or GM choice)

Forester Order (Hunt 76, Weapons 64, Archery 53, Rustic 39, Savagery 25), or an Unordered Avatar with Ranging at 70, an Extraordinary Ability at 60, and five others at 45, 35, 25, 15, and 10. Her Base Ratings in either case will be: H 56, P 54, and S 15.

Otherwise, she is simply an ordinary native of this area who needs to be set free so as to return to her people. She wears a pair of wooden armbands, Banderlog Armbands, in fact, these enabling her or whoever else dons them, to travel by brachiation as ably as any ape or losel. Of course, if the GM makes her an adventurer, she will demand to keep them.

Banderlog Armbands: Each pair of these magically energized items of jewelry are typically made of rare and finely polished wood, but of the densest and hardest sort. When donned the wearer is physically enabled to perform as if he or she were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc gaining +10 competence bonus to Climb and Jump checks. Thus, the wearer is as facile in a forest habitat as any of the monkeys or apes and can travel thus at full speed for as long as four hours without rest. Caster level: 5th; Prerequisites: Craft Wondrous Item, jump, creator must have 5 ranks in the climbing skill; Market Price: 4,000 gp.

She will awaken when the losel is incapacitated or dead, so read aloud the following:

The young woman is revived by her fall to the floor. Despite being battered and bruised, she springs to her feet, takes in the situation at a glance, and says in a clear but urgent voice:

"Thank the gods you've saved me! I was to be held in this prison cage until tonight.Then those horrid females of the chief were to come, butcher me, and I'd be served up for that fat ape's supper. Listen! We must get out of here quickly, get to the chief's house, and from there fight off the others. If we stay here we are isolated and doomed."

The team needs to make a dash at full speed across the suspension bridge pair to the chief's hut. For each four rounds after you count silently to 12, there will be one male losel alert enough to shoot his bow at the party as they cross to the big hut 100 feet distant. Speed of movement on the swaying bridge is 10 feet per round. If they leave immediately, and no warning came from the first losel, they will have progressed 60 feet, be at the mid-point rise where the first portion of the bridge is fixed to the smaller tree, before being spotted. Otherwise, arrows at medium range will be loosed sooner. On the first volley fired, whenever that occurs, one arrow will be shot as a cry is raised. The next round two will be shot, three the next, and so on until volleys of six are being sent at the team.

The males noted below are not in the chief's hut, and it will take them a full minute to begin arriving there, one at a time each four rounds of time. A group of three losels—one

archer, one club-armed, and one lasso-wielding—will commence entering the chief's hut after one minute's time, and a like group will enter every four rounds thereafter.

Losel male archers (10): CR 2; SZ Medium-size humanoid; HD 4d8+8; hp 24; Init +1 (Dex); Spd 30 ft (6 sq); AC 14 (+1 Dex, +3 natural), Touch 11, Flat-Footed 13; Base Atk/Grapple: +4/+8; Atk: +5 ranged (1d8+4, mighty composite long bow [+4 Str bonus]); Space/Reach: 10ft/5ft; AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 13, Con 15, Int 9, Wis 12, Chr 12.
Skills: Climb +18, Hide +7, Jump +14, Move Silently +5.
Feats: Weapon Focus (long bow), Lightning Reflexes

Losel male club warriors (10): CR 2; SZ Medium-size humanoid; HD 4d8+8; hp 24; Init +1 (Dex); Spd 30 ft (6 sq);; AC 14 (+1 Dex, +3 natural), Touch 11, Flat-footed 13; Base Atk/Grapple: +4/+8; Atk: +8 melee (1d6+4, club); Full Atk: +8 melee (1d6+4, club); AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 13, Con 15, Int 9, Wis 12, Chr 12.
Skills: Climb +18, Hide +7, Jump +14, Move Silently +5.
Feats: Weapon Focus (club), Lightning Reflexes

Losel male lasso warriors (10): CR 2; SZ Medium-size humanoid; HD 4d8+8; hp 24; Init +1 (Dex); Spd 30 ft; AC 14 (+1 Dex, +3 natural), Touch 11, Flat-footed 13; Base Atk/Grapple: +4/+8; SA: lasso +5 ranged; AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 13, Con 15, Int 9, Wis 12, Chr 12.
Skills: Climb +18, Hide +7, Jump +14, Move Silently +5.
Feats: Weapon Focus (lasso), Lightning Reflexes

Lasso (Ex): These losels are adept in the use of lassos made out of strips of leather and vines. These weapons deal no damage but the victim is immobilized for as many rounds as the lasso remains in place—until it is cut free or the losel using the lasso is killed. Losel lassos have an armor class of 10 plus their wielders dexterity modifier, 3 hit points and a break DC of 24. Lassoed adversaries lose their dexterity bonus to armor class and can be struck at with a +2 bonus to hit. An Escape Artist check (DC 20 plus wielder's Strength bonus) can be made to slip free of the lasso.

Losel male 30 total H 45 P 40 S 10
Attack: 10 maximum initially with bow for 1-20 +8 p Harm, range 50/150/300, speed 1, precision bonus 5/0/0 = 45 at short range
10 in chief's hut with club for 1-20 +8 Harm, range 2, speed 4, precision bonus 0
10 in chief's hut with lasso for 1 Harm (and held), range 30 (3'r.), speed 4, precision bonus 0, condition penalty -20 = 20
Defense: 2 for hide garments

As the party is crossing the suspension bridge, two of the chief's females will rush to defend the entrance. One must be killed by the lead character so as to enable that character to enter the hut and another character step up to fight. The one in the hut will then fight two females. In all six total will be there, the four others coming up one at a time as a character enters and each action sequence thereafter.

Losel Females (6): CR 1; SZ Medium-size humanoid; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft (6 sq); AC 13 (+1 Dex, +2 natural), Touch 11, Flat-footed 12; Base Atk: +3; Grapple: +6; Atk: +6 melee (1d4+3, dagger); Full Atk: +6 melee (1d4+3, dagger); AL NE; SV Fort +5, Ref +4, Will +2; Str 16, Dex 13, Con 13, Int 9, Wis 12, Chr 10.
Skills: Climb +18, Hide +7, Jump +13, Move Silently +5.
Feats: Weapon Focus (dagger), Lightning Reflexes

Losel female H 30 P 30 S 10
Attack: knife for 1-20 +4 p Harm, range 1, speed 2, precision bonus 0
Defense: 2 for hide garments

Four rounds after the last of the six females has joined the fray, the chief will lumber up.

Losel Chief: CR 4; SZ Medium-size humanoid; HD 6d8+24; hp 54; Init +3 (Dex); Spd 30 ft (6 sq.); AC 16 (+3 Dex, +3 natural), Touch 13, Flat-footed: 13; Base Atk: +6; Grapple: +11; Atk: +10 melee (1d6+5, short sword); AL NE; SV Fort +8, Ref +6, Will +4; Str 20, Dex 16, Con 18, Int 11, Wis 14, Chr 15.
Skills: Climb +19, Hide +9, Jump +16, Move Silently +7.
Feats: Weapon Focus (short sword), Lightning Reflexes, Power Attack

Losel chief H 70 P 50 S 7
Attack: thrusting sword for 3-20 +12 Harm, range 4, speed 3, precision bonus 20 = 70
Defense: 5 for hide garments

As the chief enters combat, the losel shaman(ess) will activate her fly spell and arrive at the suspension bridge entrance to the hut on the following round. If her entry is contested, she will hover close, a perfect target, but otherwise be able to use her offensive magic, activating it successively until she manages to clear the entrance to the hut. She will then move to heal the chief if possible, otherwise casting more combat spells.

Losel Shaman(ess): Sor6/Clr1; CR 9; SZ Medium-size humanoid; HD 4d8+1d8+6d4; hp 33; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft (6 sq).; AC 15 (+3 Dex, +2 natural), Touch 13, Flat-footed 12; Base Atk: +3; Grapple: +6; Atk: +6 melee (1d4+3, dagger); Full Atk: +6 melee (1d4+3, dagger); SA Spells; AL NE; SV Fort +8, Ref +8, Will +10; Str 16, Dex 17, Con 10, Int 10, Wis 14, Chr 16.
Skills: Climb +16, Hide +9, Concentration +7, Jump +13, Move Silently +7, Spellcraft +7. Feats: Combat Casting,

Dodge, Improved Initiative, Lightning Reflexes

Sorcerer spells per day: DC 13+spell level; 0-level (6 per day): *detect poison, daze, detect magic, flare, light, ray of frost, resistance;* 1st-level (7 per day): *cause fear, color spray, magic missile, ray of enfeeblement;* 2nd-level (6 per day): *acid arrow, ghoul touch;* 3rd-level (4 per day): *fly*

Cleric spells per day: DC 12+spell level; 0-level: *cure minor wounds, guidance, virtue;* 1st-level: *cure light wounds x2, entangle**
*Domain spell. *Domains:* Plant (rebuke plant creatures); Air (turn earth creatures, rebuke air creatures)
Possessions: potion of cure light wounds x2, Quaal's feather token (bird)

As the chief enters combat, the losel shaman(ess) will activate her flying Power and arrive at the suspension bridge entrance to the hut on the following ABC. If her entry is contested, she will hover close, a perfect target, but otherwise be able to use her Wind Whip Power, activating it successively until she manages to score a hit that allows her entry. She will then move to Heal the chief if possible, otherwise repeat the Wind Whip.

Losel shamanH 25 P 20 S 14 (56AEPs)
Attack: activations only, in order of casting:
Derkay's Aerial Transport (2 seconds/3 AEPs) 25
Wind Whip (2 seconds/3 AEPs) 25
Heal (3 seconds/10 AEPs—4-16 Health) 35
Defense: 2 for hide garments
The shaman carries a Blung's Infallible Animal Attractor, a Game Bird Getter and four Bolus of Health, Robustus.

When the chief and the shaman are done for, the other losels will retreat to regroup, elect a new leader. The lot, including 20 more females, will assault the place en mass in 10 minutes time. This delay should prove ample for the party. They need to search the hut, and on the far side of it, in a portion screened off with vines that is clearly the chief's sleeping place, they will find there is a hollow place in the tree. There is also a crude wooden idol of some ugly demon therein, and before it is a pair of Banderlog King Armbands—something of no use to the losel leader, of course, and set there to be burned as an offering at some later date. The female former captive will assure the team she can climb down and escape while the losels are busy here. Looking upwards, the party will see that there is a golden glow there, surely a portal back to the cylinder!

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back flames golden, then disappears in purple-hued sparkles as a silvery ringing sound echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits.

4. GREEN (PALE)

The Prisoner in the Iron Mask

Magical powers that do not allow escape from this plane, enable non-corporeal state, transference to a distance, flying, or levitation function normally.

The party is transported into a massive dungeon. As they arrive the inhabitants welcome them with great joy.

This is the text to read aloud to the players when they enter the pane-portal:

After a few moments the distress of transition from the closed mini-cosmos of "the pipe" to wherever this place is passes. You see that you are in a big cresset-lit chamber with dozens of armed men and women around you. For once the folk here are friendly—at least from the shouts and cheers they voice. The place isn't so welcoming. From what you can tell by looking around and using your nose, it is likely an underground site, part of a dank dungeon.

One of the celebrating crowd of about 50 persons speaks: "Thrice blessed ones, at last you have come! Bow to these brave ones, my people!"

At that the others follow the speaker's example, incline forward from the waist to give homage to you.

The crowd of armed people surrounding the party are fanatical devotees of the malign Yattemic Pantheon deity called Dhu-kalkhru.

Dhu-Kalkhru:

A Monster that appears to be a 13-tenacled octopus-squid, the odd tentacle looking like a horridly boneless human arm of incredible length that ends in a six-fingered hand. He is a deity of elemental water and space, a manipulator of probability, and a consumer of the bodies and souls of humans. He is the Patron of those seeking power for malign ends. Dhu-kalkhru is served in his own dimensions principally by those creatures known as brain eaters. His symbol is a 13-tentacled monster of black on a gold field.

Greater Deity (ranking 17 out of a 1-20 scale)
Alignment: Chaotic Evil.
Cleric Domains: Evil, Water, Luck, Travel.

Dhu-kalkhru: A 3rd Rank Monster Deity.

These worshippers of evil believe that the party is sent by Dhu-kalkhru to free their master, Prince Chalakra, a priest of

the deity (See Appendix B: *New Monsters,* page 248). If the party begins to ask many questions after an initial exchange, the leader of the group will give a secret signal, and then he and his followers will attack, knowing that the characters are not servants of their deity, do not mean to liberate their master. Of course the Game Master's job is to convince the team immediately that they are doing the right thing by attacking the empyreal guardians so as to release Prince Chalakra.

As the armed crowd bows, their leader smiles at them and you. "Valiant indeed, fellow servants of the Great One, to come thus to face the foul guardians, defeat them and free our prince! We will all fight with you, of course, for our lives mean nothing compared to his—Prince Chalakra's. Come! There is no time to waste."

(If asked about Prince Chalakra:)

"The prince? He is our master, the rightful lord of this whole place, of course. He will call forth the Great One to crush all those who have so long suppressed us for serving him, seeking to make this place one where all are free to serve as we do."

"Come now, we must attack to free him before the foes learn you are here and send their stinking armed slaves to kill you...and us!"

(If asked about where Prince Chalakra is imprisoned:)

"Where is the anointed prince held? His cell is not far from here—just a few score paces down that passage. Of course in the chamber before it there are the cursed guards, but you are armed to defeat them are you not?"

"Enough of this talk. We must attack swiftly or all hope is lost."

(If asked about the guards:)

"The sentinels? Mindless hulks, the four of them, else they would not serve in such vile capacity. Minions such as yourselves need not fear the little flames they sprout, nor do we now you are here!"

"No more questions. Time fleets, and it is now or never."

As noted, if the party does not go with them to attack, the whole group will turn on the characters.

They form into four squads of 13 (1 warrior lieutenant, 4 warrior followers, and 8 followers), thus surrounding the party at close range. The leader and the four female devotees will attack the most likely leader of the party while the rest keep the others busy.

Leader, male human Ftr5: CR 5; Size M; HD 5d10+5; hp 40; Init +8 (+4 Dex, +4 Improved initiative); Spd 20 ft. (4 sq.); AC 18 (+3 Dex, +5 breastplate), Touch 13, Flat-footed 15; Base Atk: +5; Grapple: +9; Full Attack +13 melee (1d10+13, halberd +3); SV Fort +5, Ref +5, Will +4; AL LE; Str 18, Dex 19, Con 12, Int 14, Wis 13, Cha 12. *Skills and Feats* Bluff +2, Climb +8, Diplomacy +5, Hide +0, Listen +4, Move silently +1, Sense Motive +2, Spot +3, Swim +7; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon focus (halberd), Weapon Specialization (halberd).
Possessions: halberd +3

Female devotees (4), human Ftr3: CR 3; Size M; HD 3d10; hp 17; Init +4 (+4 Improved initiative); Spd 30 ft. (6 sq.); AC 13 (+2 leather, +1 buckler), Touch 10, Flat-footed: 10; Base Atk: +3; Grapple: +6; Atk +7 melee (1d6+3, shortsword); Full Atk: +7 melee (1d6+3, shortsword); SV Fort +5, Ref +3, Will +3; AL LE; Str 16, Dex 11, Con 11, Int 10, Wis 10, Cha 14. *Skills and Feats* Jump +9, Move silently +3, Swim +9; Great Fortitude, Improved initiative, Iron Will, Lightning Reflexes, Weapon focus (short sword).

Warrior lieutenants (4), male human Ftr3: CR 3; Size M; HD 3d10+6; hp 26; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), Touch 10, Flat-footed: 10; Base Atk: +3; Grapple +7; Attack +8 melee (1d8+4, warhammer); Full Atk +8 melee (1d8+4, warhammer); SV Fort +5, Ref +3, Will +3; AL LE; Str 18, Dex 11, Con 12, Int 10, Wis 10, Cha 14. *Skills and Feats* Jump +10, Move silently +3, Swim +10; Great Fortitude, Iron Will, Lightning Reflexes, Toughness, Weapon focus (warhammer).

Followers (32), human War2: CR 1; Size M; HD 2d8; hp 9; Init +0; Spd 30 ft. (6 sq); AC 10, Touch 10, Flat-footed 10; Base Atk: +3; Grapple: +3; Atk +3 melee (1d6, club); Full Atk +3 melee (1d6, club); SV Fort +3, Ref +0, Will +0; AL LE; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10. *Skills and Feats* Climb +4, Intimidate +5, Move Silently +3; Combat Reflexes, Weapon focus (club).

Warrior Followers (16), human War3: CR 2; Size M; HD 3d8+3; hp 18; Init +4 (+4 Improved initiative); Spd 30 ft. (6 sq.); AC 11 (+1 padded armor), Touch 10, Flat-footed: 10; Attack +5 melee (1d8+1, shortspear); SV Fort +3, Ref +1, Will +1; AL LE; Str 12, Dex 10, Con 10, Int 11, Wis 10, Cha 10. *Skills and Feats* Move silently +4, Search +2, Swim +6; Improved Initiative, Toughness, Weapon Focus (shortspear)

Leader H 70 P 70 S 13
Attack: Extraordinary bardiche for 8-20 +15 p + 13-16 supernatural Harm, range 4, speed 8, normal precision bonus 0, Extraordinary 15 = 70 less 15 from the d% roll
Defense: 10 for steel plate half armor

Female devotee 4 H 35 P 40 S 14
Attack: short sword for 2-20 +7 p Harm, range 3, speed 3, precision bonus 20 = 60
Defense: 12, 6 for buckler vs. one opponent and 6 for leather half armor

Warrior lt. 4 H 40 P 50 S 12
Attack: battle hammer for 6-20 +11 p & s Harm, range 2, speed 6, precision bonus 10 = 60
Defense: 8 for leather full armor

Follower 32 H 20 P 25 S 8
Attack: club for 1-20 +1 s Harm, range 2, speed 4, precision bonus 0

Defense: 0

Warrior follower 16 H 30 P 35 S 11
Attack: spear for 1-20 +3 p Harm, range 9, speed 5, precision bonus 0
Defense: 4 for cloth half armor

If the team goes to free, or see, the captive prince read aloud the following:

After proceeding along a twisting and turning stone corridor for about 150 feet, descending a steep flight of steps, you arrive in a triangular chamber. It is about 50 feet across where you stand at the end of the stairs that lead you down to it. At your feet is a shallow stream of water, only a foot deep and perhaps four feet wide, that separates the stair landing from the main part of the chamber. The stream runs across the whole chamber, emerging from and disappearing into low channels in the wall.

The funnel-like space before you narrows to about 20 feet breadth at its end some 40 feet away. At its far end is a wall of thick iron bars, 20 feet across and 20 feet high. They close off one wall of a cell whose three other like-dimensioned walls are of solid rock. Plainly confined in the barred room, brightly illuminated by three large cressets burning high up on its walls, is a figure in soiled robes of gold and black. You cannot see his face because there is a large iron mask like a great hume, a helm that is padlocked so as to be irremovable from his head. Between the cell and your position are four stalagmites—or something that looks like that. Three are in the forepart of the room where it is about 35 feet across, the fourth one is about 10 feet in front of the bars imprisoning the captive. These things are columns of about eight feet height, three feet across at the base, perhaps one-foot in diameter at their summit. They look similar, but not identical, and are formed from a translucent red-brown material that looks like quartz with light shining through it.

A muffled cry comes from the unfortunate figure, and the band of would-be liberators with you gives a great cheer.

"Now, my people, attack for the prince and Our Master!" As the leader says that, he says more softly, so only you can hear: "Do not hesitate, or even the devoted will fear the servants of elemental destruction, their fire. As the Great One sent you, he is with you. Kill those unwholesome things, so that we may end the unjust imprisonment of the marvelous prince."

(At this point, if the characters are hesitating, the squads of the followers of the malign deity Dhu-kalkhru will be so close behind at least four of the adventurers that they will be pushed into range of the empyreal sentinels. If by some strange circumstance the adventurers have eliminated all the fanatics, they will, of course, have to eventually enter the cell area, as that is their only choice; they will not be pushed into combat, but all attacks that are launched by the entities will strike them.)

This is where the players will hate the GM and the designer of this portion of the adventure. As any creature comes within 10 feet distance of one all are awakened, and the empyreal sentinels strike.

Allow the players to sate what actions their characters will take and then begin combat resolution—as detailed below, weapons and armor can be destroyed by these curious guards but determination of such occurs at the end of the combat sequence. Thus those striking later in the round will not be forewarned of the disaster about to befall their precious weaponry!

Do not immediately announce Harm exchanged, simply ask for actions and for armor protection, then have each part of the latter designated by a player for his Avatar make an avoidance check when all combat for that sequence is completed, avoidance as noted below. Most will fail, as will weapons striking these entities likewise melt away when contacting the pure fire of which they are composed.

Normal weapons and armor are automatically destroyed (without harm to the bearer). Magical ones are entitled to a Fortitude saving throw against a DC of 22.

Extraordinary Items avoid destruction according to their precision bonus or protection as a percentage. Note that even items of elemental fire nature will be destroyed by empyreal fire.

Attacks will be directed broadly by these entities. That is, one against each character in range, and all remaining ones against the fanatic servants of the malign deity they worship. After one or two attacks thus, the characters should be getting back, out of range, and allowing the fanatics to press forward...and die. The only logical way to overcome the elemental guardians is to use magical powers to strike them.

The following spells are effective:

- *Acid Arrow* (1d4 damage but dispelled thereafter)
- *Acid Fog* (1d6 damage per round)
- *Cloudkill* (1d4 damage per round)
- *Control Water* (the water in the stream will lap around the bases of the sentinels causing 2d6 damage per round)
- *Create Water* (1 point of damage per two gallons created)
- *Fog Cloud* (deals 1d6 damage but is dispersed thereafter)
- *Ice Storm* (does normal damage)
- *Mind Fog* (1d4 damage per round but dispersed in three rounds)
- *Obscuring Mist* (1d6 damage but dispersed thereafter)
- *Quench* (does normal damage)
- *Ray of Frost* (1 point of damage)
- *Sleet Storm* (1d10 damage per round)
- *Solid Fog* (1d6 damage per round)
- *Stinking Cloud* (deals 1d6 damage but is dispersed thereafter)
- *Storm of Vengeance* (destroys all sentinels in 10 rounds)

- *Telekinesis* – sustained force (3 gallons of water per caster level can be lifted from the stream and deposited on a sentinel causing 1 point of damage per two gallons)
- *Transmute Rock to Mud* (mud pooled around the bases of the sentinels causes 1d6 points of damage but solidifies thereafter)
- *Wall of Ice* (will melt if created within 10 feet of a sentinel causing a cloud of fog that deals 1d6 damage to each sentinel but dispersing thereafter).

Note that creatures from the elemental plane of water cannot be summoned in this area!

For Enchantment Ability Acid Globe will inflict 13-16 Harm on an empyreal sentinel, Misty Bank in the area will cause the loss of 6-8 Health for all these elemental entities before their presence dispels the energy, while Mist Veil does the same, but lasts for 3-4 ABCs time, and Water Tank will eliminate whatever empyreal sentinel is covers. Ice Arrow, Ice Spear, (both doing normal Harm) and Water Tank for Geourgy Ability are excellent, the last named automatically taking out one in one ABC. Psychogenic Ability Apport & Teleport Power bringing rain into the radius will deliver 20d4 Harm as the two inches of rain fall. Elementaries cannot be conjured herein.

Of course water scooped up from the stream (in helmets for example) and thrown will inflict a little damage but likewise expose the attacker to attack. A helmet will hold about a quart of water, dowsing from eight such makeshift "buckets" are required to inflict a single point of damage. The fanatical followers will soak themselves in the stream then throw their dripping bodies onto a sentinel, thus causing about ½ point of damage as they die.

A "helm full" of water causes 0.25 points of Harm. Water soaked followers cause 1 point of Harm as they expire.

Medium-Size Elemental (Fire, Empyreal)

Empyreal Sentinels (4), Med Size Elemental (Fire, Empyreal): CR 7; HD 7d8+7; hp 38; Init 6 (+2 Dex, +4 improved initiative); Spd 10 ft. (2 sq); **AC:** 22 (+2 Dex, +10 natural), Base Atk: +7; Grapple: +7; Atk +8 ranged touch (1d6); Full Atk 4 +8 ranged touch (1d6); SV: Fort +3, Ref +7, Will +5; SA: Burn, Crystaline Fire Blast; Melt; SQ: Empyreal Fire , Spell Immunities; AL N; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Listen +13, Spot +13; Alertness, Improved Initiative, Weapon Focus (tentacle)

Assume that all the fanatics are slain in the process of attacking these elemental entities, striking, losing weapons, then soaking themselves in the stream and embracing a sentinel, squirting water from their mouth upon it as they die. The leader and two of his female devotee-bodyguards will not have attacked so will be there when the empyreal sentinels are destroyed. This means the leader's magical weapon is still sound, and so is his armor.

When the last of the empyreal sentinels is destroyed read aloud the following:

"Well done champions! Let us now free the prince. I have here a magical instrument, an enchanted bar of metal that shapes itself into a key that will open any lock." As he says that, the leader of the much-diminished band he brought to rescue the prisoner displays a small object he takes from a pouch at his belt. It is of greenish metal that looks like old bronze, the length of a forefinger, with a loop at the end he holds, a crossbar just beneath that. "As you have led the way, this is yours now. Use it to open the cell door and to unlock the prince's cruelly confining mask. I will stand behind you to see no one comes to surprise us in your noble feat. My guards will assist you in freeing the Master. He is likely weak and in need of their ministrations."

You see that one of these women warriors has three violet-hued crystals in hand. The other has a thing like an egg-sized seashell. As you stare at it, the leader supplies: "Ah, you have not seen a Healing Nautilus before. That will draw energy from her, send it to the prince, as soon as you have freed him of the torture of that iron helm that covers his head, masks his dear face, it can be applied to restore his health. The crystals are Morben's Energy Nodes, potent items that will replenish his power. Now hurry on and free our poor lord, as he has suffered much."

Should any character succeed in a Spot check (DC 10) while observing the prisoner, inform that one, and only that one, of the fact that the shape of the "prince" isn't quite right, that his stance and movement are somewhat odd, not quite normal for a human.

An LA Avatar notes this, the questionable humanity, by successfully using Evaluation or Scrutiny Ability or like skill.

If the party is not suspicious, does as asked now without hesitation, they will be in for a very nasty surprise. When the helm-mask is removed from Prince Chalakra they will see he is not human at all, rather a brain eater—a special variant form of a mind flayer. (See the description in the boxed text for details on its physical appearance.) Of course the monster will have managed to read the thoughts of those close to it, so immediately upon removal of its mask, it will use its Mind Blast Power to assail the party members, regardless of any of its true followers in the area of effect. The metal head covering it wears is lined with lead, this preventing the Mind Blast attack, reducing psionic power use to a range of only 20 feet, and preventing the use of astral projection or plane shift.

The creature attacks with Brain Blast if its lead lined helm is removed. While it is worn the Brain Blast attack cannot be made and Psychogenic Ability Power use is reduced to a range of only 20 feet and that at 50% usual capacity.

If the party is suspicious, attacks the leader and his two attendants before doing anything else, they will surprise those malign humans, strike once before initiative needs be checked, as they have a full round in which to act. By eliminating these fanatics, the team can not only gain their special items, but also then examine the prisoner before removing the helm-mask. The brain eater will note the one with the key and use its Suggestion power to attempt to get that one to remove the helm-mask.

The brain eater uses Thought Insinuation Power, attempting to get an Avatar to remove the helm it wears.

Brain Eater: CR 12; Medium-Size Aberration; HD 9d8+8; hp 23 of 63; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 sq.), Swim 60ft (12 sq), Fly 90ft. (good); AC 16 (+3 Dex, +3 natural), Touch 13, Flat-footed: 13; Base Atk: +9; Grapple: +11; Atk weapon +9; Full Atk 2 tentacles +10 melee (1d6+2) or weapon +9; SA Psychic attack, psionics, improved grab, brain bore; SQ SR 25, telepathy; AL NE; SV Fort +4, Ref +6, Will +11; Str 14, Dex 16, Con 14, Int 20, Wis 18, Cha 19.
Skills and Feats Bluff +12, Concentration +13, Hide +12, Intimidate +12, Knowledge (Any Two) +13, Listen +13, Move Silently +12, Spot +12; Alertness, Combat Casting, Improved Initiative, Weapon Finesse (Tentacles).

Brain Eater 1 H 30 of 60 P 70 S 10 of 20
Psychogenic: 90 but 45 in helm-mask
Create Contentment
Empathic Confusion
Power Sensing
Premonition
Self Levitation
Thought Insinuation
Thought Reading
Unreadable Mind
See below for more details.

An examination of the hands and feet all concealed by the creature's robe will show splayed tentacle "hands" and like "feet." While this is being done, however, the mind flayer will use suggestion to have his head freed of the helm-mask so it can Mind Blast the lot!

The brain eater will use Thought Insinuation to have his head freed of the helm-mask so it can Brain Blast the lot!

When the vile thing is slain, there will appear on the wall of his cell a glowing circle of green, the portal through which the team may escape here.

The mind flayer has no wealth, save hidden in the hem of its robe is a scroll upon which is inscribed the spell Intellect Arrow, described below.

Hidden in the hem of the brain eater's robe is a tiny plaque upon which is inscribed the Psychogenic Power Intellect Arrow, described below. It has not been used as this creature currently lacks the capacity to gain another Power.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back bursts into a sea of purple flame, then disappears in a roar that echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 250 General Merits.

5. BLUE (ROYAL)

The Garden Path

Magic is limited as usual here, especially that which allows transference, flying, and levitation. Those do not work. Direct attack and defense magic works normally if you are so inclined. The place is lush and moist, so fire will burn a small patch of vegetation only. If a large fire from volatile liquids is attempted, rain will begin immediately to extinguish it.

The party has been transported to a pocket dimensional matrix that is fashioned around a Mobius strip. If you aren't familiar with that object, take a long, thin piece of paper. Give one end a half-twist, and then put the two ends together. The resulting loop is something that has only one side and one edge, a two-dimensional object that exists in three dimensions. Now, taking that concept one step further, what would the effect be if a whole cosmos, small as it might be, were a part of that?

In this adventure that which seems to surround the walkway strip, and that inside of it too, exist as a single thing, a unity like that of the seeming edges of the strip itself. Walk

across the center of the loop and you come to the surrounding outside portion behind or beside where you started. Eventually that's what the party must do, in a fashion anyway, or else they will wander around and around. So read on and you'll see. The main creature encounters here are with those of flora, plenty dangerous enough considering this is mainly an exercise in problem solving.

N.B: At the four nexial points, the two bridges and the two arbors, it is impossible to see or get to the sides of these structures, save as indicated in the text below. All to the sides of these nexial points is formless and can not be entered, an impenetrable "nothingness."

One last word: This is a very difficult scenario to manage. Read the adventure first, re-read as you direct the action, and don't worry if you err. The players will be even more confused than you are. The area can't be mapped, as it is two dimensions, but there is a "top" and a "bottom" side nonetheless, even as all connects on one continuous two-dimensional plane.

This is the text to read aloud to the players when they enter the pane-portal:

Perhaps it is your surroundings, but the transition from "the pipe" to this new place was nearly painless and with little loss of sensory abilities either. A quick survey shows you that you are on a circular path—or at least it appears to be circular. The 20-foot wide flagstone walkway curves away to left and right ahead, circling an area of vegetation, so you assume these meet ahead, making a circle.

Bordering the walk on either side are ground cover plants, flowers too. Behind them is arrayed taller flora, while in the central portion's middle part, and around the verges of the outer part of the walk, grow big shrubs and trees.

There are no monsters intent on devouring you, no wild savages rushing to attack, just a lovely, garden-like setting with floral scents of pleasing sort, and a fine golden light.

Odd... The sky looks a flat blue, and you see no sun. Typical trick of the various dimensions you've visited, right? Now to get on with this one, wrap it up, and be that much further ahead in your heroic quest!

How the Mobius strip is depicted on the map:

The upper circle is designated as A, and the lower one P, for the hours of the clock. Note that the two circles in figure-eight form touch at the top of the bottom one and the bottom of the top. There is an automatic crossover at this point. The same is true with the ends that do not touch in the illustration, but do in actuality—remember one side and one edge!

Each 90-degree section of the path is 300 feet in length, so the two "circles" of the Mobius strip are in total 2,400 feet long, 1,200 each.

1. Moving clockwise from 3 on A, one passes under an arbor arch at 6A and proceeds counter-clockwise on P from the 12 position on P towards 9P. Looking back, one sees a bridge. The "inside circle" is on the left hand.

2. Moving counter-clockwise from 3 on A, one passes over a bridge at 12A and proceeds from the 6 position clockwise on P towards 9P. Looking back, one sees an arbor arch. The "inside circle" is on the right hand.

3. Moving clockwise on A to the 12A position, one crosses a bridge, continues moving on P from the 6 position, counter-clockwise towards 3P. Looking back one sees an arbor arch. The "inside circle" is on the left hand.

4. Moving counter-clockwise on A to the 12A position, one crosses a bridge, continues moving on P from the 6 position, clockwise towards 9P. Looking back one sees an arbor arch. The "inside circle" is on the right hand.

5. Moving clockwise on A to the 6A position, one passes under an arbor arch, continues moving on P from the 12 position, counter-clockwise towards 9P. Looking back one sees a bridge. The "inside circle" is on the left hand.

6. Moving counter-clockwise on A to the 6A position, one passes under an arbor arch, continues moving on P from the 12 position, clockwise towards 3P. Looking back one sees a bridge. The "inside circle" is on the right hand.

7. Moving clockwise on P to the 12P position, one crosses a bridge, continues moving on A from the 6 position, counter-clockwise towards 3A. Looking back one sees an arbor arch. The "inside circle" is on the left hand.

8. Moving counter-clockwise on P to the 12P position, one crosses a bridge, continues moving on A from the 6 position, clockwise towards 9A. Looking back one sees an arbor arch. The "inside circle" is on the right hand.

9. Moving clockwise on P to the 6P position, one passes under an arbor arch, continues moving on A from the 12A position, counter-clockwise towards 9A. Looking back one sees a bridge. The "inside circle" is on the left hand.

10. Moving counter-clockwise on P to the 6P position, one passes under an arbor arch, continues moving on A from the 12A position, clockwise towards 3P. Looking back one sees a bridge. The "inside circle" is on the right hand.

So the team starts their adventure at the 3A position, and will likely be some time in finding out what needs to be done to escape this place.

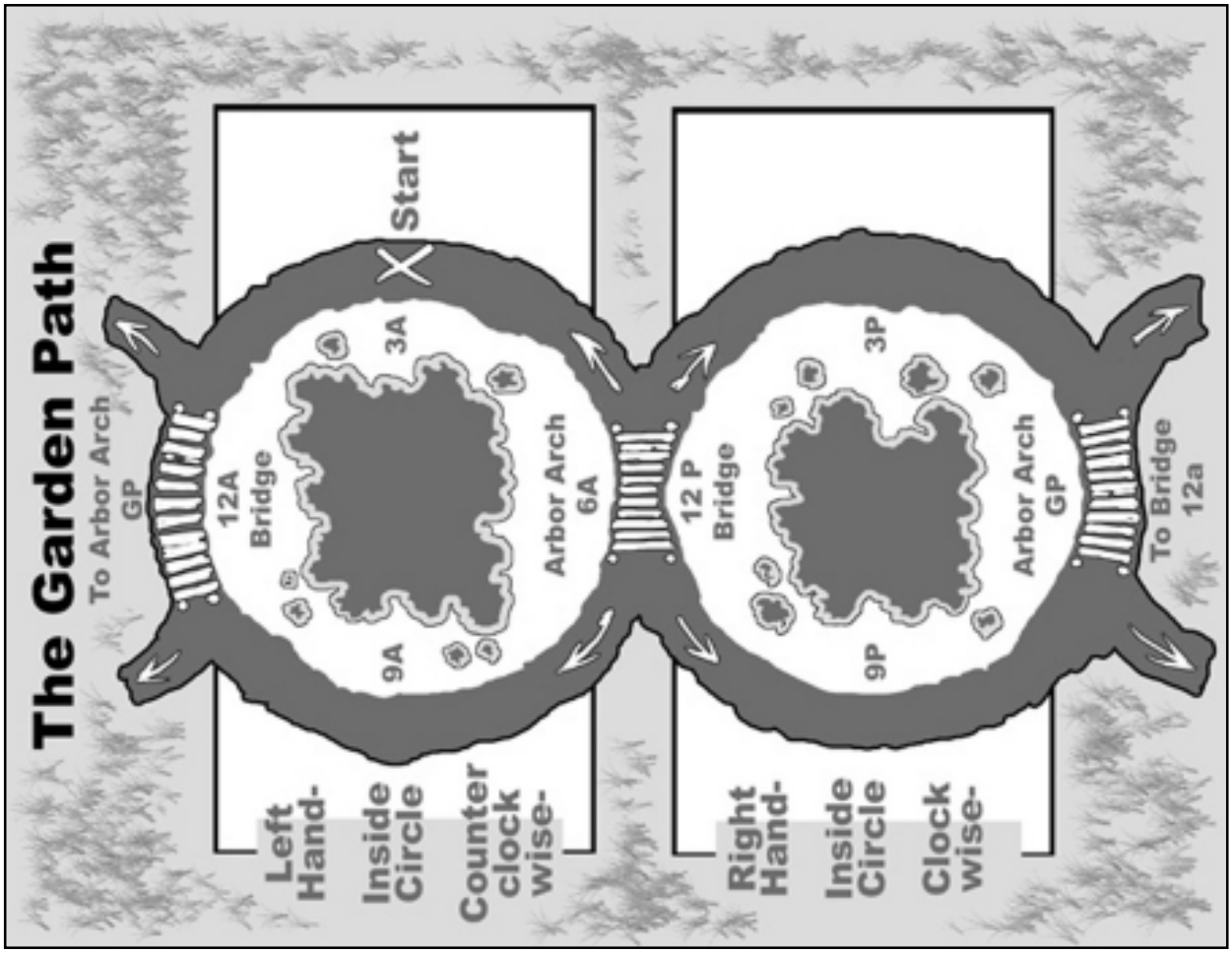
Marking areas by normal means—chalk, cut marks, etc.—can be done so as to recognize the place when coming back to it. If the party does that, note it on the map or a scrap of paper.

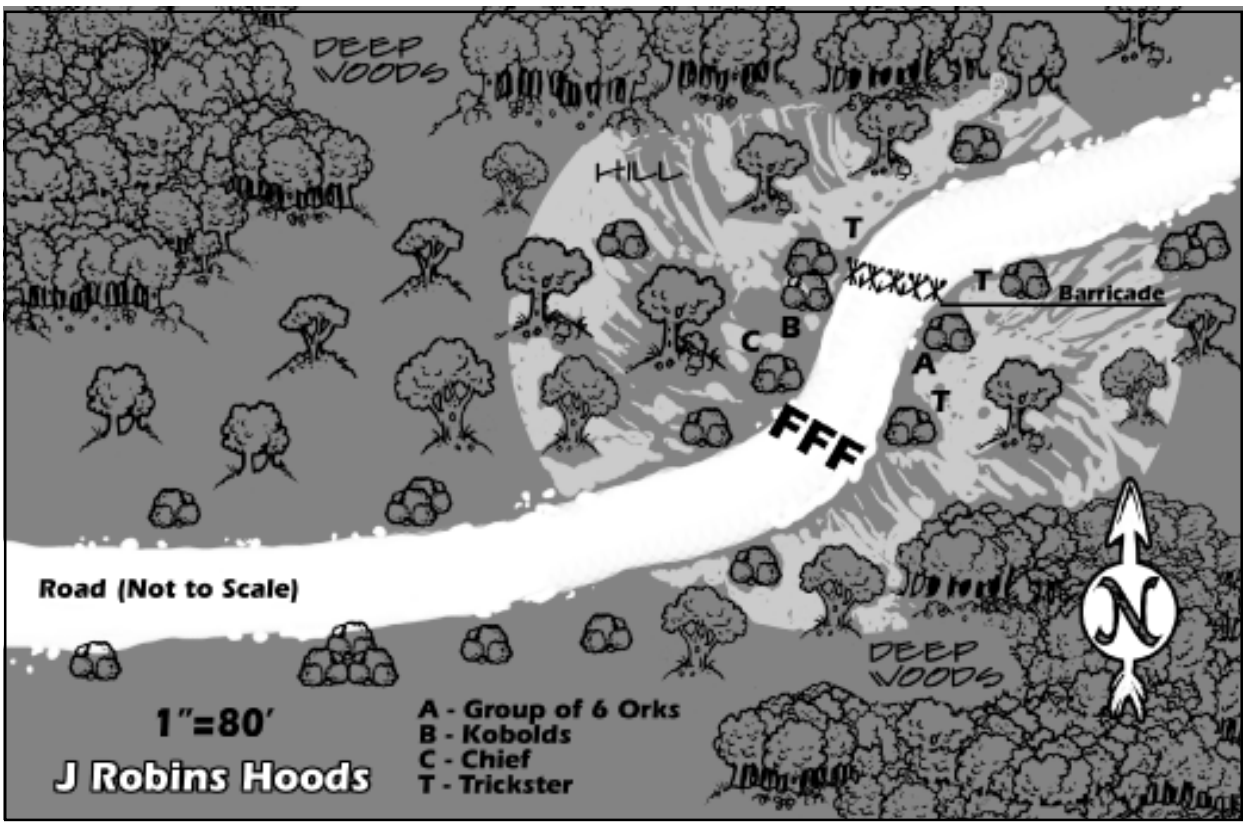
Off-path movement and special encounters are as follows:

CIRCLE A:

3A: Moving through outside vegetation leads in 1,200 feet to 9P, approaching from the interior. Moving through inside vegetation leads in 1,200 feet to 9P, approaching from the exterior.

9A: Moving through outside vegetation leads in 1,200 feet to 3P, approaching from the interior. Moving through inside vegetation leads in 1,200 feet to 3P, approaching from the exterior.





Map refers to Text on Page 41.

Other points not at Arbor Arch or Bridge simply follow the above results, with commensurate positions attained from movement through outer or inner side vegetation.

Arbor Arch A: 6 clinging vines, 2 attacking the first time the arch is passed under, then on the third and sixth times. The benches are of stone and unremarkable.

You see an archway of about 12-foot height and width ahead, a lovely place through which the path runs. It is an arbor, covered with various green plants, many of which are flowering. There are stone benches on either side underneath it, evidentially for resting in the shade.

Oddly, there is a fog that extends from the arbor to either side. It is like a wall and the arbor a gate through it.

(When the party attempts to penetrate the "fog:")

Although it looks like fog, the opaque stuff flanking the arbor is not insubstantial. It is solid, slightly yielding to great pressure, but impenetrable.

Clinging Vine: CR 2; Large Plant; HD 2d8; hp 9; Init +0; Spd 0 ft.; AC 15 (-1 size, +6 natural), Touch 9, Flat-footed: 15; Atk: Entanglement +1 melee touch (special); Space/Reach 10 ft./5 ft.; SA Entanglement, soporific sap; AL N; SV Fort +3, Ref -, Will +0; Str 10, Dex -, Con 11, Int -, Wis 10, Cha 9.

Clinging Vine	20	85	20/0m
special	20/10 sp.		

Fog Wall Flanking: Moving through outside vegetation leads in 1,200 feet to the inner side of the Arbor Arch, and from this location can be picked as many as 60 golden grapes that become beryls of the same color each worth 12 gp.

The "grapes" are worth $2,000 each.

Moving through inside vegetation leads in 1,200 feet to the outer side of the Arbor Arch, and from this location it is possible to find as many silver flowers as there are members in the team. Each will bestow to one different individual a special bonus of his choice:

- Gain the Weapon Focus feat with an axe-like weapon.
- Gain the Weapon Focus feat with a bow-like weapon.
- Gin the Spell Mastery feat if you have not done so already (wizards only).
- Gain the Weapon Specialization feat if you have not done so already (fighters only)
- Add 2 ranks to your Tumble skill.
- Gain the Weapon Focus feat with a club-like weapon.
- Add 2 ranks to your Spot skill.
- Gain the Weapon Focus feat with a hammer-like weapon.
- Gain the Weapon Focus feat with a knife-like weapon.
- Gain the Weapon Focus feat with a mace-like weapon.
- Add 2 ranks to your Knowledge (arcana) skill.
- Gain the Weapon Focus feat with a pick-like weapon.
- Gain the Weapon Focus feat with a staff-like weapon.
- Gain the Weapon Focus feat with a spear-like weapon.

Each will bestow to one different individual one Knack of his choice, possibly specially created ones created for this purpose by the GM.

Some Recommendations:

- Axeman: Add 10 p, 2 to Harm scored, with axes, cleavers, and hatchets.
- Bullseye: Add 10% to attained Archery score.
- Born Activator: Know one Power without having it on a Memory Tablet.
- Born Fighter: Add 10% to attained Weapons score.
- Born Tumbler: Ignore penalty to Weapons for avoiding Harm.
- Club Wielder: Add 15 p, 2 to Harm scored, with clubs and spiked clubs.
- Eagle-eye: Add 10% to both attained Evaluation and Scrutiny scores.
- Hammer Fighter: Add 10 p, 2 to Harm scored, with any hammer.
- Knife Fighter: Add 20 p, 4 to Harm scored, with any knife clubs.
- Mace Specialist: Add 10 p, 2 to Harm scored, with any mace.
- Marvelous Memory: Add 10% to both attained Arcane and Learning scores.
- Military Picksman: Add 10 p, 2 to Harm scored, with any military pick.
- Staff Fighter: Add 15 p, 3 to Harm scored, with any staff.
- Spear Fighter: Add 15 p, 3 to Harm scored, with any spear.

Bridge A: There is nothing dangerous in regards this structure.

You see what is known as a half-moon bridge ahead. It is of rustic sort, set on natural logs, and railed likewise, eight split ones forming the treads across its arcing span of about 24 feet in length.

Oddly, there is a fog that extends from the bridge. It is like a wall and the bridge a pass through it.

(When the party attempts to see over the side of the bridge:)

The fog—or whatever it is—so obscures vision that you can see only that stuff, not what is beside or below the bridge.

(When the party attempts to penetrate the "fog:")

Although it looks like fog, the opaque stuff flanking the bridge is not insubstantial. It is solid, slightly yielding to great pressure, but impenetrable.

Fog Wall Flanking: Moving through outside vegetation

leads in 1,200 feet to the inner side of the Bridge so as to see under it, and from this location can be seen a pool of water glowing bright blue—the gate back. Moving through inside vegetation leads in 1,200 feet to the outer side of the Bridge, and from this location it is possible to step off into nothingness—a lightless black hole is seen—and annihilation.

CIRCLE P:

3P: Moving through outside vegetation leads in 1,200 feet to **9A,** approaching from the interior. Moving through inside vegetation leads in 1,200 feet to 9A, approaching from the exterior.
9P: Moving through outside vegetation leads in 1,200 feet to **3A,** approaching from the interior. Moving through inside vegetation leads in 1,200 feet to 3A, approaching from the exterior.

Other points not at Arbor Arch or Bridge simply follow the above results, with commensurate positions attained from movement through outer or inner side vegetation.
Arbor Arch P: There are no dangerous plants here. The benches are of stone and unremarkable.

You see an archway of about 12-foot height and width ahead, a lovely place through which the path runs. It is an arbor, covered with various green plants, many of which are flowering. There are stone benches on either side underneath it, evidentially for resting in the shade.

Oddly, there is a fog that extends from the arbor to either side. It is like a wall and the arbor a gate through it.

(**When the party attempts to penetrate the "fog:**")

Although it looks like fog, the opaque stuff flanking the arbor is not insubstantial. It is solid, slightly yielding to great pressure, but impenetrable.

Fog Wall Flanking: Moving through outside vegetation leads in 1,200 feet to the inner side of the Arbor Arch, and from this location can be picked as many as 60 red berries that are a health restorative, each one giving 1-2 points of healing to the one who consumes it.These berries will remain useful for months, as they will dry and still retain their magical energy.

> The red berries each cure 1-4 points of Harm.

Moving through inside vegetation leads in 1,200 feet to the outer side of the Arbor Arch, and from this location it is possible to find as many brass flowers as there are members in the team. If these are picked each will cause the permanent loss of one point from a randomly determined ability score.

> If the flowers are picked each will bestow to one different individual one Quirk as found at random.

Bridge P: 2 leglop logs in the central portion, one attacking at the initial crossing, the second the fourth time the bridge is crossed. The bridge spans what seems to be a chasm of bottomless sort. When a leglop plant is killed, there will be a three-foot gap in the bridge that must be jumped, when the second is dealt with, the gap will be six feet.

You see what is known as a half-moon bridge ahead. It is of rustic sort, set on natural logs, and railed likewise, eight split ones forming the treads across its arcing span of about 24 feet in length.

Oddly, there is a fog that extends from the bridge. It is like a wall and the bridge a pass through it.

(**When the party attempts to see over the side of the bridge:**)

The fog—or whatever it is—so obscures vision that you can see only that stuff, not what is beside or below the bridge.

(**When the party attempts to penetrate the "fog:**")

Although it looks like fog, the opaque stuff flanking the bridge is not insubstantial. It is solid, slightly yielding to great pressure, but impenetrable.

Leglop Log (**Tree**) [**Hazard**] CR 4

The leglop tree seems to be nothing more than a fallen and dead log lying split open on the forest floor. Woe to the one stepping on it, though, for the two halves snap shut as would a steel trap, and in short order the prey is dead from shock, blood loss, and eventual severing of the limb trapped. The plant then sends forth its many tiny roots to slice and drag down the victim's flesh, so that, rotting underground, it will feed the tree above. The leglop is found mainly in temperate climates.

The leglop can withstand 120 hp of damage, has an AC of 10 and a hardness of 5. It always fails saving throws. If stepped upon the halves of the tree bole snap shut for 1d4+4 initial points of damage unless the victim succeeds in a Reflex saving throw (DC 16), note that Dexterity based additions to the save do not apply unless the victim is aware of the danger. If successfully hit, the subject is caught fast and immobilized with 1-8 continuing points of damage each round of time thereafter as the plant's "jaws" close. A trapped victim reduced to a negative hit point total is deemed to have lost its leg.

> **Leglop Log** H 300 sp. P 60* S15a 17-20/ 6-8c 0 sp.
> (See BoL for full details.)
> *Plus 30 precision for position as bridge plank.

Fog Wall Flanking: Moving through outside vegetation leads in 1,200 feet to the inner side of the Bridge so as to see under it, and from this location can be seen a pool of water glowing dull green at about 10 feet distance below—a deadly slime that will kill anyone that enters it. Moving through inside vegetation leads in 1,200 feet to the outer side of the Bridge, and from this location it is possible to see floating in "nothingness" a large Mobius strip—not much help but perhaps a little of the players are clever. If someone jumps

into it have them appear where they jumped from, coming out of "nothingness" in the air above where they jumped from to land on the ground from whence they leaped.

Random Encounters off the Path:
Check for encounter every 100 feet, encounter occurs 1 in 12. Select from the following list or roll for a random result.

New creature entries are found in the Appendice in book 3:
2. Arrow Root
3. Bear Grass
4. Assassin Vine (see the MM)
5. Phantom Fungus (see the MM)
6. Club Moss
7. Choke Cherry
8. Shambling Mound (see the MM)
9. Tendriculos (see the MM)
10. Deadly Nightshade
11. Violet Fungus (see the MM)
12. Peppermint, Dangerous
13. Snap Dragon
14. Tiger Lily
15. Treant (see the MM)
16. Shrieker (see the MM)

2	Arrow Root
3	Bear Grass
4	Bull Thistle (see BoL book)
5	Burning Bush (see BoL book)
6	Club Moss
7	Choke Cherry
8	Creeping Jenny (see BoL book)
9	Current Bush (see BoL book)
10	Deadly Nightshade
11	Hookthorne Shrub (see BoL book)
12	Peppermint, Dangerous
13	Quickdeath Tree (see BoL book)
14	Shooting Star (see BoL book)
15	Snap Dragon
16	Tiger Lily

Exiting the Dimension: When the party exits through the bright blue pool of glowing water, they are back on the ramp way. The pane-portal that they entered some time back dissolves into flashing blue raindrops, then disappear as a high singing note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. The Avatar that first identifies the area as being or related to a Mobius strip should receive 1 point each of Learning and Panprobability Ability.

6. INDIGO (INTENSE)

Robbin' Hoods *(Refer to map on page 38).*

Magical activations of all sorts that don't otherwise enable escape from this place and plane work just dandy. In this woodland shoot-'em-up, the heroic band of adventurers is going to need all the heavy artillery they can bring to bear in order to best their wily opponents—"greenies," or if you prefer not to use racial epithets, savage Kobolds.

This is the text to read aloud to the players when they enter the pane-portal:

The jarring of the steeds you ride certainly causes a rapid recovery of your senses from the tribulation of being transported from one dimensional matrix to another. This one is a woodland that might be on your own world. You are mounted on horses, trotting at a brisk pace along a road that passes through a lightly forested part of this place. As you come to full awareness, you note the road has turned to the left and you are now ascending a small hill.

It is surprising to see that all of you are riding dapple gray horses with saddle pads that display armorial bearings—a gold field on which a black ram's head is centered, its horns and eyes bright red. The steeds you ride are big and strong, but they slowed to a walk when going uphill as each has rather large saddle bags strapped behind the saddles on which you sit, and these leather pouches seem to be full.

(Add here that the character who is the party leader wears a surcoat on which the gold shield with the ram's head is depicted, and that another appropriate character rides to his left with a lance in hand, it with a gold pennon fluttering from its head.)

No time to puzzle over that, though. For as you top the hill you see there is a barricade across the road about 40 feet ahead of you. At this moment, you hear near-simultaneous cracking and cracking sounds. A glance behind shows that a pair of trees on either side of the road has fallen to block it—one from the right, the other the left—these some 40 feet to your rear.

As that noise subsides a rather high-pitched voice shouts from the tangle blocking the road ahead, and the words answer at least some of your questions:

"Knaves that dare enter our forest must pay toll! Throw down your weapons and those saddlebags on your horses, and you may pass. Do so now or you will suffer the consequences."

(The chief is using ventriloquism, of course. He has an Amulet of Ventriloquism.)

The brush and trees to either side of the road box you in, what with barricades before and behind. It seems as if these woodland robbers have you cold...

(Give the players only a minute to think and talk this over. Odds are that they will look for a means of attacking the bandits.)

Again the voice from the barricade ahead, and the sound of a whistle there too: "You are wasting our time, louts! Stand and deliver, or die!"

(If it isn't a blatant play for time, the Kobolds will do a bit of additional talking so as to get their way. Remember, they are really close to the adventurers, are likely to overhear anything said in a low voice, although they won't hear whispered words. The only voice the party members will hear is that projected to seem as it it's coming from ahead. Some lines from the chief:)

"Quit stallin' you herd of human louts! Hand over those saddlebags."

"Those weapons are no good, so toss 'em away, cooperate, and live."

"You can't deny the colors you wear—dukes heanlings! He steals from all, and we take back from him. That's fair."

"That's it! Now be proper sheep and line up to be sheared!"

The last should goad the lot into taking some offensive action, but just in case they show some trickery, throw down the lance, toss off the saddlebags, the Kobolds will become over-confident. The two tricksters at the top of the hill will step from their concealed places in the bushes, become visible as they check the saddlebags for the coins that they expect to find. If not immediately attacked, they will look, and call out to their leader, "These damned bags hold nothing but scrap iron!" At that, the chief will forget and let out a bellowed, "What!" that gives the party an idea that there are foes nearby, and that the same voice that came from the barricade now sounds not far off to their left.

Otherwise at this point all 17 (or more, see below) of these robbers are invisible, as is common for Kobolds of this sort.

The armorial bearings of the duke are not important. They are included only as a device to enable the Kobolds to identify the party as having tax money—which they don't. The noble in question is not particularly cruel. The bandits don't hate the duke and his men any more than they hate other rich and powerful persons—because the Kobolds want to be in such position themselves.

If the party decides to parlay and surrender, they are stripped of all weapons, then made to divest their armor. Next, as the little bandits surround them, weapons at the ready:

"Well, that's what we all appreciate, caring, considerate, fools ready to empathize with 'poor deprived Alfar bandits' who need understanding. Understand this! We are thieves and robbers because we like it. We are depraved and merciless, and we don't wish to change at all—or hear any silly prattle from you. KILL THEM!"

(**...and so they do, game over for this lot of adventurers**)

The party can take the initiative anytime up to and including the point where the leader of this bandit gang shouts in surprise. One the following round, though, the Kobolds will attack. The party should attack, make the Kobolds use their spells, kill and wound as many of the bandits as possible, so that when encounter two comes the foe will be that much weaker.

The 12 ordinary Kobolds are divided into two equal groups, A and B on the map. Each is comprised of missile-armed bandits.

The approximate position of the four Kobold tricksters is indicated by the letter T on the map.

The chief's position is shown by the letter C.

XXXX marks a barricade of limbs and brush across the road at the bottom of the small hill.

FFFF marks the place where two trees have just been felled, now block retreat. Those who felled them are non-combatants who hide and take no part in what follows.

The party cannot ride into the woods save at a slow walk. When attempting to fight Kobolds while mounted, riders are at an advantage, see the mounted combat rules in the PHB.

> When attempting to fight Kobolds while mounted, riders are at an ASP of +20 unless they are using weapons with a range of 5 or greater.

If the party is very strong and able:

Have an additional 6 or 12 ordinary Kobolds at blocking position FFFF, and with them 2 or 4 trickster Kobolds. The tricksters will definitely use their spell powers initially if there is a fight. The ordinary ones will become visible and use missiles to attack unless they are brought into melee by a character or characters. This group will send their missiles from behind, gaining a +2 bonus to hit.

> The first two tricksters have the Power of Shooting Stars and Xargya's Military Fork respectively, and Flame Gout and Energy Explosion are good choices for the second pair. This group will send their missiles from behind, most likely at a bonus of 20, ignoring bucklers and shields too.

Kobold, Alfar (12/24): CR 1; Small Humanoid; HD 3d8; hp 13; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 16 (+1 size, +1 Dex, +3 natural, +1 padded), Touch 12, Flat-footed: 15; Base Atk: +3; Grapple: +2; Atk: Handaxe +5 melee (1d6+2) or light crossbow +4 ranged (1d8); Full Atk: Handaxe +5 melee (1d6+2) or light crossbow +4 ranged (1d8); SQ Darkvision 60 ft. invisibility at will; AL NE; SV Fort +1, Ref +2, Will +3; Str 14, Dex 13, Con 11, Int 10, Wis 10, Cha 10. *Skills and Feats* Craft (trapmaking) +5, Listen +2, Move Silently +6, Search +4, Spot +6; Alertness.
Each kobold has 2d6 silver pieces

Kobold, ordinary 12/24 H 28 P 40 S 16
Attack: 6 with 1 x hand catapult for 1-20 +2 p Harm; range 60-120-180; speed 1, p bonus 20/0/0 = 60
6 with 1 x sling stone for 1-20 +5 s Harm; range 30-90-180; speed 3, p bonus 0 + 40
or 12 with 2 x hatchet for 3-20 +5 p Harm, range 1, speed 4, precision bonus 0 = 40
Defense: 6, 2 for cloth garments plus 4 for being Kobolds
Wealth: Each has $100 in silver coins

The tricksters will become visible; use missiles to attack initially, and then employ their special spell powers, being careful to void injuring any comrades. Of course these clever humanoids will target the most threatening opponent they see.

Kobold Trickster, Alfar (4/8): CR 2; Small Humanoid; HD 4d8; hp 18; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 17 (+1 size, +1 Dex, +3 natural, +2 leather), Touch 12, Flat-footed: 16; Base Atk: +4; Grapple: +2; Atk: Shortsword +6 melee (1d6+2), or light crossbow +5 ranged (1d8); Full Atk: Shortsword +6 melee (1d6+2), or light crossbow +5 ranged (1d8); SA: Each trickster has an arcane spell-like ability usable 1/day, equal to one cast as a 5th level sorcerer: *magic missile* (2d4+2) x2 tricksters, *fireball* (5d6 DC 13) x1 trickster, *lightning bolt* (5d6 DC 13) x1 trickster; SQ Darkvision 60 ft., invisibility at will; AL NE; SV Fort +1, Ref +2, Will +4; Str 14, Dex 13, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Craft (trapmaking) +5, Listen +2, Move Silently +7, Search +4, Spot +6; Alertness.
Each trickster has 12+2d12 silver pieces and one has a *sunshine sphere* (see Appendix D: *New Magic Items*, p. 254).

After becoming visible and using missiles to attack, one will employ his special Power of Shooting Stars, while the other three are readying their activations, those following in one, two, and three seconds respectively.

Kobold Trickster 4/8 H 39 P 50 S 17
Attack: 1 x with hand catapult for 1-20 +5 p Harm; range 60-120-180; speed 1, p bonus 20/0/0 = 70
2 x with long dagger for 1-20 +9 p Harm, range 1, speed 3, precision bonus 10 = 60
Powers:#1 – Shooting Stars/ Shooting Stars
#2 – Xargya's Military Fork/ Xargya's Military Fork
#3 – Flame Gout/ Flame Gout
#4 – Dazzling Dart/ Energy Explosion
Defense: 10, 6 for leather garments and speed plus 4 for being Kobolds
Wealth: Each has $400 in coins, and one has a Sunshine Sphere.

The chief will remain invisible while readying a web spell to use against the most dangerous opponent group he sees. Visible at its activation, he will then consider what to do. If he is not being rushed, and the foe is dismounting, he will cast a grease spell next. If an opponent or opponents are moving towards him, the chief will use a flame arrow spell to strike the closest one. Otherwise, that power will be used to strike one escaping from the web or the greased area. If things get very hot for him, the chief will use the rainbow pattern spell on the party. As a last resort, and always when severely wounded and near death (6 or fewer hp), this Kobold will throw the one remaining sphere from his necklace of fireballs, targeting the enemy who is perceived as the one who has caused him such grievous injury, aiming so as to get others of the foe too, of course.

Kobold Chief, Alfar: CR 5; Small Humanoid; HD 10d8+10; hp 56; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 19 (+1 size, +1 Dex, +5 natural, +2 leather), Touch 12, Flat-footed: 18; Atk Shortsword +13/+8 melee (1d6+5), or light crossbow +9 ranged (1d8); Full Atk Shortsword +13/+8 melee (1d6+5), or light crossbow +9 ranged (1d8); SA The chief can cast use each of the following spell-like abilities 1/day as a 10th level sorcerer: *flame arrow* (2x4d6 DC 17), *grease* (DC 15), *rainbow pattern* (DC 18), *web* (DC 16); SQ Darkvision 60 ft., invisibility at will; AL NE; SV Fort +6, Ref +6, Will +10; Str 20, Dex 13, Con 12, Int 10, Wis 16, Cha 18.
Skills and Feats Craft (trapmaking) +5, Listen +2, Move Silently +10, Search +4, Spot +9; Alertness, Great Fortitude, Lightning Reflexes.
The chief has 300 silver pieces, two 50 gp bloodstones, an arcane scroll with *monster summoning II*, a potion of *cure serious wounds*, an *amulet of ventriloquism*, and a single 8d6 fireball on a *necklace of fireballs*.

Amulet of Ventriloquism: This silver object in the shape of a horn has a magical energy that enables the one wearing it to use ventriloquism once per day for no longer than one hour of time in any day. Wear beyond this time gains no magical capacity, and for each hour or fraction thereof it is so worn, the amulet must remain unused and recharging for one week of time. Ventroliquistic sound can be made to seem to come from a maximum distance of 50 feet. Sounds include not merely those of living things (male, female, infant, creature, etc.), but any other with a decibel rating that is within that of a human using his or her voice to cause it. Thus, creaking noises, footfalls, wind, glass breaking, etc. can be ventroliquisticly projected.
Caster level: 5th; Prerequisites: Craft Wondrous Item, ventriloquism; Market Price: 4,000 gp. Weight: -

The chief will remain invisible while readying Dropnet to against the most dangerous opponent or opponent group he sees. Visible at its activation, he will then consider what to do. If he is not being

rushed, and the foe is dismounting, he will activate Sticky Power next, adding AEPs to make an area of 20 wide by 30 feet long that is 10 feet in front of him effected thus. If an opponent or opponents are moving towards him, the chief will use Rapid Reflux Power to strike the closest one. Otherwise, that Power will be used to strike one escaping from the Dropnet or on the area of the Sticky Power. If things get very hot for him, the chief will use the Yukking Power on the party, then the Paper Tiger. As a last resort, and always when severely wounded and near death (11 or less Health), this Kobold will throw a Gareggy's Energetic Egg (Dun Egg of Destruction), targeting the enemy who is perceived as the one who has caused him such grievous injury, aiming so as to get others of the foe too, of course. He will then attempt to drink the Nectar (Morana's Health Restorative).

Kobold Chief H 50 P 65 S 20
Attack: 2 x short sword for 2-20 +13 p Harm; range 3; speed 3, p bonus 20 = 85
Powers:
#1 – Yukking
#2 – Rapid Reflux
#3 – Sticky
#4 – Dropnet
Defense: 13, 9 for leather garments and speed plus 4 for being a Kobold
Wealth: $5,000 in coins, $15,000 in gems, Paper Tiger, Nectar (Morana's Health Restorative), an Amulet of Ventriloquism, and a Dun Egg of Destruction.

Inside the chief's garments, around his neck, is a necklace with a big dark blue star sapphire—if this stone is broken it changes into the portal by which the party can return.

If the party is defeated, they will be stripped of their wealth—including all magical items of large and obvious sort, 50% likelihood for any other magical things not so readily noticeable.

In the latter case, the humiliation of getting trashed by Kobold bandits, their prized items stolen, should be sufficient to make them angry and upset...if any are still alive. As soon as the Kobolds leave, some of the Sidhe of the Tuatha da Danaan will come on the scene. They will heal the wounded, even restore life to the dead. The Sidhe are quasi-deital faeries, exceptionally beautiful with long dark tresses, a cooling touch, and beguiling eyes suggestive of erotic pleasures and other-worldly secrets.

"Some heroes that silly human wench picked," one of the ministering fey says acidly as she works. "Listen now, great Oafs that you are! Be sure and tell McGregtim that is was Tiryana that came to the rescue, got that? Swear you'll repeat the message!"

(**When that's done:**)

"That lot of nasty-minded Kobolds is not far from here, just a league down the road, and thinkin' you are finished—which is the truth were it not for us. Now you're right as rain. Just to even things out, not only have we restored all your health and energy, but when you set off to have your revenge, you'll do so under a cloud of Fairie Fog. Naught will hear or see or smell you, until you set upon those thieves. If it's weapons you're wantin', clubs will have to do, so I grant you use them as any good leprechaun would his shillelagh! That's all I can offer."

(For the next two hours any club wielded by a character will be at +2 to hit and deliver +3 damage on its first actual strike, then +2, and on the third strike +1, but then rise again to +3 and again decline. This cycle lasts for the entire two hour period)

(Club's wielded by Avatars will add 10 to precision (Weapons) and deliver +7 Harm on its first actual strike, then 6, etc, so that on the seventh strike it will be at +1 bonus Harm only, but then rise again to +7 and again decline.)

"Now follow the little firefly that will guide you, and that'll be me, Tiryana. Got that name?"

The characters' hit points are fully restored and spells cast available again for use.

Health and AEPs are restored to full for all the party members.

They will not have any items taken by the bandits, of course, and that will include swords and plate armor—highly salable goods such stuff.

So the Sidhe female will guide the party to where the Kobolds are encamped. There might be eight non-combatants sleeping well away from the fire, all the other surviving Kobold bandits near a heap of glowing embers in a central bonfire that's in the deep little dell they are encamped in, thinking themselves safe and sound. The pile of loot from the party will be in plain sight near which will be any surviving horses—the Kobolds will use them as pack animals and consider them as valuable loot too. The Chief and the tricksters will be asleep adjacent to the undivided loot.

There are two ordinary guards watching the camp, facing outwards, backs to the fire and each other, both dozing as they think themselves relatively safe. They will not take note of the "fog" moving in unless the party splits and bits of it move about unnaturally. They will then jump up

and move to investigate, themselves now invisible. Of course probing the "fog" will reveal material forms hidden invisibly therein, but the Kobolds in the stuff will be outlined thus. If they are killed in one round, this will not arouse the sleepers.

A sleeping Kobold has no armor protection, and hit is automatic, the die roll for damage delivered is all that is needed in such case.

This is the party's chance to strike by total surprise, have four free actions if they do not split up, two in any case, before the Kobolds awake and grab for their weapons. The Kobolds cannot use powers now that were used in their original ambush. The adventurers should be able to win and thus regain their lost property, loot the looters, and get the means to escape from here. Note that if some of the party back away out of sight of the guards, they can work around the rim of the dell unseen, so the splitting of the "fog" will not be noted.

After defeating the bandit Kobolds someone will have to figure out that the huge star sapphire is both the right shape and too dark a blue and is the means to gate back. It then needs to be struck hard by a metal weapon so as to operate.

In all other cases, the game is over for this hapless band.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces then disappears in pale green sparkles as a chuckling sound echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

As the Alfar Kobolds' ambush greatly increases the challenge they present to the party the GM should make a +50% ad hoc experience point award for defeating them. Award an additional 150 xp to the character that figures out how the star sapphire necklace should be used.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, any member of the party who was instrumental in the survival of the party should receive 25 General Merits, 50 more for figuring out that smashing the star sapphire in the necklace was the key to returning.

7. VIOLET (MAGENTA)

In a Thieves' Market:

Magic functions normally here, saving that which would allow an individual or party to exit the dimensional matrix or locale.

In this scenario the team finds itself in a bazaar, immediately button-holed by a trio of would-be guides, each cajoling the heroes to follow him or her to what they must seek—the way out, derring-do, the suggested aid of a potent priest. Problems, problems, problems...

Read through this adventure from beginning to end before you play it out! As you will discover, all three of the potential scenarios can be blended into one grand adventure if you can manage some creative addition—something space here disallows. If you decide to do that, be sure that the clues "guiding" the Avatars are skewed strongly to the one you want them to follow first—the fat guide Grushtam if all three scenarios are to be played out, Ayla the Devoted if two are the order of the day. Otherwise, just follow the text given.

This is the text to read aloud to the players when they enter the pane-portal:

With the usual disconcerting sensation, attendant physical discomfort, you make the transition to the new somewhere. A riotous mixture of sensations assails you. First come strange odors, then a cacophony of sounds, finally, as your vision clears, the sea of faces and colors.

The air is redolent with the aroma of strange spices and cooking food...mixed with other odors including leather, sweat, wood, and donkey dung. That comes to mind as the braying of an ass cuts through the babble of voices hawking wares and haggling over prices, the sounds of somewhat dissonant woodwinds playing nearby, and the thump and rattle of drums and tambourines which seem to keep time with workmen's hammers and the rattling of pushcarts passing by. The exotic garments of the swarm of people around you indicate an Eastern culture. Brightly colored hats of odd shape, turbans, striped robes and gaudy vests, sashes bristling with weapons, voluminous knee britches, curly-toed shoes…with buildings of a sort totally foreign to you as a backdrop—but despite such alien aspects everywhere, the language being spoken could be that of your own homeland.

That is likely fortunate, as three people are hastening up to where your party stands in the entrance to what must be the only quiet building in this whole place. Each seems intent on reaching you before the other two can. That makes a somewhat amusing picture as they walk faster, then begin to trot, and finally come at a run, a virtual dead heat at the finish.

A small, flat-faced man wearing a hat like an over-turned ale tankard arrives a couple of seconds before his nearest competitor, speaks in a rush, his protruding eyes fixed unwinkingly upon

you as he says in a strange and breathless voice: "Ah, Masters. I am Lauti Pourre, sent here to serve you. Listen to no others, for they are liars! Come with me quickly, and I will get you safely to the casaba. There is a passage there leading to the Antic Orbi—"

(A character succeeding in a spot check (DC 15) will notice that Lauti Pourre's strange hat has as a decoration on it a small enamel pin, a disk-shaped device that is a violet color, the same shade as the pane by which they accessed this dimension.)

(If any Avatar successfully employs Evaluation, Luck, or Scrutiny Ability or similar skill to assess Lauti Pourre the distinctive decoration described above will be noted.)

At this point the second of the next of the trio arrives. A sharp jostle cuts short the first speaker as a slender hand pulls back the cowl of a jalaba to reveal glistening chestnut hair, a beautiful face scarcely hidden behind a wispy veil. Her eyes convey much as she says: "A thousand thanks to Khyy who foretold your coming! Ignore that vile flea, and follow me without delay or all is lost. My name is Ayla the Devoted. We will go to the Shirrush Gardens, for if you are seen here they will—"

(A character succeeding in a spot check (DC 15) will notice that Ayla the Devoted has a bracelet of gold on her left wrist, this set with small faceted gems to depict a crown.)

(If any Avatar successfully employs Evaluation, Luck, or Scrutiny Ability or similar skill to assess Ayla the Devoted her bracelet will be noticed.)

Once again there is an interruption. The arrival of the third person rushing up to meet you is similar to the previous one, but this figure is fat, clad in colorful but somewhat shabby garments—a large turban somewhat askew at the moment, red vest worn over an orange blouse with half sleeves, huge pantaloons that were once white. His round and oily face is shiny with sweat and flushed, even his large, beaked nose so that he looks rather like a strange sort of bird. Gasping and puffing, the man cries loudly so as to silence the lovely girl: "Beware the wiles of the succubus, and heed not the croaking of a toad! May I be torn to bits by devils if I lie, effendis. Your only hope is in the Temple of the Bat, and so I, Grushtam, am here as your guide! Now—ow!"

(A character succeeding in a spot check (DC 15) will notice that Grushtam has a tattoo of a scorpion on his inner bicep, gaining a mere glimpse of it as he gestures with his fat arms.)

(If any Avatar successfully employs Evaluation, Luck, or Scrutiny Ability or similar skill to assess Grushtam the tattoo will be noted.)

Both of the other natives have cut the fat man short, one with an elbow to his ample midsection, the other by treading on a curly-toed shoe.

The three erstwhile conductors glare at each other, begin an exchange in a language that is unknown to you, but the meaning of their words is clear enough. They are not friends... There follows a brief session of pushing and jostling that spills over into your party, as these three would-be assistants demand the other two shove off, to put it more politely than they do.

(A character succeeding in a spot check (DC 15) after being jostled, and each party member was so contacted in the fracas, then that one—three characters in all— will find an object has been slipped into their sleeve, pocket, sash, or like place. Determine which object is found by rolling d3 if one or two are thus discovered; if all three are found immediately assign one to each character. With that done, continue on from here. See the special section below for what is found.)

(An Avatar successfully employing Luck or Stealing Ability or similar skill after being jostled will notice the item secreted upon his person.)

Their exchange of insults is interrupted by the entrance of a company of armed guards at the far end of the big bazaar.

These soldiers are shouting at the people around, and there is much commotion. All three of the persons who claim to be your guides to safety have noticed the arrival of the armed men. Each demands that you follow him, or her, this instant, or face death at the hands of the padisha.

Without waiting to see if you follow, the small man with the bulging eyes, moves to the left, the beautiful woman angles towards a narrow alleyway flanking the building in whose entrance you still stand, while the beturbaned guide hastens off to the right.

What will your party do?

If they stand where they are for more than a minute, the city guards will take them. The crowd will point them out, and flee and/or fight as they might, the outcome is certain, capture and then execution.

What is found in regards to objects slipped to a character:

From Lauti Pourre:

When your fingers feel the object that the small man slipped to you, it seems to be a figure 8 made of some smooth, porcelain-like material, the line crossing to make the second loop clearly raised to indicate it is above that below it. A quick peek reveals your assessment was not wrong. It is a device not of metal but some stone or very hard ceramic material in the shape of the numeral 8.

From Ayla the Devoted:

You feel a bracelet with a large, cabochon gem. The form of the bracelet seems to be that of a serpent biting its tail. A glance shows you were correct. The metal is silver, the gem a cornealeon, and the depiction is a sort of shirrush, its one-horned

head flattened and tilted back, the stone grasped in its foreclaws.

From Grushtam:

You feel a key, a large one with some sort of ornate device at its head. When you examine it visually, it is plain that the key is made of iron, a full-faced bat's head there to hold and turn it.

This leaves the players with three choices; that boiling down to which of the three persons who spoke to their characters do they believe. Because of space considerations, the GM will have to fill in a good bit of what follows from the party not choosing to follow Lauti Pourr. We will deal with the last-named choice first, then go on to survey the action that otherwise results.

Following Lauti Pourre to the left:

The small man with the frog-like eyes seemed to be sincere, so you follow him. He is moving slowly waiting for you to catch up; when you close he begins walking with surprising speed: "Stay close, and keep your heads down so as to not attract attention," he mutters just loudly enough to be heard by you. Then he leads you through a narrow way between buildings, along a twisting lane, up stairs to a series of connected porches and rooms, down again to an alley, and through several doors and gates in various passageways between buildings. Thoroughly lost by this time, you have to smile. Any pursuit is likely to be as lost as you are! The small plaza you now cross is filled with craftsmen working along the walls, vendors, robed men and women looking for bargains, and all quite oblivious to your party.

When the square is behind you, a long and narrower plaza is attained, Lauti Pourre says, "Good! We are almost there, and none of those dogs have found us. Hurry up, and soon we'll be safe." Just as you begin to relax, four men come at your party—two ahead, and one on each flank.

This melee needs to be kept as short and quiet as possible. Normal weapons play lasting no more than 10 rounds of time will allow continued flight. If any spells that cause loud sounds, bright lights, and/or the like are employed, the time is shortened by 1 round for each one used.

Assasin (4), male human Ftr5: CR 5; HD 5d10+20; hp 45; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft. (6 sq.); AC 15 (+3 Dex, +2 leather), Touch 13, Flatfooted 12; Base Atk: +5; Grapple: +9; Attack short sword +10 melee (1d6+6 and poison DC 20, initial damage 1d6 temporary Str, secondary damage 1d6 temporary Str); Full Attack short sword +10 melee (1d6+6 and poison DC 20, initial damage 1d6 temporary Str, secondary damage 1d6 temporary Str); SV Fort +8, Ref +4, Will +2; AL NE; Str 18, Dex 16, Con 18, Int 13, Wis 13, Cha 14.
Skills and Feats Balance +5, Climb +11, Hide +3, Jump +10, Listen +3, Move silently +7, Spot +6; Alertness, Improved initiative, Improved unarmed strike, Power attack, Weapon Focus (short sword), Weapon Specialization (short sword).

If the party is particularly capable have the following additional group of assassins strike either instead of or with those outlined above:

Assassins (4) male human Rogue 5/Assassin1: CR 6; HD 6d6+24; hp 49; Initiative +8. (+3 Dex, +4 Improved Initiative); Speed 30 ft (6 sq); AC 16 (+4 Dex, +2 Leather), Touch 14, Flat-footed 12; Attack short sword +6, (1d6+4 damage and poison DC 20, initial damage 1d6 points of temporary Str, secondary damage 1d6 points of temporary Str); Full Attack short sword +6, (1d6+4 damage and poison DC 20, initial damage 1d6 points of temporary Str, secondary damage 1d6 points of temporary Str); SV: Fort +5, Ref +11, Will +2; AL NE; Abilities Str: 16, Dex 18, Con 18, Int 13, Wis 13, Cha 14.
Skills and Feats Balance +12, Bluff +10, Climb +11, Disguise +11, Hide +13, Intimidate +11, Listen +10, Spot +10, Move Silently +13, Tumble +12; Improved Initiative, Evasion, Uncanny Dodge (Dex bonus to AC), Dodge, Expertise, Exploit Armor Weakness.
Special Abilities: Sneak attack 4d6, death attack, poison use.

Exploit Armor Weakness [General]
You are an expert at exploiting weak areas of armor.
Prerequisites: Expertise
Benefit: If you take a standard action to study an opponent, you can get a +2 attack strike bonus if the victim is wearing armor such as leather or hide, and +4 bonus to stronger metal armors such as chain or plate on the next attack. This is only effective against worn armor, not natural armor, shields, or magical items that offer protection.

Assassin 4 H 45 P 65 S 15
Attack: long dagger for 1-20 +10 p Harm with 9-12 VT Harm added, range 1, speed 3, precision bonus 10 = 75
Defense: 4 for half cloth garments

If combat goes to an 11th round, four more assassins appear from behind the party, and in another 10 rounds, soldiers come running into the area—game over as an overwhelming force of soldiers shows up, captures the PCs and swiftly executes them!

Assuming that all goes well, Lauti Pourre leads the team away at a run, then they slip through a door, another, then descend into a cellar, pass through a secret door, follow a tunnel way there, and eventually emerge above ground:

"Well done, heroes. This is the place known as Antic Orbit—see how it has so many little passages leading from this crescent? I go no further, but you are as good as free now. Count clockwise and take the seventh of the ways to the right, then the sixth, then the fifth, and so on. The single route left to you will bring you to a very strange alley. You must ignore all there save the plain magenta door that you find. That is your goal, your escape from here and death at the hands of the padisha. Now be gone, quickly!"

The seventh passage leads to a small square with six exits, the sixth clockwise leads in a block to another little plaza with

five adits, and so on. When the last walkway leads them into the so-called alley, the party sees a narrow lane lined by strange shops, crowded with people—some Alfar (see page [TBD]), and some quite unlike any races they have laid eyes on before this. The various establishments have signs in many languages and include: Juxort's Dimensional Maps & Charts, Multiversal Trading Company, Dome of Ten Thousand Delights, Ishtor's Weapons Shop, Cosmic Café, Gnifto the Gemner, Enchanters' Emporium, Nexus Travel, All Worlds Warrior Employment, Everywhere Bank, Jahane's Bar, Rogues Royale, Pruvashti the Pawnbroker, Lost Lore Books, and so forth. After they pass by some such places they will come to the magenta door, and touching it transports them back to the cylindrical universe.

If any of these places are entered, the party finds themselves back in the big bazaar in which they began. Again, its the end of the adventure, for there are soldiers awaiting there. This may seem harsh but the party was clearly warned and there must be some real element of danger in the game in which even death can be reversed else heroes cannot be heroic! If you are feeling exceptionally kind allow the party and the guards to make Spot checks to determine who sees who first, thus the characters may end up in a mad-dash for the exit with a group of guards in tow- an exciting finish to a mini adventure seeking Lauti Pourre!

Following Ayla the Devoted down the alley:

"It is fortunate for you that you came after me," the beautiful woman says as she leads you hastily through a small door. "We have only one small mission to accomplish, and then all of the resources of this kingdom will be at your disposal, and surely that will enable you to return to the world from whence you came here. We will find help at the Shirrush Gardens, as I said."

From that point on, it is up to your resourcefulness as the GM to create and direct the adventure. Here is the background from which to build:

Ayla is the beloved of Prince Jayistad, the rightful heir to the throne usurped by the wicked Madrim Drovosh, the padisha.

The party must rescue Prince Jayistad from the palace dungeons of the evil despot. Ayla the Devoted has managed to gather a small band of various sorts to assist.

Once safely out and in arms, the sight of the prince will rally guards and soldiers, but the padisha's evil vizier is a sOrcerer of potent sort, so much running, fighting, rallying to fight again needs to take place.

Many perils will intervene before the issue is decided.

If the team manages to do all this, then the prince, if he survives, will assist the party—send for Lauti Pourre and Grushtam, find the truth, and then see that his rescuers are returned safely.

The prince will give each hero 1,500-3,000 gp in coins and gems (GM's call as to exactly how much.)

Each Avatar is rewarded with gold coins and gems with a value of not less than $250,000.

Following Grushtam to the right:

"O Marvels of Wisdom," the fat man says with a vast grin as he sees you draw close. "Thou art surely heroes of great brawn. So, which of you has the key I slipped into a pocket? Endless pardons for my stupidity, but all of you foreigners look alike to me... It is how we will escape, for the key opens the secret way, of course."

As with the girl, from that point on, it is up to your resourcefulness as the GM to create and direct the adventure.

Here is the background from which to build:

Grushtam is a despicable swine, mercenary and ruthless, greedy and without honor. He has been hired by dark forces of undeath to lure the team into their clutches, for a vampire lord has discovered that if he drains the blood of outland heroes, he will be raised to deital status by a mighty nether being.

The fat guide will lead the party to the Temple of the Bat, show them their "escape route," and then trigger the closing of the way back by a massive stone block. Thus there is no way but down—into a labyrinth of crypts populated by the living dead. Of course the other creatures there will not attempt to kill the Avatars, for they fear Lord Baldivak, the mighty vampire, but they will maim and hinder.

If the party manages to prevail, destroy the vampire, they can find an escape route, the way Lord Baldivak uses in his forays above. This gains them a respite, plus a rather posh villa in which to recuperate. In it they will discover a dozen magical items (of the GM's choosing, but none above minor grade), as well as at least 3,000 gp in coins and jewelry. They will need to bribe guards searching for them, so at least half of that wealth will be expended immediately.

None of the Extraordinary Items is above Grade VI [Very Good]. There is at least $500,000 in gold coins and jewelry.

This event will soon be known, and while the padisha hesitates to pursue the party for fear of them now, both Lauti Pourre and Alya will seek them out. As noted at the beginning of this scenario, the ambitious GM can expand this into a three part adventure so as to cover all possibilities, and have Lauti Pourre the last to come to the final rescue.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back seems to blow away in bits as if torn by a mighty gale, as a roll of kettle drums echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. If all three adventure possibilities were played through, each Avatar should be awarded a point of Repute (or Dark Repute possibly, if so called for).

HEXAGON-SHAPED PANES
8. RED (ROSE)

Dungeon Delving

Magic that doesn't allow escape from this place operates normally.

Here we have a difficult dungeon crawl, the stock in trade of all good campaigns at some point or another, if not the primary feature. To manage escape from the complex the party needs to locate seven necklaces, take them back to area 1, place them on the appropriate statue (see 1. START, below page 52), and then the inter-dimensional gateway allowing them to return to "the pipe" will appear.

If the players question the ecology, explain it as you like. The first recourse might well be to suggest this is a dungeon of the days of yore... Pointing out that a deity is involved, and some if not all the creatures located in the place might well await in stasis the advent of a dungeoneering party, others have access to special dimensional portals to come and go, and these suggestions should serve amply to restore belief.

Space prevents full exposition of much herein, so as the GM feel free to add any characters, descriptions, dialog, and so forth. There are no "wandering monster" encounters, for example, and if your players are dilatory, you should certainly add them to the mix here.

This is the text to read aloud to the players when they enter the pane-portal:

There is no noticeable physical sensation, no discomfort or disorientation, when you pass through the pane's portal come to your new dimensional matrix. A disembodied voice speaks in resonant tones, saying:

"As you did in the days before you were renowned heroes, so now again you must delve and defeat the denizens of a dungeon if you hope to survive! Your number will be lucky and more indeed if you discover all that is needed to adorn the ordinary to attain the rosy prospect that numbers as they do."

What that might mean is something to ponder as you examine the surroundings:

You recognize it as a place of familiar sort alright, a great chamber in a dungeon, most likely. You survey the place in the dim glow that seems to emanate from the floor itself, illuminating the space faintly, casting many shadows above it. You wish that the smell here were as dim as the light. A rank stench permeates the whole place!

The chamber is hexagonal in form, 60 feet from parallel wall to parallel wall. These walls have two half-columns on each face, and what look like cloistered walkways carved into them at 15 and 30 feet height above the floor. You stand in the center of the place, ringed round by nine stone statues on low pedestals, their backs to you, but from their form they are sculpted figures of human sort. The height of the ceiling above is unknown, it being lost in gloom.

Your party is occupying an area of about six feet square, and the figures are only about two feet from that area. Beyond them you see plain floor, doors in four of the eight walls. For the sake of setting cardinal directions here, you decide that the walls without doors in them are north, east, south, and west, the blank wall you faced when being transported here magically is nominated as "north."

There seems to be a lot of rubbish on the floor at the edges of the chamber; possibly the walls are beginning to crumble and the material is detritus from such decay.

As soon as the party ventures out of the middle area they are attacked by what is really an annoyance creature (see Appendix B, page 247):

The smell of a mandreagle eyrie area is disgusting. Droppings and the refuse of the feeding mandreagle nested high above cover the floor-dung, fur, feathers, and bone, indigestible bits, whatever. Beetles and hard-shelled worms dine on this excrement. Rats as well to love to feed on such stuff.

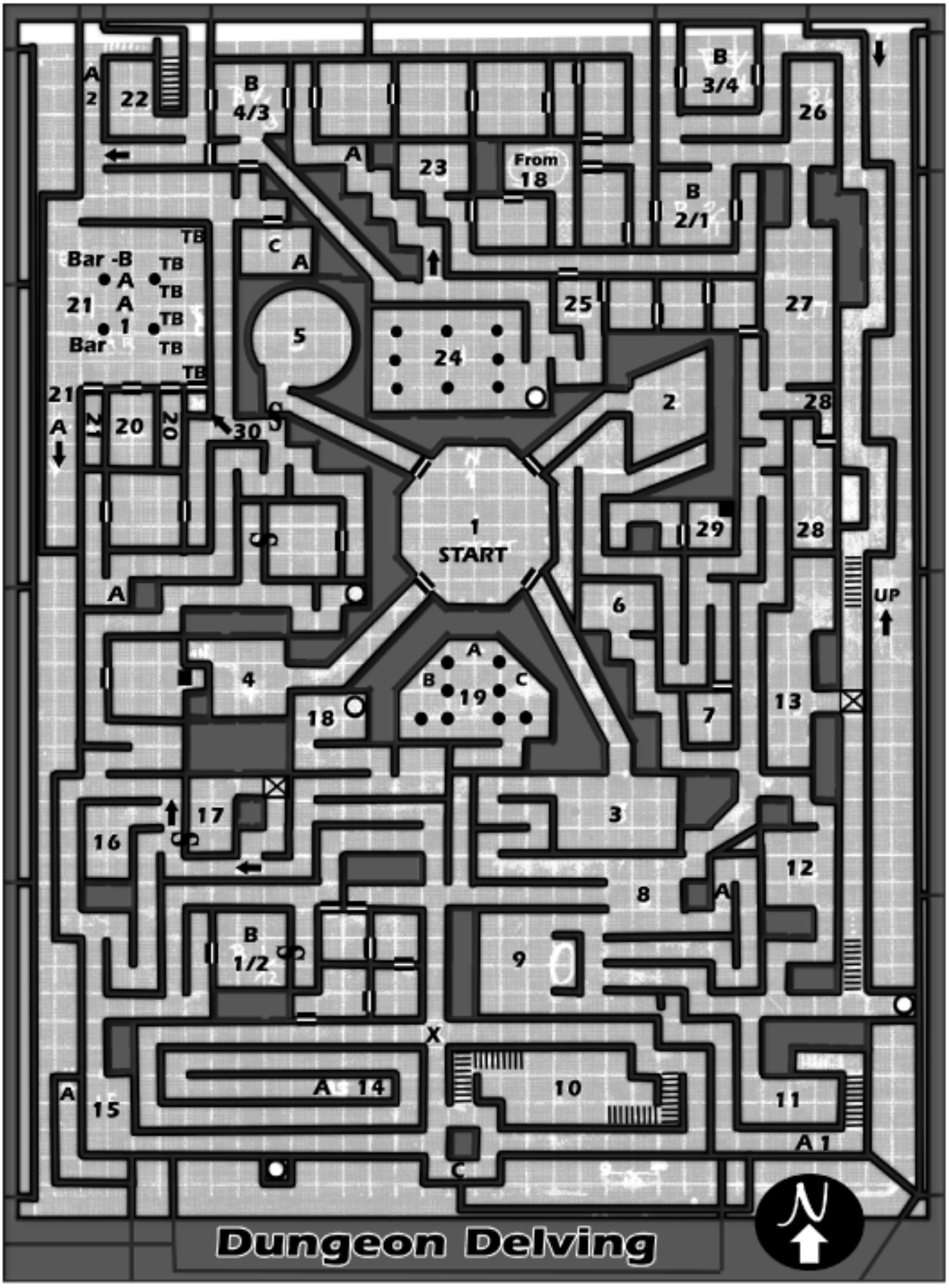
There are 8 male mandreagles and 24 females nesting here.

Mandreagle, male 8 30 35 15a/20m-10f
Attack: Hurling down missiles for 1-20 + 1d6/10' distance fallen shock Harm if a light- or tOrch-bearing party is in their area; otherwise a bite for 1-12 plus 6-8 and talons for 1-12 penetration Harm.
Defense: 4 for hide and speed
Mandreagle, female 24 20 25 15a/20m-10f
Attack: Bite for 1-10 plus 3-5 and talons for 1-8 penetration Harm.
Defense: 2 for hide and speed

The mandreagle males each have two heavy rock missiles that they can drop. If the party leaves the chamber, surviving males will gather up all expended rocks for later defense.

Exploration of the inset walkways above—at 15, 30, and 45 feet above the floor, the latter being the main habitat of these creatures—discovers there are chambers of about 20 x 20 feet square on each wall, those of the highest elevation having small openings giving to a jungle-swamp outside. A small character might be able to exit through a mandreagle-sized opening, see the dismal vista and hopelessness for any prospect of escaping this sphere in such way.

If someone successfully makes a Spot check (DC 15) they will discover incidental wealth picked up for shininess.



A 2
22
B 4/3
A
23
From 18
B 3/4
26
B 2/1
Bar -B
A
A
1
Bar
TB
TB
TB
TB
TB
TB
C
A
21
5
24
25
27
2
28
21
A
21
20
20
30
1
START
29
28
A
6
UP
4
A
B
C
19
18
7
13
17
16
3
12
8
A
B
1/2
9
X
A
15
A 14
10
11
A 1
C
Dungeon Delving

Each of the uppermost eight chambers will have something, roll d4 to discover what:

> Luck or Scrutiny Ability, or a similar skill, will discover the wealth.

1. 3-30 gp.
2. 9-16 common unpolished crystals each worth 1-10 sp (10% chance for each being an *ammunition* type for a *hand of destruction*, see Appendix C, page 254).
3. 1-4 pieces of jewelry of from 6-60 gp value.
4. A masterwork dagger in a sheath, with a 30% chance that it is actually a *dagger* +1.

> 1. $500 to $5,000 (d10 x $500) in gold and silver coins
> 2. 9-16 common unpolished crystals (10% chance for each being an ammunition type)
> 3. 1-4 pieces of jewelry of from $1,000 to $10,000 value (d10 x $1,000)
> 4. a dagger (long 40%, short 60%) in a sheath, sheath value $2,000 for gems set into it, with a 30% chance that a short dagger is of preternatural enchantment, adding 10 to precision and 6-8 to Harm inflicted.

Note that if the filth below their aeries is touched by exposed flesh, several insect bites will result in 1-2 points of damage, and there is a chance for the subject picking up an infection of some sort within 7 to 16 days game time thereafter, Fortitude save DC 10 to avoid. If so, it will inflict damage of 1 point per day for 30 days (hit points then always -30 points from its usual total), no healing despite total rest, until the illness is removed by magical means.

> Insect bites will result in 1-4 points of harm with a 25% chance for the subject picking up an infection inflicting Harm of 1 point per day for 30 days (Health then always -30 points from its usual Base Rating).

When the adventurers have dealt with these creatures, are ready to explore beyond the chamber, go to Encounter Areas below.

General Information:

One square equals 10 feet.

Normal passageways are 10 feet wide, 12 feet high at which point they then arch to a 16-foot-apex ceiling.

Unless otherwise specified, normal doors are three feet wide, arch at the top to eight feet, and are made of iron-banded and like-studded hardwood, four inches thick (hardness 7, 30 hp). All such doors resist normal opening (stuck DC 23 but 19 or higher strength opens them automatically.)

> A normal Avatar can open a stuck door on a roll of 1 to 3 on d10. Physique Ability subtracts 1 from the d10 check for each 10 points possessed, so at 70 or higher score the Avatar can open any door without a check required.

Unless otherwise specified, chambers and rooms have flat walls to 16 feet height, then a vaulted ceiling that is another eight feet above that, so the apex is 24 feet above the floor.

Walls and floors are of hard, closely fitted and mortared stone blocks, the walls generally roughly faced, not chiseled smooth.

Light is not generally present, although in some specified places there is illumination.

Symbols

A is an arrow trap. Whenever anyone steps on the square indicated, three arrows are launched from the solid wall block next to the square.

Arrow Trap: CR 2; 3x +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20).

> Each is sent from a powerful bow at 75% precision, inflicting 3-20 + 5 penetration Harm when a hit is scored. Note that in an LA game one person can be hit by only one arrow.

Arrow symbols in a corridor indicate that, at the LM's option, an arrow pointing in that direction and the words, "Bobo's & Bruno's Pub" written on the wall in large, crude letters.

C is a cage trap. When the indicated square is entered spike-ended bars fall from the ceiling above to enclose the exit(s) from the place. Anyone caught under the falling gate is slain unless a Reflex saving throw (DC 15) indicates that one jumped out of the way.

> Disaster Avoidance roll of 3 x Speed Base Rating to jump out of the way.

The one in the south can be levered opened with the large crowbar from area 5, or with two 12-foot poles. When one gate is levered up above one foot, they both raise automatically. The one to the north has a visible lever operating it, this in the wall where there is an arrow trap. When the lever is pulled, the arrow trap operates a second time.

Dots of varying size indicate pillars of archways or columns in a chamber.

Half dots are half columns/pillars.

S is a secret door, a well-concealed one that requires a Search check (DC 25) to discover and open.

Luck or Scrutiny Ability or like skill success to discover and open. Lacking such, the chance is only 1 in 10 of discovering a secret door after one person spends 10 minutes time searching a 10-foot length of wall.

O indicates a pool of water of the general size of the letter. Unless otherwise indicated this water is clear, heavily mineralized, but drinkable.

X Pits: All pits are 10 feet deep: CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Falling Harm is D20 points of shock-type that ignores all protection not specific to falling/impact shock, with a 20 indicating a miraculous escape causing no harm—sprains and broken bones chance is to be ignored here.

Spiked Pit Trap: CR 2; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

If a pit has spikes, then any victim falling into such trap suffers falling Harm plus d4 attacks by dagger, long, each such attack having a 75% chance to hit.

An **X** indicates an open pit of the width of the passage.

An **X in a box** indicates a covered pit trap of the width of the passage.

An **X with a bar at its cross point in a box** indicates a covered pit trap of the width of the passage, this pit having iron spikes at its bottom.

Random Encounters

If the Game Master finds that the team is dallying, seems confident of safety in areas otherwise "unpopulated" by creatures, have various random "wandering" ones appear from around a corner. The justification is, of course, that such things are out hunting for food. Where do they come from? Any number of precipitous shafts to some great depth beneath the level can be added to accommodate these creatures' travels. (See area 15 [a] for an example.) In the case random encounters are used, it is recommended that a creature appears on a roll of 4 using d4. Direction of approach should be determined at random by the GM.

Random Creatures:
Snake, giant constrictor
Cockatrice
Destrachan
Monstrous spider, huge

Random Creatures:
Blindsnake
Cockatrice
Demoniacal prowler
Spider, jumping, 80" d.

Encounter Areas

Empty Rooms/Chambers: These places have nothing in them of note. You may embellish the general description: Some litter on the floor, bits of broken wood, a rotting sack or some such cloth remnant, a few bones, cobwebs in the corners and high above, that sort of thing.

Shaded Passage (Extreme NE of Map): This passage slopes up going north 300 feet, so as to bring those traversing it back to the normal level of the surrounding dungeon without noticing the incline. Going south the slope is downwards, so as to require taking the flight of steps up to regain the level of the dungeon proper.

A1: The passage leading to the steps up that take the party to what they thinks is another level, but in actuality transport them to location A2 at the NW corner of the map where they can turn to the left and proceed ahead (south).

A2: The passage leading to the steps down that take the party to what they think is another level, but in actuality transport them to location A1 at the SE corner of the map where they can turn to the right and proceed ahead (west).

B 1/2: A transporter room whose function occurs as soon as the door is open and all of the party is within 20 feet of the place, in the corridor or in the room proper. This moves the lot to location B 2/1 in the upper NE portion of the map.

B 2/1: A transporter room whose function occurs as soon as the door is open and all of the party is within 20 feet of the place, in the corridor or in the room proper. T his moves the lot to location B 1/2 in the lower SW portion of the map.

B 3/4: A transporter room whose function occurs as soon as the door is open and all of the party is within 20 feet of the place, in the corridor or in the room proper. This moves the lot to location B 4/3 in the upper NW portion of the map.

B 4/3: A transporter room whose function occurs as soon as the door is open and all of the party is within 20 feet of the place, in the corridor or in the room proper. This moves the lot to location B 3/4 in the upper NE portion of the map.

1. START:

The text for this has already been read to the players. The team needs to find the nine different necklaces, bring them back here, place each of them on the proper figure, and thus activate a new gate, in this case a rosy hexagonal one.

The Nine statues are:

- A potter (red disk necklace, from 7)
- A goose girl (green oval necklace, from 27)
- A carpenter (blue square necklace, from 18)
- A noble lady (yellow lozenge necklace, from 6)
- A scribe (indigo rectangle necklace, from 25)
- A bee keeper (orange hexagon necklace, from 24)
- A musician (violet triangle necklace, from 26)
- A sailor (white star necklace, from 14)
- A demon (black crescent necklace, from 13)

2. Need to poke around? (Read the following text aloud:)

This room is lozenge-shaped, about 50 feet on its long axis, 40 on the shorter one. It has nothing in the way of furnishings, but there are items of equipment here. You see six good shields, three bucklers as well, hanging on the wall and leaning against it. There are a dozen stout poles of about 12-foot length, next to the shields. On what you have decided to call the wall that runs from NE to SW there is a door, it being quite near the corner where that wall meets the one to the east running north and south.

The characters are free to take whatever they wish here.

3. Enough Rope to get Sacked (Read the following text aloud:)

You have entered a large rectangular chamber that is 50 feet wide and 30 feet to the far wall on the south. There are a selection of weapons on the wall directly opposite you, and four bulging sacks below them. There is an arched exit passage running to the west in the northwest corner of the space.

The weapons include two each battle axes, maces, flails, and short spears. There are one of each sort of sword, each with a long dagger, all in scabbard and sheath.

A check of the sacks shows each contains a stout rope of about 50-foot length.

The characters are free to take whatever they wish here.

4. Help yourselves, lads! (Read the following text aloud:)

A plain square chamber of 30-foot width by 30-foot depth is before you. It has nothing in the way of furnishings, but there are some interesting things here. Racks hold armor in both man-size and for smaller, Alfar race individuals—a set in each size of full plate, and of half plate, like sets of steel mesh, leather, cloth, and even Dockalven armor. There are in addition two big barrels that contain 20 torches each, and two unlit bull's-eye lanterns stand on the floor near the barrels. There is a stoppered ceramic jug of about one-quart capacity next to them. A quick unstoppering and sniff reveals it contains lamp oil—kerosene. There are no visible exits save for a flight of stone steps leading ahead and down in the far right hand corner.

Note that the steps in the room lead down 20 feet west, end in a passage south that runs for 30 feet to a flight of stairs up to the 10- x 10-foot square room shown on the map.

In D20 terms, Dockalven armor is made of spider silk and mineral strands, reinforced at key points with chitin, it is generally resistant to acid and fire, thus not harmed by it, and will not accept any adhesive contacting it. It cannot normally be bought, has an armor bonus of +4, a maximum dexterity bonus of +6, no armor check penalty, an arcane spell failure chance of 10%, and allows full normal movement speed. The dockalves are a subterranean race of Alfar known for their sinister practices.

The characters are free to take whatever they wish here.

5. Tools and a Push-Cart: (Read the following text aloud:)

The archway you entered gives into a circular chamber of about 40-foot diameter. Although you see no exits, there are a number of tools herein. These include a pick, large crowbar, two-handed sledge hammer, two smaller ones, and a box that holds 100 thick iron spikes of nine-inch length. The lot of this equipment is stored in a two-wheeled push-cart that's three feet wide and about four feet long in the box section.

The cart has iron-rimmed wheels and makes a good deal of noise as it rattles and bumps along. Even with cloth muffling the rims, it will be noisy. The cart reduces speed by 10% if two are moving it, 20% for one person to do so.

The characters are free to take whatever they wish here.

6. Friendly Greetings: (Read the following text aloud:)

You pass through an archway into a room of 30 by 20 feet dimension, are surprised to see a fully armed warrior woman standing with drawn sword, a huge black lion crouched at her side, snarling at you!

"You enter without a by-your-leave, do you?" the lady says harshly. Then she smiles, her white teeth showing brightly. "We don't mind, for you are clearly good and brave folk. Come, be seated and tell us why you have come to this dark place. Call me Lady Liss. My guardian lion is named Vinci, and he will not harm you...unless you attack me."

As soon as the party is relaxed and off guard, the were-beasts will attack, with initiative or possibly surprise, and do their best to slay the party, as they hate all people, would feast on their flesh.

Werelion in feline form: CR 5; Large Shapechanger; HD 5d8+10; hp 36; Init +7 (+3 Dex, +4 improved initiative); Spd 40 ft.; AC 17 (-1 size, +3 Dex, +5 natural); Atk 2 claws +12 melee (1d4+10), bite +10 melee (1d8+5); Space/Reach: 5 ft. by 10 ft./5 ft.; SA Curse of lycanthropy, lion empathy, pounce, improved grab, rake 1d4+5; SQ Alternate form, damage reduction 15/silver, scent; AL NE; SV Fort +8, Ref +7, Will +6; Str 31, Dex 17, Con 15, Int 10, Wis 12, Cha 10.
Skills and Feats Balance +7, Bluff +5, Climb +18, Hide +4, Intimidate +6, Jump +18, Listen +13, Move Silently +11, Search +8, Spot +13; Blindfight, Improved Control Shapeshift, Improved Initiative, Iron Will, Multiattack, Powerattack.

"**Lady**" **(werelion in human form):** CR 5; Medium-sized Shapechanger; HD 5d8+10; hp 36; Init +6 (+2 Dex, +4 improved initiative); Spd 30 ft.; AC 19 (+2 Dex, +5 natural, +2 leather); Atk short sword +8 melee (1d6+5); Space/Reach: 5 ft. by 5 ft./5 ft.; SA Curse of lycanthropy, lion empathy;

SQ Alternate form, (DR 15/silver if she assumes lion or hybrid form); AL NE; SV Fort +8, Ref +6, Will +6; Str 21, Dex 15, Con 15, Int 10, Wis 12, Cha 10.
Skills and Feats Bluff +5, Climb +13, Intimidate +6, Jump +8, Listen +4, Search +4, Spot +4; Blindfight, Improved Control Shapeshift, Improved Initiative, Iron Will, Multiattack, Powerattack.

In animal form the individual performs as might any great cat. The werebeast has all the prowess of such a feline of its animal form and might associate with jaguars, leopards, lions, or tigers with such result as would be expected from animals of this sort regarding recognition and acceptance. A typical feline werebeast exhibits a litheness of form and grace of movement reminiscent of the great cat family. The eyes will be commanding, the smile wide and showing sharp canines.

Wealth: In a chest in this room there are two leather pouches, one with 300 silver pieces and a gem worth 60 gold pieces, the other contains two jars of keoghtom's ointment. The female werebeast wears a necklace from which depends a yellow lozenge.

Feline werebeast 2 H 90 P 75 S 15a/20m
"black lion"
Attack: claw and bite for 2-12 +1-10 and 1-12 +1-10 p Harm
Defense: 6 for preternatural energy
"lady"
Attack: thrusting sword for 3-20 +10 p Harm, range 4, speed 3, precision bonus 20 = 90
Defense: 14, 8 for full leather armor and 6 for preternatural energy
Wealth: One pouch holds $5,000 in coins and a $10,000 precious opal; the other contains Bolus of Health, 4 moderatus, and 3 robustus.

7. **Back, You Devils! (Read the following text aloud:)**

As you open the door to a room of 20 feet square size, are startled to see a soldier in armor standing with drawn sword, a great brindled mastiff standing ready at his side, teeth bared at you!

"Do not take another step, or I will cut you down! Are you friends of the vile cats who have their den near here? If not, then welcome despite your brash entry, fellows. We have no food, but here is wine, and later we can trek to the pub and dine there. Ah, and sorry, my name is Theriond, and you are...?"

(If asked about the pub:)

"What do I mean? Why the good brothers Bobo and Bruno have a tavern here, across this place—south then to the west and north. No matter, for Ripper and I will guide you.

If the party drinks the proffered wine, they will be drugged unless they male Fortitude save (DC 18), and able to take partial actions only. The drug will wear of in 1d6+1 hours.

They will be drugged, and all of their actions will be at a penalty of 50% from normal unless an Avoidance roll against Health Base Rating succeeds, one check immediately, and one every hour thereafter.

Then, the werebeasts will attack. If thecharacters refuse the "refreshment," "Theriond" will suggest they go to the pub, then attack with initiative or possibly surprise as the party is debating or complying, both doing their best to slay the party, as they hate all people, would feast on their flesh.

Weredog in canine form: CR 4; Medium-Size Shapechanger; HD 4d8+8; hp 28; Init +6 (+2 Dex, +4 improved initiative); Spd 40 ft.; AC 18 (+2 Dex, +6 natural); Atk Bite +8 melee (1d6+6); SA Curse of lycanthropy, lycanthropic empathy, trip; SQ Alternate form, damage reduction 15/silver, scent; AL NE; SV Fort +7, Ref +5, Will +9; Str 21, Dex 15, Con 15, Int 10, Wis 12, Cha 10.
Skills and Feats Bluff +6, Jump +11, Move Silently +4, Listen +13, Search +8, Spot +13, Swim +8 Survival +9 (when tracking by scent, +1 otherwise); Blind-Fight, Great Fortitude, Improved Control Shapeshift, Improved Initiative, Iron Will, Lightning Reflexes.

Weredog in human form: CR 4; Medium-Size Shapechanger; HD 4d8+4; hp 24; Init +1 (Dex); Spd 20 ft.; AC 21 (+1 Dex, +2 natural, +8 full plate); Atk longsword +7 melee (1d8+2); SA Curse of lycanthropy, lycanthropic empathy, trip; SQ Alternate form, (DR 15/silver if dog or hybrid form is assumed); AL NE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 13, Con 13, Int 10, Wis 12, Cha 10.
Skills and Feats Bluff +6, Jump +3, Move Silently -3, Listen +9, Search +4, Spot +9, Swim +0; Great Fortitude, Improved Control Shapeshift, Lightning Reflexes.

In animal form the individual performs as might any hound or mastiff. The werebeast has all the prowess of such a canine in its animal form. A typical canine werebeast will have a noticeably sharp-faced visage, thick hair, and very white teeth with prominent canines. The body build will be very muscular and lean, and the walk loping.

Canine werebeast 2 H 70 P 70 12a/20m
"brindled mastiff"
Attack: bite for 1-10 +1-20 p Harm
"soldier"
Attack: cleaving sword for 7-20 +12 p & s Harm, range 2, speed 4, precision bonus 15 = 85
Defense: 17, 12 for full steel plate and 5 for preternatural energy

Wealth: In addition to from one quart to two quarts of the drugged wine on a table in the room, the male canine werebeast wears around his neck a necklace with a red disk on it. He has a purse in which 210 silver pieces are carried.

There are three small jars hidden under a loose stone in the SE corner of the room, bedding atop this. These jars contain: 12 *Black Darkvision Mushrooms*; 4 *Bluespeed Fungi*; 8 *Silverenergy Fungus*. (all new items, see Appendix D).

In addition to the items noted above, his purse holds coins totaling $3,500 value.

The Extraordinary Fungi are as described in the Lejend Masters Lore book.

8. An Ordinary Dungeon Chamber (Read the following text aloud:)

As you continue exploration your party enters an open area of 30 feet square. There are two passages east, two west. In the center of the place, though, is some sort of vessel. It looks like a low ceramic bowl, a foot high and perhaps three feet in diameter. It is filled with what appears to be liquid, perhaps water.

This is a hybrid chameleon-lashing slime. If the party does not come close, when next they pass the area it will appear as something different—a sack from which copper coins spill out, a patch of odd fungi, a human corpse clad in leather armor, etc.

It attacks mindlessly whenever anyone is within 15 feet or less distance.

Tactics: This slime lurks on floors, walls, or even ceilings where they are no more than 12 or so feet above the floor. Once a victim within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their penetration entrance.

Chameleon-lashing Slime: CR 5; Medium-Size Ooze; HD 3d10+25; hp 42; Init: +3 (Dex); Spd: 10ft (2 sq.); AC: 13 (+3 Dex), Touch 13, Flat-footed: 10; Base Atk: +3; Grapple: +4; Atk: Slam +3 melee (1d6+1 & 1d6 acid); Full Atk: Slam +3 melee (1d6+1 & 1d6 acid) or 3 globules +5 ranged touch attack; SA: acid, globules; SQ: Blindsight, cold immunity, acid immunity, ooze properities, mimic shape; SV: Fort +6; Ref + 4; Will -4; Str 12, Dex 16, Con 20, Int -, Wis 1, Cha 1

Chameleon-lashing Slime 1 H 40 P 25 S 5a/1m
As noted, this is a hybrid slime, and it is quite deadly in its deceits and attacks.
Attack: Strong acid secretion for 9-12 continuing points of Harm that ignores armor protection (and delivers full and equal Harm to both objects such as armor and flesh), and up to three separate attacks where a detached glob of slime strikes and holds fast to the victim, followed on the next ABC by one attack for 9-12 harm that ignores armor protection (and delivers full and equal harm to both objects such as armor and flesh), and two ABC thereafter rhizome-like filaments of the slime complete piercing the victim's flesh, enter the blood stream, and Health of the slime begins growing immediately (1 point for each ABC until all victim Health destroyed-the brain of the victim is then lashing slime, and soon all the corpse will be consumed and a new member of the tribe emerges!); no protection against alkaline base, or flame harm, 50% protection against cold, electrical, and shock harm, and 100% protection against all other attack forms.

This slime lurks on floors, walls, or even ceilings where they are no more than 12 or so feet above the floor. Once a victim within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their piercing entrance.
Defense: 0 protection against alkaline base, electrical, and/or flame harm, 10 protection against cold, and shock harm, and 20 protection against all other (usual/normal) attack forms (but all Extraordinary harm accruing to the Health of the creature).

9. Audience with a Hideous Lord: (Read the following text aloud:)

Upon entering this large hall you see a figure in leather armor seated upon a stone chair of throne-like sort. A quick glance reveals that the place is about 50 feet across north to south, 30 feet deep to the west. There are ornamental screens in both far corners, these painted with scenes of underground grottos of beautiful sort. Finally, at the front of this chamber is an alcove, it being behind the archway through which you entered—20 feet long, 10 feet deep eastwards, and with an oval basin in which there is water or like liquid.

Before you can do more than make this assessment, the seated figure speaks in a muffled but resounding voice: "Approach so that I may see you better. If you seek the final answer, this is where it will be found."

The seated figure is a four-armed leather golem. If and when any of the party come close enough to it, 10 feet or so, it will attack.

Leather Golem, Lejendary
Medium-sized Construct
Hit Dice: 4d10 (22 hp)
Initiative: +0 (Dex)
Speed: 30 ft. (can't run)
AC: 22 (+12 natural)
Attacks: 2 slams +8 melee, 2 whips +8 melee
Damage: Slam 2d4+5, whip 1d4+4

Space/Reach: 5 ft./5 ft.
Special Attacks: Foot stomp
Special Qualities: Construct, cold armor
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Medium-size); 10+ HD (Large)

Leather golems are usually created by a wizard or sorcerer, who, through the employment of eldritch spells, cause hides equal to at least 20 square feet in size to form into a humanoid shape and become volitant.

Foot Stomp (Ex): A target struck by the golem's lasso-like whip attack is thereafter automatically entangled and grappled, and on the following round subject to an automatic foot attack for 2d6+5 points of continuing damage per round until the golem is destroyed.

Cold Armor (Ex): Cold attacks inflict no harm to the golem, but slow its movement speed by one half (15') and reduce its initiative modifier to –2. However the cold hardens its leather substance, raising the golem's natural AC by +8 (30).

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Leather Golem 1 H 40 P 40 S 12
Attack: 4 total; 2 x hand for 4d4 points of Harm and 2 x as a whip for 0-2 points of harm against one or two targets, either or both attacks ignoring all armor/protection. A target struck by a lasso attack is on the ABC thereafter caught and subject to foot attack for 4d6 points of continuing Harm per ABC, regardless of protection, until the golem is destroyed.
Defense: 8 protection against penetration Harm; unaffected by shock Harm and poison, slowed by one half (to 5 Speed) but increased in armor protection to 16 if subjected to cold attack.

Each screen blocks from view an area of eight by eight feet square. Behind the south screen is a table, chair, and cupboard—tableware of silver worth 10 gp, food and wine for one person for one week. Behind the north one is the Ulf's big bed, a desk and chair, and a chest. There is no wealth in either place, save the silver service.

The silver tableware is worth $1,700.

An Ulf savant is secreted behind the screen closest to the entry point of the party. He will slip out immediately when the golem attacks, or else attack when some character comes to the place he is concealed. He is desperate, trapped here, and quite insane. Still, when he emerges the Ulf will cast his offensive spells, a protective one readied before emerging, before finally relying on his sword. Ice storm will be cast early on to harden the leather golem and inflict damage upon the party.

Ulf Savant (Sor12): CR 12; HD 12d4+36; hp 72; Init +6 (+2 Dex, +4 improved initiative); Spd 30 ft.; AC 22 (+2 Dex, +6 natural, +4 dockalven armor [10% chance of spell failure]); Attack longsword +17/+12 melee (1d8+11), or +8/+3 ranged; SV Fort +7, Ref +6, Will +9; AL CE; Str 27, Dex 14, Con 16, Int 21, Wis 12, Cha 18.
Skills and Feats Concentration +18, Craft (leather working) +12, Hide +9, Knowledge (arcana) +20, Knowledge (religion) +8, Listen +5, Move silently +7, Search +12, Spellcraft +18, Spot +5; Armor Proficiency (light), Combat Casting, Craft Wondrous Item, Improved Initiative, Martial Weapon Proficiency (longsword), Scribe Scroll.

Sorcerer spells per day: DC 14+spell level; 0-level (6 per day): *Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost, Read Magic*; 1st-level (7 per day): *Color Spray, Identify, Magic Missile, Silent Image, Sleep*; 2nd-level (7 per day): *Acid Arrow, Invisibility, Levitate, Mirror Image, See Invisibility*; 3rd-level (7 per day): *Fireball, Lightning Bolt, Protection from Elements, Stinking Cloud*; 4th-level (7 per day): *Ice Storm, Polymorph Self, Summon Monster IV*; 5th-level (5 per day): *Dominate Person, Hold Monster*; 6th-level (3 per day): *Flesh to Stone*
Possessions: Longsword +3, dockalven composite armor (see Appendix D: New Magic, p. 256)

The Ulf will activate one of his three powers (random) this readied before emerging, he then attacks with his sword.

Ulf Savant 1 H 70 P 70 S 21
Attack: 2 x heavy cutting sword for 11-20 p & s +20, +13-16 supernatural, Harm; range 3, speed 9, supernatural precision bonus 15 deduction from the d% roll
Defense: 18 protection due to supernatural energy in combination with full Dockalven composite armor
Powers: Enchantment, Miasmal Zephyr (Grade V), Geourgy, Mirdroleb's Hellbolt (Grade IV), Swetlana's Petrifying Gaze of Animosity (Grade I to X)
Abilities: Enchantment at 100, Geourgy at 80

Wealth: There is a secret compartment in the throne's seat (Search DC 20) that contains 870 gp in coins, crystals, gems, and jewelry—270 gold pieces, 300 gp each in gems & crystals and 300 gp in gold jewelry with gems.

The secret compartment contains 90 one-ounce gold coins, $50,000 each in gems & crystals and $50,000 in gold jewelry with gems. A successful Scrutiny or Tricks Ability check will note it and discover the means of opening it.

Pool:

It is a16- by eight-foot oval, gravel bottomed pool, with some strange forms of what appear to be aquatic fungi "seaweed" growing here and there in its two-foot depth.

The pool is filled with small, highly poisonous and extremely well-camouflaged fish that can be detected only by a Spot check (DC 31)

A special success when employing Scrutiny Ability, or like skill, for one minute is required per fish to be spotted. Note that if the water is emptied so that less than two-inch depth remains, the fish become apparent.

Small Poisonous Fish CR 3

Contact with a hand occurs on a 10 or less on d%, check each round a bare hand is feeling with contact being an automatic hit requiring a Fortitude save (DC 20): success indicates that the character takes 1d6+12 points of damage and failure that 1d8+18 points of damage are suffered.

Small poisonous fish 100 H 1 P spec. S 15w
Attack: Contact with a hand occurs on a 10 or less d% check each ABC one hand is feeling, contact being an automatic hit. Harm is determined thus: 1 to 50 = 21-25 points, 51-00 =26-35 points.

Only feeling with a bare hand will discover the case hidden there, with each round spent feeling around giving a 5% cumulative chance of discovering its recessed hiding place.

The leather golem fetches out the flat waterproof case hidden at its bottom for the ulf. In the weed-topped case are: Scrolls – Arcane: *cone of cold, contact other plane, control water, black tentacles, greater dispelling, acid arrow, monster summoning II, prying eyes, stone to flesh, wall of force*; there is also a *Hand of Destruction*, *Copper* with 9 *Ammunition Crystals*, *Topaz*. (see Appendix D: *New Magic Items*, p. 254)

In the case are plaques and a Memory Tablet. Plaques—Enchantment: Acid Globe, Element of Surmise, Pass Barring Force, Seeing Orb Surprise. Wizard's Wall; Geourgy: Ice Spear, Undo Petrifaction, Waterank; Memory Tablet—Enchantment: Krootzer's Leather Golem, Tentacle of Krobchac

10. The Snake Pit:

(**Read the following text aloud:**)

As you venture down the steps the lead person in your party is seized and enwrapped by a monstrous snake—and more of the scaly horrors are slithering into view!

No treasure here, but a good fight to free whomever was in the lead for sure.

Snake, Giant Constrictor (3): CR 5; Huge Animal; HD 11d8+11; hp 90, 75, 54; Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural); Atk Bite +13 melee (1d8+10); Space/Reach: 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.
Skills and Feats Balance +11, Climb +18, Hide +3, Listen +9, Spot +9; -.

Boa, subterranean 3 H 100/95/80 P 25 S 9
Attack: Bite for 3-5 Harm, followed by coils for automatic and continuing 6-8 Harm ignoring armor every ABC thereafter, encoiled prey cannot use weapons inflicting harm on the snake;
Defense: 2 armor against cutting Harm, 10 against pointed-weapon attacks, 18 against blunt-weapons

11. Gorilla Your Dreams:

(**Another surprise attack comes now. Read the following text aloud:**)

The one leading the way into this chamber suddenly disappears as you hear a horrible cry of alarm and fear!

What will you do? Your comrade was pulled upwards, it seems.

One of two great girallons that move around on the beams eight feet above the floor in this room has grabbed the unfortunate character and on the next round will attack successfully, then drop-throw that one down, stunning him for 3-6 rounds unless a Tumble check (DC 30) is made. As soon as two or more persons enter the room the second creature will drop down upon two, knocking them over and stunning them for 2-5 rounds unless they succeed in a Reflex saving throw (DC 18). This animal will ignore a prone opponent at this time, instead attacking the closest upright one.

Girallon: CR 5; Large Beast; HD 7d10+14; hp 70, 55; Init +3 (Dex); Spd 40 ft., climb 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural); Atk 4 claws +12 melee (1d4+8), bite +7 melee (1d8+4); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d4+12; SQ Scent; AL CE; SV Fort +7, Ref +8, Will +3; Str 26, Dex 17, Con 14, Int 3, Wis 12, Cha 7.
Skills and Feats Climb +16, Move Silently +8, Spot +7.

The beasts are kru-krads, the unfortunate Avatar now drop-thrown to the floor will be stunned for 3-6 ABCs time. The second creature will drop down, knocking two Avatars over and stunning them for 2-5 ABCs unless they succeed in Avoidance at 3 x Speed.

Kru-krad 2 H 70/60 P 60 S 17
Attack: smash for 9-12 +10 s Harm the addition ignoring armor, and bite for 13-16 +1-6 p Harm
Defense: 6 for hide and speed

No wealth is had by these simian brutes.

12. Speed Bumps:
Here there be some nasty snakes hidden in the rubble on the floor. Read the following text aloud to the players:

Before you is a chamber that is 40 feet square. There is an arched exit from it directly across from your entry point. There are several broken stone sculptures in this place. Once there were 12 figures here, but only pedestals and legs remain. Arms, pieces of bodies and heads, litter the whole floor. In the center of the place is a great iron chest with a vast padlock closing it fast. The container must be about three feet high and wide, five feel long.

Around the chest lurk the snakes and all will attack simultaneously by surprise unless someone succeeds in an opposed Spot check (give the snakes a +2 bonus on their roll) while examining the floor.

Snake, Medium-Size Viper (10): CR 1; Medium-Size Animal; HD 2d8; hp 9; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4-1 and poison); Space/Reach: 5 ft. by 5 ft. (coiled)/5 ft.; SA Poison (Fort save DC 18, initial and secondary damage 1d6 temporary Con); SQ Scent; AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

The snakes attack by surprise unless someone uses Scrutiny Ability or similar skill while examining the floor.

Flatadder 10 H 10 P 50 S 9
Attack: Bite for 1 + 21-25 VT Harm that bypasses half armor 50% of the time, full armor 10% of the time
Defense: 8 for scales and shape

Wealth: The chest has hardness: 5; 15 hp; break DC 15; Open Lock DC 25. The inside space contains 600 silver pieces, and normal armor—two large steel shields, two bucklers, plate half armor, and a shirt of chain mail.

Wealth: The chest's lock can be broken open by shock-type Harm blows equaling 100, or opened by picking, it being normal in complexity. The inside space contains 1,000 silver coins ($10 each), and normal armor—two shields, two bucklers, steel plate half armor, and steel mesh full armor.

13. Horror Time!

Note the covered pit trap at the entrance. There is in the bottom of that pit a skeleton. If it is examined, a ring will be seen on one of its finger bones. It is of green jade with a carved head that looks like a lion. This is a magical ring with the effect of a figurine of wondrous power, golden lions.

The ring's carved head looks like a cross between a mastiff and a lion. This is a supernatural Extraordinary Item that allows the wearer to call forth a Fu Lion-Dog once per day. See Beasts of Lejend book for details.)

As the party enters this place, heads into the far end, a nasty Human Supernatural Restless Dead Spirit pops up and says BOO! ... or something like that....

Read the following text aloud to the players:

This long chamber is 20 feet wide to the west, runs 20 feet south of the entry, another 40 feet north from it where there seems to be an alcove or passage north.

The sight here is startling. Once this chamber must have housed some powerful person of most malign sort, possibly a diabolist. Wall murals and furniture alike convey hideous depictions. Fortunately, it is clear that no one has been dwelling here for years, likely many decades. Dust, mold, and cobwebs cover all, and the wood you see is visibly rotten. The fireplace immediately to the left of the entry has only dead ashes in it.

As you venture north you see that there is indeed an alcove there, a space that goes another 10 feet to the east, 30 feet northwards. In this area there is another fireplace, it too with charred wood and cold ashes, and ancient and rotting furnishings that indicate it was a bedroom and study, perhaps. A high couch of moldering purple velvet has an occupant—a skeleton it tattered nightdress.

As you strain to see those remains better without going closer, the whole surface of the bed flows and forms into a hideous thing, a leering corpse from whose facial orifices leap beetles, as worms of grossest sort wiggle outwards with like alacrity! It raises rotting hands through which bones show, and emits a horrible groaning sound that somehow conveys glee at your unfortunate presence before it.

At this instant each and every character present must make a Fortitude save (DC 19) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent

Dexterity, and 1d4 points of permanent Constitution drain.

Every Avatar loses 3-5 points of Precision BR, and their P-based Abilities drop by that number for the duration indicated below. Regardless of what the Avatars do in the next ABC, each then loses another 1-2 P BR points and all such losses accrue to the P BR of the fright.

The ghost will use its *telekinesis* power to send 3 bronze statuettes of demonic sort flying to strike the three closest party members, each inflicting 1d4+1 points of damage if they hit. The frightful thing then assails the party with its ghost touch scimitar.

On the 3rd ABC, the fright will send 3 bronze statuettes of demonic depiction flying to strike the three closest party members, and on the 4th ABC it will materialize fully, commence to attack with a curved cutting sword—3-20 +6-8 p Harm, range 3, speed 3, precision bonus 10 = 55 + P BR points drained from Avatars and gained. Note also Extraordinary Harm Health points lost by Avatars to the sword's blows are gained by the fright.

Ghost (Ftr11): CR 13; Size M; HD 11d12; hp 72; Init +2 (+2 Dex); Spd fly 30 ft. (perfect); AC 12 (16 when manifest) (+2 Dex, +4 deflection when manifest); Attack *+3 ghost touch scimitar* +18/+13/+8 melee (1d6+7), or +13/+8/+3 ranged; SA Horrific appearance (DC 19), manifestation, telekinesis (as 12th level sorcerer); SQ Incorporeal, rejuvenation, turn resistance +4, undead; SV Fort +9, Ref +7, Will +3; AL NE; Str 18, Dex 14, Con 0, Int 11, Wis 6, Cha 19.
Skills and Feats Craft (gemcutting) +13, Hide +16, Listen +10, Search +8, Spot +11; Blind-fight, Cleave, Combat Reflexes, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Fright 1 H 40 + special P 45 & special S 12
Attack: Material form only, any non-Extraordinary weapon + 6-8 Extraordinary preternatural Harm, or any unattached object of up to about three pounds weight as a distraction or missile weapon inflicting 1-12 harm if a weapon or weighty—1-3 pounds in weight.
Powers:

1) Upon partial materialization in any horrifying human or humanoid form, all seeing the fright thus lose a variable 3-5 Precision points, and a second attack following it next ABC draining another 1-2 Precision points (all such loss restored after 10 minutes if the subject is beyond 100 feet distance of the spirit); and while the victim loses the points of Precision from its weapons Ability score, the fright gains the victim-lost Precision to utilize in manipulated objects attacks at one per point thus gained.

2) Those fleeing the area are likewise subject to a further, permanent loss of 1-2 Precision, this adding permanently to the fright's own.

3) The semi-materialized fright can manipulate 1-4 loose objects of 1-3 pounds weight each ABC, and send these at 1 or more targets as desired, with target subject protection serving as normal in regards to absorption of Harm.

4) Upon full materialization, the fright can attack with a material weapon available there and deliver harm, its negative Extraordinary harm of 6-8 additional points being drawn to the Health/Free Will Base Rating of the fright for one hour, and any victim slain adding 1 point of H/FW permanently to the fright's own.

Defense: 20 against all attacks of any sort, but excluding touch by a devotional object and/or holy oil or water.

Anti-Powers/Checks: A devotional object when touched to a materialized fright inflicts 6-8 Harm (loss being regained only after a full 24 hours has elapsed). Contact with a ginger root in the shape of a human prevents it from further gain of Precision points for 12 seconds (4 ABCs).

Consecrated water in three-ounce volume, or consecrated oil in one-ounce volume causes 3-5 Harm to a semi-materialized or materialized fright.

In bright light, such as that of a brightly-illuminated room where there are no dark places, no manifestation of a fright can take place.

Wealth: There is a necklace with a black crescent pendant around the neck of the skeleton lying on the couch. The ghost must be destroyed to get this item! Beside it is a purse with 36 gp and three black cats-eye sapphires worth 55 gp each. Hidden in a secret compartment of the desk (Search DC 20) is a *rod of absorption*. A pair of seemingly old and rotting boots is in reality a pair of *winged boots*.

The purse holds $6,000 in gold coins and three black cats-eye sapphires worth $9,000 each. The secret compartment contains a Wand, Supernatural Energy. A pair of seemingly old and rotting boots amidst the mass of clothing elsewhere is in reality a pair of Winged Heels boots.

14. Trick Trap: (Read the following text aloud:)

As you come to the end of this corridor you see a huge leering face has been chiseled into the stone wall ahead. Suddenly its empty eye holes and pursed mouth launch arrows at you!

The arrows strike with a +14 chance to hit, each inflicts 1d8+3 points of damage. (CR 3; Search DC 20; Disable Device DC 30)

These arrows hit on a 70 or less, each doing 3-20 +6-8 Extraordinary Harm, the latter ignoring all protection.

Behind the trapped area, it firing only once per time the stones of the floor 30 feet from it are stepped upon, is a secret door that operates when the forehead of the sculpted head is pressed upon with great force (Search DC 20).

Inside the 10- by 20-foot room is a lectern-like stand on which rests a necklace with star-shaped pendant of white crystal. Next to it is a parchment that says:

This is one of nine tokens that you must find, gather up, and place in proper position around the necks of the nine whose backs were turned to you when first you came. (signed) "The Mors"

15. The Currant Inhabitant is a Wyrm: (Read the following text aloud:)

This chamber has three exits, one to the north in the western side of the north wall, one to the east 20 feet north of its southern end, and one in the west wall at the southern end. It is only 20 feet wide east to west, 40 feet long. There is a most disgusting smell in here, a combination of rot and ozone that arises, perhaps, from the thick mat of refuse and shattered bones that covers the floor.

At this moment Skrowarb is issuing from the burrow at "a" in the alcove to the east. It is hungry and its hate for humankind makes the monster doubly dangerous.

If any character looks into this area at this time, that one will be bitten automatically.

Otherwise, it will gather itself, come out in a rush, and use its lightning-like discharge on as many of the party as possible, even as it loops into the main part of the chamber so as to employ its bite on those who survive. Lucky for the adventurers, the refuse on the floor is not damp....

Skrowarb the Behir: CR 8; Huge Magical Beast (Electricity); HD 9d10+45; hp 95; Init +1 (Dex); Spd 40 ft., climb 15 ft.; AC 16 (-2 size, +1 Dex, +7 natural); Atk Bite +15 melee (2d4+8), 6 claws +10 melee (1d4+4); Space/Reach: 10 ft. by 30 ft./10 ft.; SA Breath weapon, improved grab, swallow whole, constrict 2d8+8; SQ Electricity immunity, scent, can't be tripped; AL NE; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12. *Skills and Feats* Climb +18, Hide +5, Spot +7; Cleave, Power Attack..

Skrowarb the shock wyrm bites and stings after his terrible electrical bolt is discharged.

Shock wyrm 1 H 60 P 55 S 17

Attack: Once every two minutes only, a 16-foot length electrical bolt with a three-foot diameter for 17-20 points of Harm disregarding normal protection, with double that harm if the subject is wearing or touching conductive metal or liquid, triple if both wearing conductive metal and standing in water; or Bite for 3-30 (d30, 3 minimum) Harm plus an added 1-6 points precision variable, and/or tail stabsting for 1-8 plus 10 points Harm for physique and delivering VT of 9-12 points whenever armor is bypassed (half armor automatically bypassed 50% of the time, full armor 10%)

Defense: 20 for supernatural energy, scales, and speed against all forms of Harm

Wealth: Most of the hoard of this creature is hidden far below here, in the burrow maze (a.). However, Skrowarb has scattered on the floor in the alcove 150 gp and 210 sp it has garnered in its explorations, has yet to gather up and take to its cache.

50 gold ($25,000) and 350 ($3,500) silver coins.

If any character descends into the 500-foot deep shaft, there will be a pair of abnormally savage relatives of Skrowarb waiting at the bottom there. These brutes deliver a pair of electrical discharges of 25-foot length for 13d6 damage each, and then bite for 2d6+12 damage.

Electrical discharges of 25-foot length for 26-35 each, then bite for 11-30 + 2-12 Harm.

If that doesn't kill the intruders, up the amount of damage delivered or add more creatures to the lower nest. No way they can get anything down in this place!

16. A Glowing Room: (Read the following text aloud:)

You were attracted to this place by the faint blue radiance that issued from the short passage leading to its arched entry. You see it is 20 feet wide westwards, 30 long to the south. The floor and walls are covered with various strange fungi, all visible in the radiance noted, this coming from what appears to be a lichen (Glowlichen) that grows on the ceiling high above, walls, and even small patches on the floor.

A quick inventory of fungal growth shows pale blue stalks that look like giant asparagus, three-foot-high mauve toadstools with a cluster of several frilly yellow parasols, little mushroom-like ones, bracket fungi too. Things that look like dead, thick-stemmed shrubs grow up from the floor, protrude from the walls (Branch rockmold). Close at hand there are several large specimens about three feet tall that are of near colorless hue that have caps that look like a miniature array of calliope or organ pipes (Whistling toadstool).

Glowlichen: A phosphorescent subterranean lichen that emits a bluish radiance. If profuse it can actually enable normal sight in an area of about 20-foot radius, vision in humans equal to partial moonlight in the area. It is consumed by a number of underground creatures, and this causes them to glow faintly for some few minutes thereafter.

Branch rockmold: A fleshy, near fungoid growth that springs from damp rock or stone. It is not usually poisonous and provides food for some subterranean creatures.

Whistling toadstool: A large subterranean fungus that is sensitive to and thrives on various ultraviolet and other radiation. When it senses heat moving towards it, one will begin giving off internal gas, this discharge causing a piercing, whistling sound that generally drives away species that are predatory to the fungus, for the noise attracts other denizens of the subterranean world. A typical whistling toadstool is about two feet tall, taller if there is a rich soil upon which to grow, and of near colorless hue.
At this moment the whistling toadstools begin their noisy venting of gas, and with that, the lurking predator here strikes the first person or persons who enter the room.
Tactics: This slime lurks on the east wall just onside the entry. Once a victim steps in, well within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their penetration entrance.

Lashing Slime
Medium-Size Ooze
Hit Dice: 3d10+25 (42 hp)
Initiative: +3 (Dex)
Speed: 10 ft.
AC: 13 (+3 Dex);
Attacks: 3 globules +5 ranged touch attack
Damage: globules special
Space/Reach: 5 ft. by 5 ft./ 5 ft.
Special Attacks: globules
Special Qualities: Blindsight, cold immunity, ooze
Saves: Fort +6, Ref +4, Will -4
Abilities: Str 13, Dex 17, Con 21, Int -, Wis 1, Cha 1.

Climate/Terrain: Any marsh and underground
Organization: Solitary
Challenge rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (medium-sized); 7+ HD (large)

This slime lurks on floors, walls, or even ceilings where they are no more than 12 or so feet above the floor. Once a victim within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their piercing entrance.

Globules (Ex): If a detached glob of slime strikes a victim it holds fast. On the next round it bursts releasing acid that inflicts 1d4+2 damage and delivers full and equal harm to both objects such as armor and flesh. Two rounds thereafter rhizome-like filaments of the slime complete piercing the victim's flesh, enter the blood stream, and a new slime begins to grow, leeching 1 hit point per round from the victim and adding it to its own hp total, until the victim is at 0 hit points at which point the brain of the victim has become slime, and soon all the corpse will be consumed as a new member of the tribe emerges! A swiftly applied cure disease spell or similar magic will destroy the slime before it grows to maturity.

Blindsight (Ex): the slime's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Lashing slime H 30 P 20 S 15a/1m
Attacks: Up to three (total) separate attacks. When a detached glob of slime strikes it holds fast to the victim. On the following ABC it delivers 9-12 points of Harm that ignores armor protection (and delivers full and equal Harm to both objects such as armor and flesh). On the 4th ABC after a hit (two ABCs after initial Harm), rhizome-like filaments of the slime complete penetration the victim's flesh, enter the blood stream. The Health of the slime begins growing immediately (1 point for each ABC thereafter) until all victim Health is gone—the brain of the victim is then lashing slime. After another minute of time the corpse is consumed, turned into slime, and a new member of the species emerges.
Defense: 0 protection against alkaline base, or flame Harm; 10 protection against cold, electrical, and shock harm, and 20 protection against all other attack forms (but all Extraordinary harm accruing to the Health of the creature).

If Knowledge (arcana, herbalist, or the like) or Search skills are successfully employed in examining this place (DC 15), there will be found the following, one fnd per five minutes of searching: 4 Conniwiss Toadstool, 3 Goldenaether Mushroom, 5 Feywafers, 2 Indigoforce Toadstool, and 6 Silverenergy Fungi (see details below).

The Extraordinary fungi are located by checks against Arcana, Learning, or Scrutiny Ability, or like skills.

17. The Jolly Priest:

Note the covered pit trap outside this NPC's lodging place.
Read the following text aloud to the players:

As you enter an archway and look into a furnished chamber that is 30 feet long to the south, 20 feet wide to the west, a man in white robes edged with a border of green, blue, and gold stripelets speaks:

"Ah, bold explorers of benign sort. Welcome! My apologies for the trap outside the entry, but there are some wicked things dwelling here. Allow me to introduce myself: I am Apiset, the sole and high priest of the temple of Osiris not too far north of here. Have you been there?"

This man is a liar, an evil priest with Bluff skill at +14. He will feign reprehensibly (that's your job as GM) in order to get the characters to be off their guard, then secretly summon his rats, these creatures swarming out from 14 holes and attacking the party in equal numbers. 2 each the first round, then another 2 each round thereafter until all are accounted for:

> The liar is a necrourge with 70 Pretense Ability.

Dire Animal, Rat (60)**:** CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +4 melee (1d4); SA Disease; SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.
Skills and Feats Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

> **Blackrat, robust** 60 H 4 P 20 S 13
> **Attack:** bite for 1-2 points harm that ignores shield protection and succeeds in bypassing armor if a second roll exceeds armor protection percentage
> **Defense:** 2 due to size

Meantime, he will himself attack:

Tactics: He attacks by casting unholy blight, then uses slay living to touch the fastest and most dangerous opponent, then he will activate bane and cause fear, next he will cast defensive spells before drawing his weapon or else use deeper darkness, get to the secret door, flee out it (W-S-W-N-W-N), and when at a distance activate wall of stone, sneaking back (E-S-into his chamber) to get his coffer.

Evil Priest (Clr10): CR 10; Size M); HD 10d8+10; hp 63; Init +4 (improved initiative); Spd 30 ft.; AC 13 (+3 studded leather); Attack *+3 heavy pick* +12/+7 melee (1d6+5); SQ DR 5/+5 (*vestments of faith*); SV Fort +8, Ref +5, Will +11; AL CE; Str 14, Dex 10, Con 12, Int 10, Wis 19, Cha 15.
Skills and Feats Bluff +14, Concentration +14, Hide +2, Listen +6, Move silently +4, Spot +6; Alertness, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (pick, heavy), Scribe Scroll
Possessions: Masterwork studded leather armor, *heavy pick +3, vestments of faith*

Cleric Domains: Death (death touch once per day), Evil (cast evil spells at +1 caster level)

Cleric Spells Per Day: DC 14+spell level: 0-level: *create water, detect magic, guidance, mending, read magic, resistance*; 1st-level: *bane, cause fear, divine favor, doom, entropic shield, protection from good*; 2nd-level: *darkness, death knell x2, desecrate, endurance, undetectable alignment*; 3rd-level: *animate dead, cure serious wounds, deeper darkness, dispel magic, magic circle against good*; 4th-level: *death ward, dismissal, freedom of movement, lesser planar ally, unholy blight*; 5th-level: *slay living, wall of stone, dispel good.*

> **Tactics:** He attacks by launching Bone Splinters, then uses Shadow Hands to touch the fastest and most dangerous opponent, then he will activate Reaper's Scythe against two foes, then draw his weapon or else use Cloak in Shadows, get to the secret door, flee out it (W-S-W-N-W-N), and when at a distance activate Umbrate Wall, sneaking back (E-S-into his chamber) to get his coffer.
> **Maelurge** 1 H 80 P 50 S 18
> **Attack**: preternatural military pick for 2-20 +6-8 preternatural p or s Harm; range 2, speed 6, precision bonus 5 (55) plus 15 preternatural bonus deducted from d% roll
> **Defense:** 10 for Armor, Preternatural Full Cloth Garment
> **Powers:** (Necrourgy at 90 score)
> Glib Tongue (I), Cloak in Shadows (II), Shadow Hands (III), Reaper's Scythe (IV), Bone Splinters (V), Umbrate Wall (VI).

Under his couch is a coffer with a poison needle trap (CR 3; automatic hit when opening latch unless gauntlets are worn in which case +8 to hit; bare skin touch and suffer 1 hit point of damage + 1d4 damage each round for 10 rounds total; the poison can be identified if an Alchemy check (DC 25) is made). The coffer contains 180 gp, gems worth 450 gp, and divine scrolls of *animate dead, cause fear, circle of doom, contagion, death knell, death ward, death watch, desecrate, dispel good, giant vermin, magic circle against good, protection from good, slay living, undetectable alignment, unholy blight.*

> Poison needle trap: bare skin touch and suffer 3-5 VT Harm each ABC for 10 ABCs total, activated when opening latch. Coffer contains $30,000 in gold coins, $75,000 in gems, and four Memory Tablets with 15 Necrourgy activations—all 10 Living Dead Rituals, plus the Powers listed above.

18. Fun with Pictures

Read this text aloud when the team enters here:

This chamber is 30 feet wide to the east, 20 deep to the north. It is unfurnished with a plain stone floor, but the walls are a different matter. There are nine murals painted on them: two on the west wall, three on the north, two on the east, and two on the south.

These illustrations depict, in the order stated, the following:

1. A group of nine persons comprised of beekeeper, carpenter, demon, goose girl, musician, noble lady, potter, sailor, and a scribe. (A touch transports the person so doing to area 1.)

2. A naked man who is beardless and bald. (A touch makes the one so doing just that, naked and bald—shorn of all body hair. The clothing and equipment of that one can be discovered scattered about elsewhere in the murals, and touching such items will return them to this room without activating the mural they are depicted in.)

3. A buxom woman lifting a tankard of ale. (A touch transports the person so doing to area 21, the Ogre Brothers Pub.)

4. A band of warriors fighting goblins. (A touch transports six goblins to the area, and they rush through the entryway to attack the party—see below.)

5. Three pretty girls bathing in a sunken tub. (A touch transports the person so doing to the area marked "from 18" that is adjacent to 23, just east of it in the north center of the map. In this place will normally be found a bathing pool that is 10 feet wide, 20 feet long, and runs from four feet depth at the east end to eight feet at the west. The water is warm, like a hot bath, and steam rises from it. There are 12 large bath towels stacked in the northwest corner of the room.Written on the wall by them, with a narrow slit in the stone below the writing is: "3 gp per bather, towel included. Deposit coins in slot."

Avatars must deposit $500 worth of gold coin

See wealth below for what is lying in the bottom of the pool. If the Avatars bathe, each so doing will be refreshed, regain 2d4+2 lost hit points, if applicable, and regain the capacity to cast any 1st or 2nd level spells they have expended. However, if after bathing they fail to pay the 3 gp, the benisons mentioned will be lost immediately upon leaving the room, and the pool will not ever again function as noted. If payment is made, it can be used to regain hit points and low level spells once a day for as long as desired, payment required each time as noted.)

The pool restores 13-16 lost Health points, if applicable, and 13-16 expended AEPs.

Wealth: None except in the bottom of the pool there is a necklace with a square blue pendant on it. Anyone actually in the water and looking thus will see it.

6. A roguish fellow with a sack looking pleased as he surveys an empty room. (A touch transports the person so doing to the area marked "from 18" that is adjacent to 23, just east of it in the north center of the map. This time it has no pool! The first character being transported thus this will see a startled fellow who drops a sack and flees out the north passage, escapes and can not be caught. The contents of the bag are a Cloak of Invisibility and six coral snakes. Reaching in means a sure bite and full poison damage from it. Shaking it out gives the snakes a free attack.)

7. A brawl involving several persons of different sorts, weapons flashing and people being knocked down. (A touch causes all of the Avatars in the room to become enraged instantly, start attacking each other furiously, but all damage is of subdual sort. This brawl will last for 12 rounds—a "champeensphip" fight for sure. If only one person remains active at the end of this time a great girdle with a gold buckle will appear around that one's waist. *This magical item enables the wearer to ignore the first 2 points of subdual damage delivered in any round and to deliver +2 additional subdual damage when so attacking—a new, unique item. Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, Improved Unarmed strike; *Market Price:* 8,000 gp)

All Harm is of stunning sort, with only 10% actually accruing to Health. The girdle is an Extraordinary Item that enables the wearer to ignore the first five points of stunning Harm delivered in any ABC and to deliver +5 additional stunning Harm when so attacking.

8. A richly dressed man of means weeping and wringing his hands. (A touch causes the person so doing to lose permanently the most valuable object possessed at this time, whether on his person or in hand.)

9. A band of disconcerted Trollkin and Veshoges in what appears to be a small, square room. (A touch transports the party to the open pit trap to the south, located diagonally between areas 9 and 14. at the four-way intersection of corridors there. Of course all members that were human are now Veshoges, while all non-human characters are trollkin—in appearance only. To recover their true form they must return to area 18. The mural will now depict a group that looks like they formerly did, climbing stairs and waving as if in farewell. Touching it restores appearances but transports the party to the stairs of area A1, thence to A2, of course. Here are the stats for the creatures that can be encountered through picture fun:

Goblins (8) War5: CR 4; Size S; HD 5d8; hp 32; Init +5 (+1 Dex, +4 improved initiative); Spd 20 ft.; AC 18 (+1 Dex, +1 Size, +6 banded mail); Attack Battleaxe +10 melee (1d8+4); SV Fort +4, Ref +2, Will +1; AL CE; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 9.
Skills and Feats Hide -1, Intimidate +6, Listen +2, Move

silently -1, Spot +3; Improved Initiative, Weapon focus (battleaxe).

> Goblin, common 8 H 60 P 50 S 12
> Attack: great cleaver for 5-20 +6 p Harm; range 2, speed 6, precision bonus 5 (55) plus
> Defense: 8 for leather garments plus preternatural energy of 4, 5 against fire or cold.

Snake, Small Viper: CR ½; Small Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk Bite +4 melee (1d2-2 and poison (DC 20) 1d6 initial and secondary Con damage); Space/Reach: 5 ft. by 5 ft. (coiled)/5 ft.; SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse (bite).

> **Coral snake** 6 H 5 P 40 S 12
> **Attack:** bite for 1 and 21-25 VT harm if armor bypassed, half armor bypassed 50% of the time, full armor 10%
> **Defense:** 6 for size and speed
> From 18.
> See mural 5. above.

19. A Strange Temple:

This is a Khemitic (Ancient Egyptian pantheon) temple, but unless there is a character with that belief, or one succeeds in a check against Knowledge (religion) (DC 20) no one will recognize the deities depicted. They are Anubis (jackal-headed), Osiris (mummiform and green complexioned), and Thoth (ibis-headed).

> Success in a check against Arcana, Learning, or Theurgy, or like skill, will recognize the deities depicted.

Anubis will grant favors to those of warrior-like capacity.

Osiris will grant favors to those who are not primarily warriors or spell casters.

Thoth sees to those who are spell casters and learned.

A sacrifice of at least from 12 gp to 120 gp must be made according to the general grade of the need—favor sought from each of these deities.

> The sacrifice offering must be of at least $2,000 to $20,000

Read aloud the following when the party enters:

This big chamber has barrel-bodied columns in it, so immediate estimation of its size and shape is impossible. You do note that the pillars are painted to look like plants, with green leaves and flower tops. There are also many paintings on the walls you see to your right and on the inner left. These are of people kneeling with hands outstretched in supplication or with small objects held therein; also you note many animals and objects depicted thus, as well as sigils and glyphs of strange sort.

(When the party enters and is exploring:)

This is obviously a temple of some sort. It is a 60-foot wide by 20-foot deep rectangle in the southern portion.

(Describe the placement of the eight pillars here.)

North of there the space angles inwards right and left to end in a northern wall 20 feet further in that direction, it being 20 feet long from north to south.

To the west along the diagonal wall there you note a statue of a man with a long rod in his right hand, some sort of crux-like object in the left, and a head like a black wolf or perhaps a jackal. Before his idol stands an exotic wooden table upon which rests an obsidian offertory dish.

In the center of the north wall there is an idol of man-shape, but it appears as if the figure is bound in cloth garments that confine his arms in crossed position, his legs together. In one cross-armed hand he holds a flail and in the other a crook. His garment is of pale blue, his face bright green. An altar of gold stands before this statue and on it are a golden goblet, a like incense burner, and an offertory plate of turquoise.

To the east along the diagonal wall there you note another statue of a man with a long rod in his left hand, some sort of crux-like object in the right one, and a head like a white wading bird, a heron or ibis perhaps. Before this figure stands an exotic wooden table with an alabaster offertory dish on it.

Despite the alien nature of these figures, the strangeness of the temple, you feel serene and safe herein.

These idols are linked with their corresponding deities, and each can read the heart and mind of the one approaching. If that one is acceptable, an offering will vanish, and the need of the supplicant will be ministered to, as if a cleric of 17th level were casting a spell, or else a grant of a minor sort of wish were being given by a solar. The latter sort of benison, however, requires an offering of monetary sort plus some magical item.

> The supplicant will be ministered to as if an Ecclesiastic Order person of 131 in any Extraordinary Ability were activating, or else a grant of a minor sort of wish were being given by a deity of 10th Rank.

Offerings made by characters vanish.

Any defacing or destruction herein inflicts an immediate 1d4+3 damage upon the perpetrator, and if a second offense is done, 1d6+12 damage occurs immediately to that one who is at the same time cursed with bad luck (a -1 on dice rolls of d6, through d10, and a -2 on D20, and a -10 on d%). Any third infraction adds 1d8+20 points of damage and the curse of immediate disease, this removing permanently 1 point of Constitution and Dexterity every three days until one reaches zero, when the individual dies. Only a cleric of 17th or

greater level who is of the Khemitic Pantheon can intervene to remove such curses.

Any defacing or destruction herein inflicts 9-12 Harm on the first offence, 17-20 Harm plus bad luck on the second offense, and 36-50 points of Harm and disease on the third offense. The disease removing permanently 1 point of H and P Base Rating per day, one-quarter S BR point, until all are at zero, when the individual dies. Only an Ecclesiastic Order person of 131 or greater score in Theurgy who is of the Khemitic Pantheon can intervene to remove such curses.

If a character rests eight hours in this place 1-4 lost hit points are restored.

An Avatar regains 2-8 points of lost Health.

20. Ogre Brothers Pub Rooms:

When any of these rooms are entered describe the dimensions, mention that the furnishings are rude and sparse, but the beds look clean. Add whatever other details you find appropriate.

21. Ogre Brothers Pub, Bobo & Bruno Proprietors: (Read the following text aloud:)

As you pass through the archway the sight astonishes you. A big chamber lies to the south and east, and it is furnished as might be a common room in a rustic inn or tavern—but a very big one, and of the sort catering to some large customers. As you goggle at this sight, a big, wide fellow in a leather apron bellows from behind the vast bar area:

"Hey youse! Come on in, huh? Newbies always welcome here at da Ogre Brothers Pub—wid rooms too for youse. Set yer asses down somewheres, and me, Bobo, will soive youse. So, whattcha havin? Zqartz Ale wid a shot o' Redeye Rye is on special—only six silvers! (LA game: —only a hunnert!)"

Blimey! It is certainly an orge that's speaking to you, but he seems relatively jovial, and his big flat nose is red—likely from sampling his own wares. Just then another ogre appears. He looks a lot like the first, only he's bigger. Wiping his platter-sized hands on what looks like a soiled bed sheet, he grins showing fearsome fangs and rumbles: "Greetz, dere youse guys. Ain't offen we gets your kind here. Name's Bruno, and pleezed to meetcha! I see me brudder is takin' care of your drink orders, huh? So's how's the gut? I gots plenny of good eats to soive. Jus' holler—da roas' rukh is really great tonight."

A glance over your shoulder towards the exit brings scowls from both of the Ogre Brothers. There are several big boulders in view behind the bar, as are an array of weapons on the wall. Perhaps you should all take advantage of the hospitality offered....even if the price you heard is a trifle, ahem, inflated.

Here is the opportunity GMs dream of. All the roleplaying one could ever wish for here in the "pub." The details are left up to you, and the following information is provided to assist you in your creative management of what goes on here.

Describe the main room in your own words. The bar with 90 feet of outer space is rather amazing, of course. There are all sorts of barrels and casks, jugs and bottles behind it. The "TB" letters mark where there are big tables—five in all, each able to seat eight humans comfortably. Various sorts and sizes of chairs, stools, and kegs serve for seating different sorts of customers.

Various customers not otherwise encountered on the level will come and go, those arriving from the "back door" at the south in area 21a. There are rest rooms there, but the party members will not be able to open the big door at the end of the passageway, it is utterly impervious to any magic they might wield...too bad.

On a busy night—anywhere from 43-100 patrons in the place—there will be dunnies swarming around serving, clearing away, and making rude remarks.

Dunnies: The dunnie race is primarily nocturnal and sometimes of subterranean habitat. They are, unfortunately, the sinister side of their cousins, Brownies. In all, Dunnies look almost exactly like their close kin, being just about three feet tall, sturdy of build, and dark tan of skin. They too are plain and homely looking folk by human standards, and dress mostly in muddy brown and dun colored apparel with some touches of dark reds or blues. Dunnies are no smarter than Brownies, but they have an innate cunning when it comes to playing malicious pranks. They are tricky, hard-working only in mischief, and sly so as to lie well when the need arises.

As with their Brownie kin, the small and quick Dunnies can literally vanish in one round. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be. Dunnies have very keen visual and tactical senses, but their olfactory and auditory ones are a bit less than the human norm.

A Dunnie expects a tip of at least 6 cp. Otherwise, the drinks and food brought to the table will be adulterated, shall we say, and taste thus.

A tip of at least $10 (one ounce silver)

Making trouble with a Dunnie or any other employee of the pub will bring trouble in the form of Bobo, Bruno, or both—backed up by all the help.

The party can brawl with other customers, as long as they pay for any damage done in the course of the fight.

Prices here are absolutely outrageous: drinks 6-12 sp, meals from 2 to 5 gp, and each person rooming here must pay 6 gp for a dormitory bed, or 9 gp for the one private, 10 by 10 foot square room. On the positive side, no one will molest the characters, and none of their items will be stolen.

Drinks $100-$200, meals from $400 to $800, dormitory bed $1,000, private room $1,500

Special services can be arranged, of course, if the GM is so inclined.

It goes without saying that the Ogre Brothers are very well to do.

If the party frequents this place, they will become "regulars" after two visits, so the quality of the liquor and food will improve. Bobo and Bruno will stop and chat with them too. In the course of one such conversation one or the other will mention:

"Say, buds, iffn youse happen to be jes norf o' here a bit an' happens to run inta a couple of really ugly ol' bags, thems me and me brudder's ex-wives, see? Now I ain't askin' youse to go easy on 'em—no way, jes the opp'zit! Dem biznatches is bleedin' us dry. Jes thought I'd give youse a word o' warnin', 'cause them two is poison and like to kill youse, see? Man, would us two brudders be whistlin' like larks iffn dose hags wuz outta our lives..."

If the party has slain, or does slay, the two dzunkhwa (area 22.) the Ogre Brothers will throw a party for them, and all their food, drinks, and lodging will be "on da house" for two full days. The characters must prove they did the deed, naturally.

Also, Bruno will be especially grateful, saying:

"Youse guys are peaches, see? Say, if youse ever need and help puttin' coitains to some udder guy what's given youse trouble, jes give me, Bruno, da woid, and I'll come wid youse to muscle dat joik!"

Bobo, male ogre War17: CR 18; Size L; HD 4d8+8 + 17d8+34; hp 147; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (-1 Dex, -1 Size, +5 Natural, +3 Hide); Attack: Fist +30/+25/+20/+15 melee (1d4+13); SV Fort +16, Ref +7, Will +7; AL CN; Str 29, Dex 9, Con 15, Int 6, Wis 13, Cha 11.
Skills and Feats Climb +11, Hide -1, Jump +12, Listen +4, Move silently -2, Spot +3; Improved Bull Rush, Improved initiative, Lightning reflexes, Power attack, Improved Unarmed Strike, Stunning Fist (5 x per day, DC 21). *Note that Bobo's fists deal actual, not subdual, damage.*

Bruno, male ogre War20: CR 21; Size L; HD 4d8+8 + 20d8+40; hp 156; Init -1 (-1 Dex); Spd 30 ft.; AC 16 (-1 Dex, -1 Size, +5 Natural, +3 Hide); Attack: Two handed warhammer +30/+25/+20/+15/+10 melee (1d8+12, critical 19-20 x3), or thrown rock +21/+16/+11/+6/+1 ranged (1d12+8); SV Fort +18, Ref +6, Will +7; AL CN; Str 26, Dex 8, Con 15, Int 6, Wis 10, Cha 13.

Ogre, Bobo H 246 P 122 S 4a/16m
Attack: grappling with a rending yank/squeeze for 13-16 + 20 Physique +22 precision (total +44) Harm and a bite for 1-20 +1-10 Harm
hurl boulder or similar missile for 1-30 s Harm; range 120'
Defense: 15, 20 versus shock harm, due to size and hide garments worn.
Immunity to poisons; 50% Harm from flame or fire, cold, and electrical attacks.
Constitution heals Harm suffered at the rate of one point per ABC.

Ogre, Bruno H 267 P 115 S 5a/16m
Attack: huge mallet for 11-20 s +20 Physique +15 precision (total +35) Harm; also
hurl boulder or similar missile for 1-30 s Harm; range 120'
Defense: As above.

22. A Charming Pair of Ladies...

These two are, of course, the "ex-wives" of Bobo and Bruno. They are milking the ogres for plenty, plan to soon leave this place for a warm tropical island where there are rum drinks and big apes to serve them...

Read the following text aloud to the players as they come to this encounter:

As you step into a small chamber you see two grossly ugly and very large creatures. They notice you, certainly, as both are hauling back their fists, mouths open as if to call out...

It is now a matter of initiative, and the battle royal begins. The two ogresses will fight to the finish, no quarter asked or given.

Lizardfolk Masters (2), Ftr2: CR 3; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2+2d10+2; hp 24 each; Init +4 (improved initiative); Spd 30 ft. (6 sq.); AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk: +3; Grapple: +5; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6 melee (1d4+2), bite +4 melee (1d4+2); AL NE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats Balance +5, Jump +8, Swim +10; Improved Initiative, Multiattack, Weapon Focus (claws/bite)

Dzunkhwa, CR 12; Female Large Giant; HD 12d8+84; hp 146 (babe), 131 (honey); Init -2; Speed 40 ft (8 sq.); AC 22 (-1 size, -2 Dex, +15 natural), touch 7, flat-footed 22; Base Atk +8; Grapple +19; Atk Slam +15 melee (1d8+10); Full Atk: Slam +15/+10 melee; Space/Reach 10 ft./10 ft.; SA Shriek; SQ Posion immunity, cold/electrical/fire resistance 15; SV Fort +15; Rex +4; Will +7; Str 25, Dex 7, Con 24, Int 6, Wis 12, Cha 10; *Skills and Feats* Climb +12, Jump +12, Spot +5; Improved Bull Rush, Iron Will, Lightning Reflexes

Dzunkhwa, Babe H 131 P 35 S 12m/4a
Dzunkhwa, Honey H 146 P 30 S 12m/4a

The chamber has beds and such furnishings as you wish to add for this lovely pair.

Wealth: Each ogress has a belt pouch (to her) that is actually a bag of holding (500 lb). In each there are 300-600 gp, 11-30 gems of value ranging from 60 to 250 gp, and a gallon jug of 190 proof rum.

> The "belt pouches" are Commodious Carryalls, each containing 101-200 one-ounce gold coins, 11-30 gems of value ranging from $11,000 to $40,000, and a gallon jug of 190 proof rum.

23. Better Duck! (Read the following text aloud:)

You enter an archway to see a room that is 30 feet east and west, 20 feet across to the north wall. The place you stand in the middle of the south wall. There are several skeletons here, the bones lying along the far wall. At this point, unless someone has looked up, the monster here will attack by surprise.

Domlithican
Huge Aberration
Hit Dice: 18d8 (81 hp)
Initiative: +4 (improved initiative)
Speed: 5 ft., Fly 120 ft. (poor)
AC: 20 (-2 size, +12 natural for lower surface), touch 8, flat-footed 20
Attacks: 2 harpoons +11 ranged
Damage: Harpoon 1d12
Space/Reach: 10 ft./special.
Special Attacks: Blood drain, ignition, paralysis
Saves: Fort +8, Ref +8, Will +14
Abilities: Str 11, Dex 10, Con 11, Int 2, Wis 13, Cha 14

Skills: Hide +23, Listen +3, Spot +18
Feats: Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (hide)
Climate/Terrain: underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Neutral
Advancement: 19+ HD (Huge)

This thing is likely a monstrous hybrid from some long-dead mad adept's laboratory. The harpooner is disk-shaped, a fully grown specimen being about 12 feet in diameter. It lives in reverse in that a harpooner dwells on the ceilings of underground places. Its upper side being covered in a combination of suction cups and hundreds of clawed cilia, it clings and moves easily thus. Its tough and rubbery bottom side is convex, covered for defense with chitinous spikes that resemble stalactites, save around the outer perimeter where most of its multiple visual organs reside. To assist in its reversed mode of living, the domlithican also generates hydrogen gas, storing it in bladders spaced about a foot apart around its inner perimeter. These gas-filled portions relieve the creature of much of its actual, considerable weight. From the central section of its body, where the monster is as much as four feet thick, it can propel barbed missiles that are attached to it by strands of what resemble incredibly thick spider silk. These "harpoons" are only about a foot long, but deadly nonetheless, as they are sharp, shot forth at a great velocity by gas discharge, and contain a toxic substance that anesthetizes prey, the domlithican has a stock of 12 such missiles.

The domlithican threatens targets beneath it and within a five-foot radius of the main body of the creature. The "line" of the harpoon-like missiles has AC 10, 4 hp, and hardness 2. Only edged weapons can damage these cords.

If a character examines the dead creature's "harpoon" spinnerets, he will be able to draw up to 35 feet of the "line" therein from 2d4 of these organs. The domlithican's line is about as large as a finger's breadth, stronger than any rope, and very light. A coil of 100 feet length is about equal in weight and bulk to 50 feet of the finest silk rope, and it will withstand over 1,000 pounds strain before breaking.

Paralysis (Ex): A target struck by a domlithican's harpoon must make a Fortitude save (DC 18) against the toxic substance injected by the missile otherwise it will cause instant anesthetization of the victim for as many minutes as damage points were inflicted.

Blood drain (Ex): If left unmolested after paralyzing a victim the domlithican will then shoot forth several successive missiles, draw the unmoving prey upwards, impaling it on its defensive spikes. Several of these spikes will then open to become hollow feeding tubes that send forth digestive juices to liquefy the internal portions of the victim even as other tubes suck out readily available fluids such as blood and serum thus inflicting 1d4 points of permanent Constitution drain each round.

Ignition (Ex): If a domlithican fails a saving throw versus an attack involving electricity, fire, or flame there is 50% chance of the hydrogen stored in its bladders igniting. The resulting explosion will send a shower of its protective spikes down and outwards in an area whose radius is triple the creature's diameter - 36 feet on average. Each living thing within the radius noted will suffer d4 attacks by such projectiles (ranged +10, damage 1d6+2). Of course this explosion kills the domlithican.

Tactics: If being attacked, the domlithican discharges two of its missiles per round at any assailants in range, regardless of any prey that has been taken in the process. When all missiles are exhausted, the creature will drop its hold on the ceiling surface, vent gas as it does so, its oculars enabling the harpooner to direct its flight thus towards the nearest exit. The gas causes very fast movement speed for up to 4 to 6 rounds. As the last of the gas is vented, the harpooner flips its body sideways, lands on a wall, and then moves slowly upwards to a ceiling position.

Domlithican (see below): 1. H 80 P 65 S 20a/1m/45 fleeing

Domlithican (commonly Harpooner, new creature): 1. H: 71-90 P: 51-70 S: 20 attacking, 1 moving*

*In extremis, the harpooner will release its grip on the ceiling, vent hydrogen gas, and shoot through the air at a movement speed equal to that of one with S 15 running (45). Its ocular preceptors will enable it to travel safely to any nearby opening, continue along thus for 1 AB's movement, then bring it's upper portion into contact with a wall upon which it can cling, climb upwards to attain its usual overhead position.

Attack: One "harpoon" attack per foot of diameter of the specimen on any target beneath within a five-foot radius of the main body of the creature, a hit inflicting 7-30 points of Harm. If the target subject is actually wounded thus, the VT contained in the "harpoon" missile will cause instant anesthetization of the victim for as many minutes as Harm points were inflicted. If left unmolested thereafter, the harpooner will then shoot forth several successive missiles, draw the unmoving prey upwards, impaling it on its defensive spikes. Several of these spikes will then open to become hollow feeding tubes that send forth digestive juices to liquefy the internal portions of the victim even as other tubes suck out readily available fluids such as blood and serum.

Defense: 16 lower surface, 4 upper surface. Note: An attack involving electricity, fire, or flame that penetrates its defense has a 50% chance of causing the hydrogen stored in the harpooner's bladders to ignite. The resulting explosion will send a shower of its protective spikes down and outwards in an area whose radius is triple the creature's diameter—36 feet on average. Each living thing within the radius noted will suffer d4 attacks by such projectiles, P being 50 and penetration Harm 7-20 per hit.

The line of the harpoon-like missiles of the domlithican has a Health of 10 and a Defense of 6. Only edged weapons can Harm these cords.

24. Some Brass! (Read the following text aloud:)

Proceeding south along a corridor of usual type here you come to a place where the west wall ceases, and beyond there is a great chamber that glistens with dull yellow reflections. To the south, in the last portion of this outer passage is a circular pool of some green stone, its basin about eight feet in diameter, its edge much corroded brass, and the water within cloudy, likely from the metal and who knows what else that has contaminated it.

(If the party looks into the pool, a horrible ooze will attack—see below. When any character steps within the chamber proper, continue:)

As soon as the first person enters the many-columned hall, the whole place is suddenly illuminated most brightly! There are tOrches set in holders some six feet above the floor, at 10-foot intervals around the walls here, one on the inner face of each pillar too, and all 26 of these brands burst into flame simultaneously, making you blink from the dazzle and surprise combined.

The floor is of polished white marble, but all else here is brass, covered or solid, no matter. The columns, walls, and ceiling 30 feet overhead are of that metal, and well-polished too. Likely some magic is at work, for in this place all of this brass should be dull, dirty, corroded...

You can see eight big pillars, each about three feet in diameter set around the place at 10-foot distance from the walls, the whole space 60 feet long to the west, 40 feet north and south. Before each of the columns at the far side of this chamber stands a big brass urn, as tall as a man, as thick as a barrel, three all told.

(Read as appropriate:)

As you enter the middle of the rear third of the chamber you see there is a massive pentagram embossed in brass on the floor here. It is 10 feet in diameter and there are strange runes set around its outer edge, inner one, and in the triangular points of the pentacle enclosed by the circle.

(This device does nothing, has no protective or command use. When the party leaves off examination of it, continue:)

Skirting the arcane figure, you move closer to examine the big urns of brass. They are ornately worked, and each has a lid that seems almost helmet-like.

In the pool lurks an ooze that will strike the last person passing!

Ooze, Grey: CR 4; Medium-Size Ooze; HD 3d10+10; hp 27; Init -5 (Dex); Spd 10 ft.; AC 5 (-5 Dex); Atk Slam +3 melee (1d6+1 and 1d6 acid); face//Reach: 5 ft. by 5 ft./5 ft.; SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

In the pool lurks a flowing slime:
Flowing slime H 35 P 30 S 10a/1m
Attacks: One attempting adhesive attachment, and when successful followed on the next ABC by strong acid secretion for 9-12 points of continuing Harm that ignores armor protection and delivers full and equal Harm to armor, flesh, and all else it touches.
Defense: 0 protection against alkaline base, cold, and/or electrical Harm, 10 protection against fire and shock Harm, and 20 protection against all other attack forms (but all Extraordinary Harm accruing to the Health of the creature).
Tactics: This slime lurks in water or in someplace where it can flow out and affix itself to its prey. Once

it contacts a victim it sends branches of slime that release digestive acid of great strength. As it is glued to its prey, attacks upon the slime will surely affect its victim as well.

Torches: If any character comes within three feet of a torch, it will send forth a gout of flame (four-foot distance) that inflicts 1d4+1 points of damage and will set readily inflammable things afire.

The flame inflicts 6-8 points of damage.

Urns: As soon as any of these urns is touched, the first so contacted alters form in an instant, becomes a brass golem that attacks immediately. The second urn touched does likewise, only that golem has four, not two arms, so it attacks four times, two attacks clubbing, two hooking. The last of the three becomes a six-armed brass golem with as many attacks.

Brass Golem
Medium Construct
Hit Dice: 5d10 (27 hp)
Initiative: +0
Speed: 30 ft. (can't run)
AC: 28 (+18 natural)
Attacks: 1 or 2 or 3 slams +3 melee and an equal number of hooks +3 melee
Damage: Slam 1d4; hook 1d6
Space/Reach: 5 ft. by 5 ft./5.
Special Attacks: Extra damage, catch fast, knock back
Special Qualities: Construct, cold immunity, water immunity, fire susceptibility, acid susceptibility
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 11, Dex 10, Con 10, Int -, Wis 11, Cha 1
Climate/Terrain: Any
Organization: Solitary or gang (2-4)
Challenge Rating: 2 (two or four armed), 3 (six or eight armed)
Treasure: None
Alignment: Neutral
Advancement: 6+ HD (Large)

A golem created from a brass, bronze, or tin alloy statue of at least six feet height to become volitant. It is never damaged by cold of any kind and nor can water based attacks damage it, however it always fails saving throws against acid or fire based attacks.

Brass golem H 26 P 39 S 13
Attack: clubbing strike for 2-8 s Harm and a hooking strike inflicting 1-12 p Harm against one or two opponents, and if 8 and/or 12 respectively is scored add 1-4 Harm disregarding all protection (target knocked back as many points as scored on the 3d4) or for p Harm of 12 add 1-6 Harm disregarding all protection (target caught fast unable to attack, but golem can loose hook and strike normally)
Defense: 18 against shock Harm. Immune to penetration-only, cold, poison, and water-based Harm, and no protection against acid or fire-based attacks (including electrical ones).

Wealth: When the first golem is defeated, it will disappear, and in its place will be a miniature brass golem of three-inch height, The one picking it up will see little letters that glow for a moment, then disappear—"By Hoshta, serve!" That is the command word that causes it to become a full-sized golem. It functions but once thus.

When the second golem is eliminated, a brass imp-like figurine appears where it was. This miniature conveys, "By Nortuz-gad, serve!" It commands the single service of an imp.

The imp will be of oni kind.

When the third, six-armed golem, is defeated, it leaves behind a brass-bound book and a necklace with an orange hexagon pendant. The book is ensOrcelled, and any character that is not an evil priest touching it gates in a cornugon devil of most ill temper as the book itself becomes hot, incandesces and burns.

Devil, Cornugon: CR 10; Large Outsider (Evil, Lawful); HD 11d8+33; hp 83; Init +1 (Dex); Spd 20 ft., fly 50 ft. (average); AC 25 (-1 size, +1 Dex, +15 natural); Atk Whip +15/+10/+5 melee (1d6+5 and stun), or two claws +15 melee (1d4+5), bite +9 melee (1d4+2), tail +9 melee (1d3+2 and wound); Space/Reach: 10 ft. by 10 ft./15 ft.; SA Spell-like abilities, fear aura, stun, wound, summon devil; SQ Damage reduction 20/+2, SR 24, devil qualities, regeneration 5; AL LE; SV Fort +10, Ref +8, Will +9; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14.
Skills and Feats Bluff +14, Climb +16, Concentration +15, Hide +7, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14; Cleave, Power Attack, Improved Sunder.

If by some chance an evil priest picks the book up, that one will find it contains six scrolls on which are written six summoning spells to be decided upon by the GM.

Only a Demonurge Order Avatar can touch the book safely, otherwise it gates in an oni (see Beasts of Lejend, page 119). If a Demonurge Order Avatar picks it up, that one will find it contains six plaques on which are written the six activations regarding onis.

25. A Mortuary Room:

In this place lurk a pair of moist vile living dead things, gaunt and cadaverous wretches with dark and leathery skin, long and lank hair, and a hideous visages that leer in delight as they feed on the fleeting life energies of the victims they are killing.

Read the following text aloud to the party:

This dark and shadowy room seems to resist the light. It is small, and you see what appears to be some sort of altar and two long benches to either side of it.

At this point the undead that have been lurking behind the altar spring forth and attack, they gaining the initial attacks thus.

Wight (wretched) (2): CR 6; Medium-Size Undead; HD 8d12; hp 40, 36; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +6 melee (1d4+1 and energy drain); SA Energy drain, create spawn; SQ Undead, regeneration; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.
Skills and Feats Climb +5, Hide +11, Listen +11, Move Silently +16, Search +7, Spot +10; Blind-Fight, Weapon Focus (slam)

These monsters are special Wretched Wights, unless their heads are severed, they will, by virtue of their malign energy, restore themselves to an unharmed state. After seemingly being "killed", the unholy energy of these things begins to mend damage, restoring 1 point each second after hit points have 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 one minute. The creature is then destroyed.

Balewretch 2 H 45/35 P 45 S 12
Attack: fist and kick 1-10 +8 (the addition always bypassing armor) and 1-10 +12 harm (the addition always bypassing armor), with a result of 10 harm on the d10 attack indicating the opponent is stunned for 1 ABC, 2 total if both attacks so succeed
Defense: 12 for unnatural energy that provides protection against all attacks except those of consecrated oil/water or Extraordinary Power, including those of Theurgy Ability Powers specifically attuned to affect the living dead.
Consecrated water in three-ounce volume, or consecrated oil in one-ounce volume causes 1-2 harm to a balewretch, disregarding the creature's Extraordinary protection, which loss is recovered at the rate of 1 point per day.

The furnishings here are two coffins, the altar, and nothing else of note.

Wealth: There is on the altar a necklace with a rectangular indigo pendant. If the party is sorely in need of magic items, then somewhere in this room there can be a +1 or +2 buckler or shield, +2 leather armor, one or two +1 or +2 weapons, and/or one other object of moderate grade or less. Otherwise, the party finds only four pieces of jewelry—a ring worth 18 gp, a bracelet of 50 gp value, and a pair of earrings that are worth 75 gp because of ruby and diamond settings.

Somewhere in this room there can be placed at option a preternatural buckler or shield, preternatural full leather armor, one or two preternatural weapons, and/or one other object of Grade VI or less. The ring is worth $3,000, the bracelet $8,500, and the earrings $12,000.

26. Ugly Boss...

If area 27 has been visited first, then the Troll boss will be ready, or even met and defeated. Otherwise, when the party enters it will pick up a boulder, let fly, them move to attack with his flail.
Read the following text aloud to the party as appropriate:

You have entered the southwest corner of a chamber that is 40 feet north and south, 20 feet wide to your east. As nice as it would be to really look around, the large stone missile flying in your direction discourages such sightseeing.

Hit or miss, the malign and irascible beast now attacks.

Troll Boss: CR 8; Huge Giant; HD 12d8+96; hp 154; Init +1 (Dex); Spd 40 ft.; AC 19 (-2 size, +1 Dex, +10 natural); Atk 2 claws +17 melee (1d6+10), bite +15 melee (1d6+5) or rock +10 ranged (1d8+10); Space/Reach: 10 ft. by 10 ft./15 ft.; SA Rend 2d6+15, rock throwing; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +16, Ref +5, Will +5; Str 31, Dex 12, Con 27, Int 6, Wis 9, Cha 7.
Skills and Feats Listen +8, Spot +8; Alertness, Iron Will, Multiattack..

In an LA game the attacker is a monstrous flail-armed Url:
Url 1 H 105 P 85 S 11
Attack: hurl boulders for 1-20 +20 s Harm, range 120. or Extra-long flail for 11-20 +20 p & s Harm, range 3, speed 8, precision bonus—note this weapon can hit from 1-4 targets (d4) in a single attack, a successful hit including any additional opponents so struck as indicated by a d4 roll
Defense: 14, 6 for preternatural energy and 8 for hide garments and pieces of metal armor in combination

If the combat lasts 6 rounds, the Trolls from area 27, if they have not already been slain, will join the fray, coming in one at a time from the south.

The only thing of value the Troll boss has on his person is a necklace with a violet triangle pendant.

After the battle describe the size of the room.

The furnishings of this place are lavish and comfortable for one of eight-foot or greater height. If their availability is mentioned to the Ogres in area 21, Bobo and Bruno will loot the place and give the party 60 gp and a free day at the pub.

> Bobo and Bruno will give the party $10,000 in gold coins.

27. Ugly Servants...

If area 28 has been visited first, then the Trolls here will be ready, or have hastened north, been met and defeated. Otherwise, when the party enters each will grab a boulder, let fly, then move to attack.

Troll: CR 5; Large Giant; HD 6d8+36; hp 65; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3) or thrown rock +5 ranged (1d8+6); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

> **Troll** 2 H 80 P 50 S 6
> **Attack:** hurl boulders for 1-20 +12 s Harm, range 120, or huge club for 5-20 +12 s Harm, range 4, speed 6, 5 precision bonus (P 55)—note this weapon can hit from 1-2 targets (d2) in a single attack, a successful hit including an additional opponents so struck as indicated by a d2 roll
> **Defense:** 8 for hide garments and pieces of metal armor in combination

If the combat lasts 6 rounds, the troll boss from area 28, if it has not already been slain, will join the fray, coming from the north, hurling a boulder, then entering melee.

After the battle describe the size of the room.

The furnishings of this place are many, more than in the Url's abode and almost as lavish and comfortable as those belonging to the Url, likewise for those of eight-foot or greater height. If their availability is mentioned to the Ogres in area 21, Bobo and Bruno will then loot the place and give the party 60 gp and a free day at the pub.

> Bobo and Bruno will give the party $10,000 in gold coins.

There is a large iron box behind many heavy kegs of ale in the far southeastern corner of the chamber. It will take four characters to move one barrel. There are 12 there. The iron box is not locked nor is it trapped. These trolls have been holding out on the boss.... It holds 540 sp, 42 gp, 80 uncut crystals worth a total of 120 gp, 6 ammunition crystals (random kind) and a necklace with a green oval pendant.

> In addition to the ammunition crystals and necklace the box holds $9,000 in silver (900 one-ounce coins), $7,000 in gold (28 half-ounce coins), and $20,000 in 80 uncut crystals.

28. A Hermitage:

Note that the door to this room is of solid iron and set with spikes. There is an iron ring that will serve as a knocker. If there is any attempt to open the door by force, magical or otherwise, the passage fills with poison gas for 5 minutes (Fortitude save DC 20, 1d4+1 hit points of damage per round). Meantime, the iron door discharges alternate bolts of electricity and jets of flame, each 20 feet long, both effectively filling the corridor, and causing 1d6+6 points of damage unless a Reflex save (DC 20) is made. (Magical trap: CR 4; Search DC 28; Disable Device DC 28).

> Poison gas VT Harm of 6-8, it being a skin irritant, all protection not specific to such gas is bypassed. Alternating bolts of electricity and jets of flame inflict 17-20 points of the appropriate Harm – avoidance 2xS BR.

If the characters use the ring to knock:

A voice behind you asks: "Who is at my door, and what do you want?" The tone is rather cross, and the timbre seems to indicate the speaker is of advanced years.

(Assuming some suitable answer is given in about 10 seconds time—otherwise the voices orders them away—continue:)

"Very well," the same voice answers after you respond. "Come in, but make it snappy!"

With that the great slab of iron swings inward. There is a long room beyond, it being walled sheet iron, 40 feet south 20 feet to your west. You can see a recessed fireplace and small pool beyond it in the east wall. The place is crammed with furniture, brick-a-brack, containers, books and papers, all sorts of things, including a workbench with alchemical apparatus littering its top and shelves above.

"If you can find a place, sit—there's always the floor—or stand. I don't expect you'll be here long. So, what's the reason for this unexpected call?"

Now roleplay this as you like. The old fellow here is, shall we say, of epic capabilities, an adept in all forms of wizardry, not much less able in various arcane and psionic talents.

> He is an adept in Arcana, Enchantment, Divination, Geourgy, Learning, and Panprobability, not much less able in Alchemy, Mechanics, Pantology, and Psychogenic Abilities.

He will furnish no items to the team, nor will he venture forth. He does know a fair bit about deities, and he can answer questions about the Khemitic temple and "The

Mors"—as much as you feel appropriate to tell the party. He can also give general directions as to what is where on the level—creatures, not traps or the like.

He will say that there are magical transporters that send the unwary about, identifying the general location and destination of the six places.

If he is threatened in any manner, and he has magical precognitive powers, he will touch a bracelet he wears and disappear in what looks like to be a teleportation spell but is actually a dematerialization, so he than has no material body.

> The Adept has Psychogenic Precognition, he will touch a bracelet he wears and disappears in what looks like to be Mordie's Vanishing Act but is actually a dematerialization.

At this time the whole room fills with the irritant gas noted above, stays active for one hour or until the effect is cancelled by this fellow. The recluse stays in his chamber, watching all from his invisible and immaterial perspective. Eventually becoming material as the stuff clears. Thereafter he will not admit the party.

If the party needs help in locating the last key likely to be found, that at area 14, he will offer the following:

"Riddle me this, you bumblers. What is the clear meaning of the following:

"Inpine taris, inoak noneis.

"Inmud eelsare, inclay noneis.

"Answer quickly now, as I haven't all day. Get it right and I'll riddle you what you need to know to unlock your door out of this place."

(Allow the party to write down, at least phonetically, the words he spoke. They should snarl and groan when they discover the message. Upon doing that, the savant says:)

"Where incurling leads to points you care not take, press ahead, and there will be seen the unseen. That's it, now off with you!"

29. The Wishing Well:

There is a square "well" of about a yard per side in this room, its stone fence also a yard high. Down about 20 feet distance is a declivity of some six feet diameter with about a foot of water in it. This is a con operation that is run by some 20 of the Dunnies that work at the Ogre Brothers Pub.

Read the following text aloud:

You have entered a plain room, its stone walls some 20 feet per side. One thing in here is remarkable. There is a low stone fence, about three feet high and a yard square, that must surround a well. How do you know? Because on all the walls there is written in clear, bold hand: "Wishing Well! Make your coin as grand as what you desire, or else results can not be guaranteed. Warning: Wishes spoken aloud will not be granted."

No wish will be granted, of course.

If the characters get nosy, manage to climb down the shaft, they'll find a 10-foot-square room at the bottom, the pool in which they will land being in its center. The ceiling is only five feet high here. There are three four-foot-square passages leasing from the room—north, south and west.

After two rounds a boss Dunnie and eight of his "lads" will appear, three from each tunnel. They will be furious and attack the trespassers. After 20 rounds of combat another like batch appears, and finally five more ordinary Dunnies along with one more boss one.

Down in the shaft, and in a maze of four-foot square tunnels (with small rooms off of them—10 x 10 feet square, six foot tall ceilings) that run from here to area 21 dwell the following Dunnies. There are others there too, but they aren't in on the scam, so they won't interfere in any fight.(See Appendix A, page 245, for information concerning dunnies.)

Dunnie (21): CR 3; Small Humanoid (dunnie); HD 8d8; hp 36; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft.; AC 17 (+1 size, +3 Dex, +2 natural, +1 padded); Atk hand axe +8/+3 melee (1d6+2); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +11, Will +2; Str 14, Dex 16, Con 10, Int 8, Wis 10, Cha 8.
Skills and Feats Bluff +8; Hide +5, Move Silently +6; Improved Initiative, Lightning Reflexes, Skill Focus (bluff)

Dunnie Boss (3): CR 4; Small Humanoid (dunnie); HD 8d8+16; hp 52; Init +8 (+4 Dex, +4 improved initiative); Spd 30 ft.; AC 19 (+1 size, +4 Dex, +3 natural, +1 padded); Atk hand axe +10/+5 melee (1d6+4); SA Trick; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +12, Will +2; Str 18, Dex 19, Con 14, Int 9, Wis 11, Cha 9.
Skills and Feats Bluff +8; Hide +6, Move Silently +7; Improved Initiative, Lightning Reflexes, Skill Focus (bluff)

Trick (Su): Each dunnie boss can use the following tricks once per day: Convey hiccoughing to all within 10 feet, thus reducing their attacks and saving throws by -2 for four rounds (Fortitude save DC 18). Cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one round (Reflex save DC 18).

Ordinary Dunnie 21 H 25 P 35 S 17
Attack: 2 x cleaver for 3-20 +6 Harm; range 1, speed 4, precision bonus 0
Defense: 8 armor due to garments, speed, and a minimal preternatural energy that conveys the protection against even supernatural harm
Dunnie Boss 3 H 40 P 50 S 20
Attack: 2 x battle hammer for 6-20 +10 Harm; range 2, speed 6, precision bonus 10 = 60
Powers: Each usable by each once per day: Convey hiccoughing in one second to all within 10 feet, thus reducing their capacities by 10% for one AB of time. Cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one ABC.
Defense: 10 armor due to garments, speed, and a

minimal preternatural energy that conveys the protection against even supernatural harm

Wealth: Each ordinary Dunnie has 9 gp, each boss has 36 gp. That's it.

Ordinary dunnies have $1,500 in coins, bosses have $6,000.

Exiting the Dimension: As the last of the nine necklaces is placed around the neck of the proper statue, there appears in the middle of the group of nine sculptures the glowing rose hexagonal gate that will take them from this place. When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back fractures into many parts that look suspiciously like bits of a dungeon map, then those blacken and curl in yellow flames, disappears in falling ashes as a sound like rocks falling onto stone echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounters should receive a bonus of 350 General Merits.

9. ORANGE (FLAME)

Golems Galore!

Magical activations of attack and defense sort work, but no others do. This proscription includes creating golems or duplicates of the character.

This is the text to read aloud to the players when they enter the pane-portal:

With some considerable difficulty you focus your mind, make sure your senses are functioning properly after transference from the cylindrical mini-cosmos to this place. That also rids you of the discomfort experienced in the transition.

The place you are in is a massive chamber that is illuminated from some unseen source. The light actually plays throughout this hall in streamers of opalescent white. It is in the shape of an octogram. The open octagon which the points surround must be more than 80 feet across. The point your party occupies is 20 feet across at its open part. The floor is of alabaster, with a line of grey runes running along the place where it merges with the open portion of the chamber, that floored in black basalt. If your party occupies the point on a compass that is north, then the other seven points, reading clockwise, have within them:

NE holds a charnel heap!
E contains a clay golem (this is a Lesser Clay Golem in a D20 game – see below).
SE there stands a dark coal golem.
S across the way you see an ice golem.
SW is the place in which there is a mud golem.
W sprawls a golem made of rope.
NW the point holds within it a wood golem.

The problem is to escape this place. The solution is to get the various weapons that the team will see in each of the other seven points of the octogram that are occupied by the golems. The easy way for them to do this is to enter a point, have the golem activate and pursue them into the next point, and so on. The golems will fight one another, each fighting pair moving into the center area. The last golem will not chase the characters once they leave its area, instead move into the general melee.

Of course the characters can fight these creatures singly or severally. If they work at it...

Each golem is activated when its runic line is crossed. Until then it does nothing unless spells or missile weapons are used to attack it. That causes it to activate.

There is nothing on the floor, walls, or ceilings to give any clues, although the vaulted central ceiling has many glowing sigils of rainbow hues quite in contrast with its soot-hued lower portion.

Hereafter several new constructs are described, each is presented in stat block form to save space. Note that these golems do not have the complete immunity to spells and spell-like abilities as the golems in the MM or other rulebooks – if the GM wants to make this encounter more challenging that special quality can be added.

As the team moves about, examines each point space, read the following descriptions as appropriate:

The Charnel Heap spreads like an ulcer upon stone of pale purple. Behind it is a rack on which rests a bow and quiver of lilac-feathered arrows.

Golem, Charnel Heap: CR 4; Large Construct; HD 5d10; hp 27; Init +0; Spd 30 ft. (can't run); AC 15 (-1 Size, +6 natural); Atk 3d4 slams +4 melee (1d6+2); Space/Reach: 5 ft. by 10 ft./5 ft.; SA Extra damage, catch fast; SQ Construct, cold and water immunity, acid and fire resistance, ½ damage from piercing weapons; AL N; SV Fort +1, Ref +1, Will +1; Str 15, Dex 10, Con -, Int -, Wis 11, Cha 1.

This is a golem created by a necromancer from at least 26 cubic feet of corpses and/or skeletal remains, the whole being a festering mass of dead tissue. It has from 3-12 attacks each round, each such strike inflicting slam damage from teeth, bone, or rotting flesh hitting the victim.

Acid and fire-based attacks do minimum-possible damage to the golem. Cold-and water-based attacks inflict no damage at all. Piercing weapons inflict half normal damage.

Extra Damage (Ex): if maximum damage is rolled for a charnel heap's slam attack then roll damage again, just as if a critical hit had been scored.

Catch Fast (Ex): if the golem's slam deals extra damage then the victim is caught and unable to do anything for 1d6 rounds.

Charnel Heap H 70 P 40 S 13
Attack: 3-12 each 1-12 p or s Harm at random, attacks being against all opponents within a six-foot-radius range. Whenever maximum Harm from an attack is scored, the subject struck suffers, regardless of armor protection, 1-6 additional points of Harm to Health, and is caught, held fast, and unable to do anything for as many ABCs as were suffered points of Harm (1-6). A held opponent is unable to attack and is hit each ABC automatically for 6 points of Harm.
Defense: Piercing Harm is at one-half indicated points. Acid and fire-based attacks do normal minimum-possible Harm to the golem. Cold-and water-based attacks inflict no Harm. Consecrated oil and water inflict double normal Harm.

The clay golem stands immobile on a floor of lapis lazuli. Behind it is a rack on which rests a great, two-handed sword of blued steel.

Golem, Lesser Clay: CR 4; Medium-sized Construct; HD 7d10; hp 38; Init –1 (Dex); Spd 20 ft. (can't run); AC 23 (-1 Dex, +14 natural); Atk clubbing strike touch attack +7 melee (1d8+2); Space/Reach: 5 ft. by 5 ft./5 ft.; SA ignores armor; SQ Construct, acid and water immunity; AL N; SV Fort +1, Ref +1, Will +1; Str 15, Dex 9, Con -, Int -, Wis 11, Cha 1.

Through arcane power a spell worker causes clay soil of at least 27 cubic feet in extent to form into a humanoid shape and become volitant. This golem attacks by a single clubbing strike against one opponent. The attack is so forceful that it ignores armor protection of non-magical kind. Lesser clay golems take no damage from acid or water based attacks.

Clay Golem H 80 P 50 S 6
Attack: Clubbing strike inflicting 1-20 s Harm against one opponent. Harm ignores armor protection of non-Extraordinary kind.
Defense: 16, those dealing only shock Harm inflict an additional 6-8 points upon the golem, such Harm possibly exceeding armor protection. Acid and water-based attacks do not Harm the golem. Cold-based attacks and fire inflict Harm normally.

The coal golem's recess is floored in stone of cinnabar hue. Behind it is a rack holding a battle-axe with a red blade.

Golem, Coal: CR 3; Medium-sized Construct; HD 3d10; hp 16; Init +2 (Dex); Spd 30 ft. (can't run); AC 22 (+2 Dex, +10 natural); Atk 4' range cinder blast +4 ranged touch (1d6) and 4' range jet of burning gas +4 ranged touch (1d4+1); Space/Reach: 5 ft. by 5 ft./5 ft.; SA blindness; SQ Construct, immune to piercing damage, acid, cold and fire immunity, water susceptibility; AL N; SV Fort +1, Ref +1, Will +1; Str 11, Dex 14, Con -, Int -, Wis 11, Cha 1.

Eldritch spells cause this thing to become animate from coals, charcoal, ashes, cinders, embers, etc. ("coal") of at least nine cubic feet in extent. This material then forms into a humanoid shape and become volitant. Attacks dealing only piercing damage inflicts no harm at all to a coal golem, neither do acid, cold- or fire-based attacks damage it. It always fails saving throws against water-based attacks, and each quart of water striking the golem inflict one point of damage as well.

Blindness (Ex): a target struck by the golem's cinder blast must make a Reflex save (DC 20) or be blinded for the next four rounds.

Coal golem H 35 P 35 S 12
Attack: 2, a four-foot range cinder blast, inflicting 1-12 penetration Harm that Harm blinds the subject for four ABCs time if a 12 is scored, and a jet of burning gas of four-foot length inflicting 6-8 fire Harm, both regardless of armor protection, against one or two opponents.
Defense: 10, but attacks dealing only penetration Harm inflict no Harm at all. Acid and cold- or fire-based attacks do not Harm the golem. Water-based attacks inflict Harm disregarding armor, and each quart of water striking the golem inflicts one point of Harm as well.

The ice golem is stationary in a point that is floored in stone of pale blue. Behind it is a rack holding a spear whose long point is likewise light azure in color.

Golem, Ice: CR 3; Medium-sized Construct; HD 8d10; hp 44; Init +0; Spd 30 ft. (can't run); AC 22 (+12 natural); Atk Ice spear +6 melee (1d8) and slam +6 melee (1d8); Space/Reach: 5 ft. by 5 ft./5 ft.; SQ Construct, cold immunity, fire susceptibility; AL N; SV Fort +2, Ref +2, Will +2; Str 11, Dex 10, Con -, Int -, Wis 11, Cha 1.

Elemental magic causes ice of at least 27 cubic feet in extent to form into a humanoid shape and become volitant. This golem attacks by both a spearing and a separate clubbing attack against one or two opponents. It always fails saving throws against attacks using fire/heat and exposure to full sunlight in a temperature of above 50 degrees F. inflicts one point of damage on the ice golem per one minute of exposure thus. Cold-based attacks do it no harm at all.

Ice Golem H 65 P 35 S 10
Attack: 2, a spearing (short, 2-20 p Harm) and a clubbing (1-20 s Harm) attack against one or two opponents.
Defense: 16, but those using fire/heat inflict an additional 6-8 Harm upon the golem, this possibly exceeding its armor protection. Cold based attacks do not affect it.

The mud golem is in a point with a floor that is of orange feldspar. Behind it is a rack holding a military pick with a copper-colored head.

Golem, Mud: CR 5; Medium-sized Construct; HD 9d10; hp 49; Init +1 (Dex); Spd 15 ft. (can't run); AC 21 (+1 Dex, +10 natural); Atk 2 clubbing strikes +6 melee touch attack (1d4); Space/Reach: 5 ft. by 5 ft./5 ft.; SA ignores armor, extra damage, muck; SQ Construct, acid and fire immunity; AL N; SV Fort +3, Ref +4, Will +3; Str 11, Dex 12, Con -, Int -, Wis 11, Cha 1.

Earth magic causes wet soil of at least 27 cubic feet in extent to form into a humanoid shape and become volitant. This golem attacks by a pair of clubbing strikes of such supernatural force that they disregard all but magical armor. Acid and fire based attacks inflict no damage to a mud golem but a strong stream of water such as a water jet inflict 2 points of damage per round of impact.

Extra Damage (Ex): if maximum damage is rolled for a mud golem's slam attack then roll damage again, just as if a critical hit had been scored.

Muck (Ex): if the mud golem's attack inflicts extra damage the victim is stunned, blinded by muck, and unable to do anything for 1d4 rounds unless they succeed in a Reflex save (DC 25).

Mud golem H 80 P 40 S 4
Attack: 2 clubbing strikes each inflicting 1-8 shock Harm disregarding all but supernatural armor against one or two opponents. Whenever maximum Harm of eight points is indicated thus, the subject struck suffers, regardless of armor protection, 1-4 additional points of Harm to Health, and is stunned, blinded by muck, and unable to do anything for as many ABCs as they suffered points of such additional Harm (1-4).
Defense: 14, but attacks dealing only shock Harm inflict an additional 3-5 points upon the golem, and such added Harm might exceed armor protection. Acid and fire-based attacks do not Harm the golem. Cold-based attacks inflict Harm normally, and strong streams of water such as a water jet inflict 1 point Harm per second of impact upon the mud golem.

The rope golem's place is floored in yellow marble. Behind it is a rack holding a mace whose flanged head is covered in gold inlay.

Golem, Rope: CR 2; Medium-sized Construct; HD 3d10; hp 16; Init +1 (Dex); Spd 30 ft. (can't run); AC 15 (+1 Dex, +4 natural); Atk 2 lassos +3 melee touch attack (1 point of damage and special), and 2 flogging strikes +3 melee touch attack (1d4); *Space/Reach:* 5 ft. by 5 ft./5 ft.; SA ignores armor, garrote; SQ Construct, immune to bludgeoning and piercing damage, cold immunity; AL N; SV Fort +1, Ref +2, Will +1; Str 11, Dex 12, Con -, Int -, Wis 11, Cha 1.

Through the employment of strange magic light to heavy rope equal to at least 100 feet in length forms into a humanoid shape and becomes volitant. This golem's attacks ignore all but magical armor. Penetration damage from cutting edges is effective against the golem but bludgeoning and piercing penetration attacks do not harm it at all. It is unaffected by cold based attacks.

Garrote (Ex): A target struck by the lasso attack is caught and subject to garrote attack: 1d4 points of damage per round thereafter until the golem is destroyed

Rope golem H 35 P 40 S 15
Attack: two each (4 total) lasso inflicting 1 point of Harm, plus a whip inflicting 0-2 points of Harm against one or two targets, either or both attacks disregarding all armor/protection. A target struck by the lasso attack is on the ABC thereafter caught and subject to garrote attack, 6-8 points per ABC thereafter, regardless of armor/protection, until the golem is destroyed.
Defense: 6 against penetration Harm from cutting edges, but shock and stabbing penetration attacks do not harm the golem. It is affected normally by acid and fire, unaffected by cold and poison.

The wood golem is in a point space with slabs of serpentine for its floor. Behind it is a rack holding a flail of bronze, its long-spiked head covered in verdigris.

Golem, Wood: CR 3; Medium-sized Construct; HD 6d10; hp 33; Init +0; Spd 30 ft. (can't run); AC 20 (+10 natural); Atk 2 slams +7 melee (1d8+3); Space/Reach: 5 ft. by 5 ft./5 ft.; SA Wallop; SQ Construct, susceptible to cutting/slashing damage, cold immunity; AL N; SV Fort +1, Ref +2, Will +1; Str 17, Dex 10, Con -, Int -, Wis 11, Cha 1. Through the employment of little known spells wood (logs and/or sawn timber) equal to at least 24 board feet in length, and of a minimum of one-third foot breadth and thickness, form into a humanoid shape and become volitant. Penetration attacks from slashing weapons with cutting edges (axes, cleavers, cutting swords, etc.) inflict +2 points of damage to the golem but it is unaffected by cold based attacks.

Wallop (Ex): A target struck by a wood golem's clubbing blow must make a Fortitude save (DC 20) or be knocked back 5 feet (if under 400 pounds weight) and stunned into inactivity for the following round.

Wood Golem H 50 P 40 S 13
Attack: 2, club, huge (5-20 points of shock Harm). Any his scoring 16 or more points of Harm knocks a target subject under 400 pounds weight back and stuns the victim into inactivity the following ABC.
Defense: 15, but penetration Harm from weapons

with cutting edges (axes, cleavers, cutting swords, etc.) reduce armor protection by two-thirds to a mere 5. It is protected normally (15) against attacks by acid and/or fire, unaffected by cold or poison.

Gaining all Seven Weapons:

When the party has taken all seven of the weapons guarded by the golems, any remaining golems, or the remains of any of them, disintegrate. As this happens, something else occurs. Read the following text aloud to the players:

As the remains of the golem seem to implode into ash, this white powdery stuff swirls into the air, gathers in an increasingly large and rapidly spinning vortex. This ashen whirlwind occupies the center of the octogram, 20 feet high and five feet in diameter. Its spinning stops suddenly as a huge figure steps from it.

There before you is a man-like form of pure white, faceless, but with night-black eye-holes in which glitter points of light as do stars in the heavens. What is it you have no idea, but this monster's intent is clear. It raises an arm as thick as a tree trunk, its end a mallet-like weapon, and advances towards you!

Now is the time for some quick thinking on the part of the players. White is the absence of color. So the colored weapons should be all the clue they need. Each weapon must be wielded by a different character. If there are not sufficient characters to manage seven weapons, then a new one may be wielded by a character that has successfully hit the creature, but that one can not successfully strike until all the others with different initial weapons have hit it. When all seven of the weapons have hit this thing, it vanishes, and in the center of the floor where it appeared ah hexagonal gate of glowing orange hue appears, and off the team goes.

Example: There are only three characters involved. Each has a weapon taken from the golems. One hits and his weapon vanishes, the others miss. The one who succeeded can not attack successfully with a weapon of another sort and color until both other characters have successfully struck the netherforce golem. If this isn't figured out quickly things might be difficult for such a party.

Before then, though, they have a fight on their hands. There might be some scurrying to get weapons not taken, and there needs to be some allowance for re-arming when a hit with one of the colored weapons occurs, destroys the weapon, and a new one must be used.

Attacks with any other weapons have no effect on the netherforce golem. At the same time, the weapon must be checked for breakage. All weapons with wood in their composition break automatically unless of magical sort. Ordinary metal weapons break 80% of the time. Magical weapons are allowed a Fortitude save (DC 16 if made of metal, 21 if of wood.)

Use or add the weapon's magical precision bonus as a percentage for chance of avoiding breakage. For example, an axe with a 15 bonus has that chance, 15%, of surviving a hit on this creature, while a sword of the same sort would have 20 plus 15, a 35% chance of surviving the blow.

When a special weapon hits and vanishes, describe the golem as no longer pure white, it now being shot through with streaks of the same color as the weapon that struck it—and such other hues as hit prior or post that success.

Golem, Netherforce: CR 9; Huge Construct; HD 19d10; hp special; Init –1 (Dex); Spd 30 ft. (can't run); AC 17 (-2 size, -1 Dex, +10 natural); Atk slam +19 melee (7d4+7); Space/Reach: 10 ft. by 10 ft./15 ft.; SQ Construct, immune to all magic, immune to all weapons save for the seven colored weapons; AL N; SV Fort +6, Ref +6, Will +6; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

Each time the netherforce golem is struck successfully by one of the seven colored weapons the creature loses 1d4 from its damage roll. It is immune to all magic spells and attacks save those from the colored weapons found in this place, once it has been struck successfully by each of those weapons it vanishes.

Netherforce Golem H special P 70 S 7
Attack: Mallet-like fist initially for 7d4 Harm bypassing but also affecting any armor worn. Each time it is struck successfully by one of the seven colored weapons, the creature loses 1d4 from its attack Harm, and when this is at 0, it vanishes.
Defense: Immune to all attacks except from the colored weapons found in this place. Each hit delivered on it by one of these reduces its Health on one-seventh.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back forms a rainbow, then precipitates as if it were colored rain as a joyous shouting sound reverberates through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

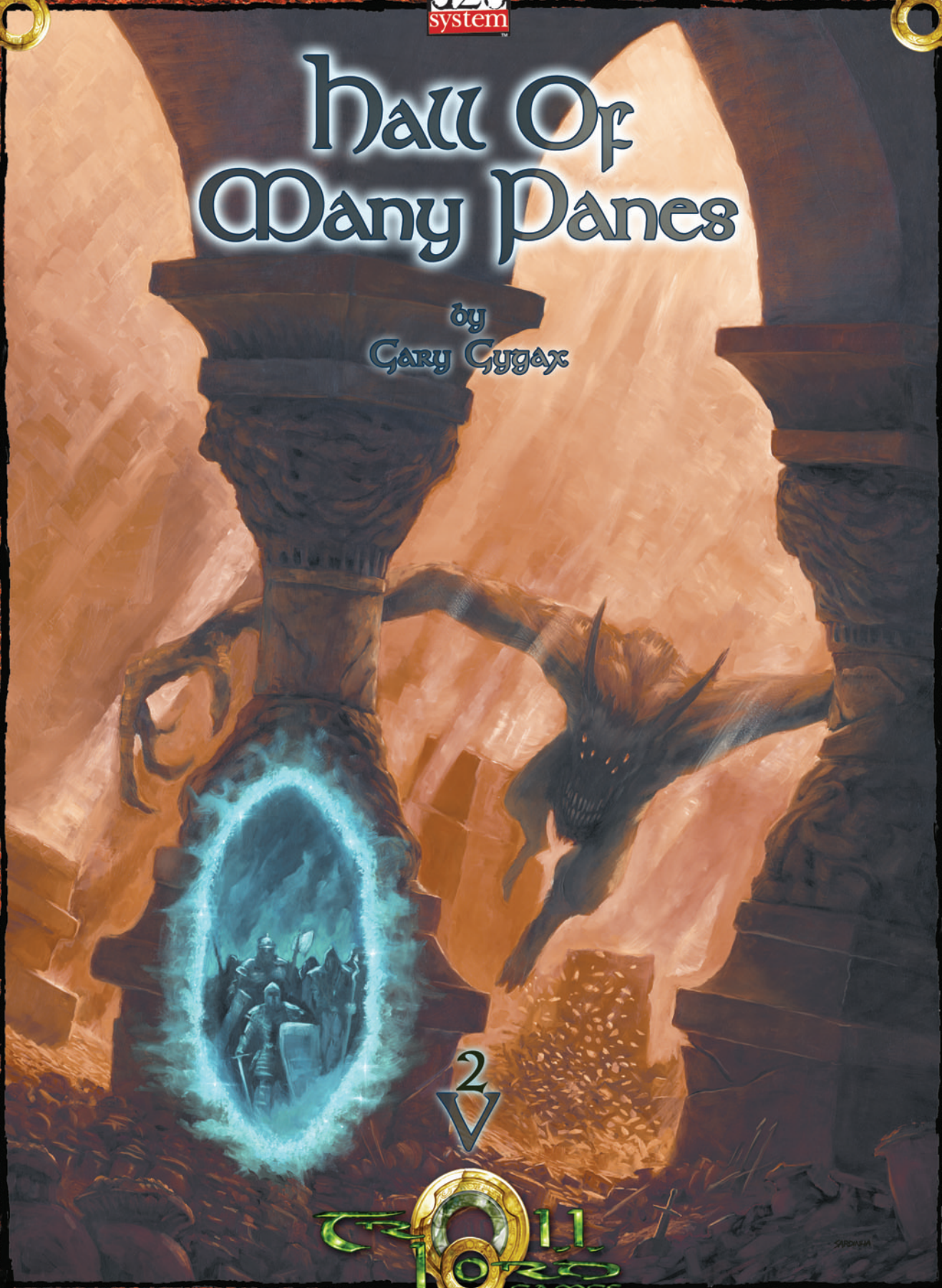
Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 100 General Merits.

Lejendary Adventure™

d20 system™

Hall Of Many Panes

by
Gary Gygax



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Troll Lord Games

THE HALL OF MANY PANES

AN ADVENTURE OF SIGNIFICANT PLAYING LENGTH

BOOK TWO
(Panes 10 - 33)

FOR SIX OR MORE EXPERIENCED PLAYERS
IN A WELL-BALANCED ADVENTURING TEAM

(For six D20 player characters of levels 8+)

BY

Gary Gygax

WITH

Jon Creffield

Designed for use with the D20 or
Lejendary Adventure Role-Playing Game systems.

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Published by:

Post Office Box 251171 • Little Rock, AR 72225
www.trolllord.com

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First Printing February, 2005. *Printed in the United States of America.* **ISBN 1-931275-33-5.**

10. YELLOW (CHARTREUSE)

Golem My Way

Magical activations aren't a matter for the characters to concern themselves with in this little scenario. That is because they have been changed into golems. You'll deal with that in a moment...

This is the text to read aloud to the players when they enter the pane-portal:

What a relief! There is no disconcerting pain or loss of senses at your transition from "the pipe" to this new dimensional matrix. The surroundings indicate it is some sort of building interior or a dungeon once again. Likewise, you see a group of ugly customers heading for you with malice evident—hard faces, drawn weapons, hands raised to activate some terrible magical power. Worst of all, that murderous lot is you!

What is this? How can that be? Oh, no! You aren't you at all. Each of you is a golem...

So now you must have each player chose what sort of golem his character has become (note that they cannot choose to be golems from the MM). You'll need the list of those creatures from the preceding scenario (9, Golems Galore!). If the party is larger than seven, then add a brass and a leather golem to the ranks, using the stats found in #8 above (Dungeon Delving). Only if there are 10 or more adventurers should duplicate golems be allowed. Add the following potentials for the monsters though:

Charnel Heap: Able to throw a bone "throwing stick" to a 60-foot range to inflict 1d6+2 damage, up to a maximum of four such missiles per round.

> The "throwing sticks" inflict 1-12 Harm. Any successful hit inflicts an additional 3-5 points of Harm to Health of the target subject, this regardless of armor protection.

Clay Golem: Able to throw one clay-ball missile each round to a 30-foot range to inflict 1d4+5 damage against one opponent, this is a ranged touch attack that ignores armor protection of non-magical kind.

> The clay-ball missile inflicts 17-20 shock Harm against one opponent also ignoring armor protection of non-Extraordinary kind.

Coal Golem: Able to spit forth two burning coals to a 40-foot range to inflict 1d4 damage plus any incidental fire damage from subsequent combustion of inflammable materials struck, up to a maximum of eight such missiles per round. These are ranged touch attacks.

> Burning coals inflict 3-5 Harm regardless of armor protection.

Ice Golem: Able to throw an icicle "dagger" to a 30-foot range to inflict 1d8+2 damage, up to a maximum of four such missiles per round.

> Icicle "daggers" inflict 1-20 +3-5 (penetration) Harm, the added preternatural bonus of 3-5 disregarding all normal protection.

Mud Golem: Able to throw a mud-ball missile to a 20-foot range to inflict 1-2 damage and consequent loss of activity for a like number of rounds, with up to a maximum of four such missiles cast by it per round, each a ranged touch attack.

> Mud-balls inflict 1-2 Harm and activity loss regardless of armor protection.

Rope Golem: As is, four attacks.

Wood Golem: As is, two attacks.

The rest is pretty easy and likely to be a lot of fun. Get the players to manage most of the work—attacking for both their former character and for the golem they have become. Stress that there are dire consequences for dying at the hands of their former adventuring personas, but don't elucidate further. Then mention that of course having their character slain by a golem is possibly the end of the line for that persona, but "perhaps a self-willed golem will be fun to play..." this will make the players nervous, of course, so watch to see that they do not "fudge" in any tactics or dice rolls for either of their characters—former ones and new golem characters.

The golems are pretty tough, and if they are played cleverly and ruthlessly by the group, it might well be that they manage to defeat their counterparts. Note, however, that while golem characters will fight alone, not move to assist another, regular characters will move immediately to attack another golem if the one they were fighting is destroyed.

The combat will continue until all of the survivors are either golems or characters. Only when those of one or the other sort are all that are standing is the fight concluded.

Whether characters or golems were victorious a yellow hexagonal pool of energy appears—this is the exit back to "the pipe". If the players' characters are now all golems, any that were destroyed by the non-golem characters slowly re-assemble, and give signs of victory. Indeed, all the golem-characters can speak with each other. They might be nervous about returning thus too. As soon as they all enter the gold-hued energy field, they are changed back to their normal form, and they are transported back to "the pipe". If all are human, when they get back to "the pipe" each will see the

others as golems, but this is simply an illusion, and the aberration will pass after they get to either end of the place or else enter a new pane.

In the final resolution, each character will have gained knowledge of the sort of golem played. If mainly a warrior, whenever facing that sort of golem the character will have a +2 bonus to attack chance and do an additional +2 damage.

> The Avatar will have a 10% bonus to attack chance and do an additional d4 Harm that always bypasses the golem's protection.

If the character is one primarily using spells, then that one will gain the power to create the sort of golem that he was/faced once per month at no cost to himself.

> If the Avatar is one primarily using Extraordinary Abilities, then that one will gain the Power to create the sort of golem that he was/faced, regardless of the Ability upon which the Power is based, i.e. one without Necrourgy Ability will be able to create a charnel heap. If that Power is already possesses by the Avatar, then the use of it will be at 50% of normal cost in both time and energy expended.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back forms into a golem-like shape, seems to crumple as might paper, then disappears entirely as a muffled chanting sound swells, then fades as it echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

> **Award:** In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter as a golem should receive 50 General Merits.

11. GREEN (LIME)

Ducking a Drake

Magical activations that don't enable escape from this place function normally.

This is the text to read aloud to the players when they enter the pane-portal:

As your senses return to normal and the pangs of transition from one world to another subside, the first thing you see is a glittering cavern ahead. It is apparent that the big cave passage you are standing in leads into a glacier, an ice tunnel there and some greater opening beyond that.

Glancing back you note that there are two branches leading from where you stand, both of solid stone, and each quite large.

It's now time for the party to do some exploring. Refer to the map on page 81.

GENERAL INFORMATION:

One square equals 10 feet.

Most passageways are about 20 feet wide, 15 to 20 feet high. The small one (8-8) is from two to four feet wide, from five to eight feet high except in the large areas indicated (see map) where width is at least six feet and ceiling height more than eight feet.

Walls and floors are ice to the northwest on the map, and that means slippery. In the rest of the area they are normal cave-type, rough and uneven.

Light is not generally present other than in the glacier area and in area 9-11.

Encounter Areas:

1. START: When any character enters the ice portion of this complex and uses Spot skill with success (DC 15) that one will note there is a large "fish scale" in the X-shaped four-way passage there. It must be a fish scale, being silvery and all, but the fish that left it was a really big one...

> Hunt, Ranging, or Scrutiny Ability or like skill detects the "fish scale".

2. Slippery Slope: When characters get past the narrow section, are in the 10-foot-wide end, they must make a reflex save (DC 10, automatic failure if running) of slipping and sliding to the end where there is a 100-foot deep crevasse. Falling damage is 10d6. Getting out is impossible by normal climbing, even for one highly skilled in Climbing. Holes for hands and feet must be cut, or someone from above with a long rope needs to assist one in the crevasse.

> There is a 25% chance (automatic if running) of slipping and sliding into the crevasse. Falling Harm is 10d10 less armor/protection, the reduction from base of d20 allowed for being slowed in the fall by contact with various ice surfaces on the way down. Getting out is impossible by normal climbing, even for one with Minstrelsy or Waterfaring Ability. Some Extraordinary Item or Power enabling ascent will have to be used to escape.

3. Blancothulz Lair: The large white dragon named Blancothulz (Blan-koth-OOLZ) is sleeping here. If there is any loud noise in the northern part of area 1 or nearer, he will certainly awake, and be awaiting intruders. If none come, the dragon will cast its protective spells and move about that way to see if there are any trespassers. If he sees any, or suspects they are in the narrow passage (8-8), he will create a fog cloud and try to ambush them.


3
Drake
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Ducking a Drake

If none come, the drake will change himself into giant form, pick up boulder and club, and move about that way to see if there are any trespassers. If he sees any, or suspects they are in the narrow passage (8-8), the drake-giant will transform to a tiger and follow in that form.

If the party is relatively quiet, they will discover Blancothulz fast asleep—but already awakening if there is anyone within 30 feet of him because of his keen senses. If they are clever, they will leave him that way, explore, and then return again later with a nasty surprise for this drake.

Tactics: The drake will by preference loop itself so at to use its chilling breath over its back—but only when foes are clustered so as to present an optimum target, then follow with a tail sweep the same round.

The tail sweep has a 20-foot arc but P Harm only at 43% chance to hit per target. (Remember that foes are acting at a penalty!)

On the next action sequence he will slither rapidly forward to claw and bite two subjects, again lashing its tail if any opponents are to flank or rear. If severely harmed, Blancothulz will retreat east, at area 4 go down the ice passage out and fly off to regain its cold breath, then attack once more.

Blancothulz: CR 11; Huge White Dragon; Hit Dice: 21d12+ 105 (273 HP); Initiative: +4 (improved initiative); Speed: 60 Ft., Fly 200 Ft. (Poor), Swim: 60Ft.; AC: 28 (-2 Size, +20 Natural); Attacks: Bite +27 melee, 2 claws +22 melee, 2 Wings +22 melee, Tail Slap +22 melee; Damage: 2d8+8 Bite, 2d6+4 Claws, 1d8+4 Wings, 2d6+12 Tail Slap, 2d8+12 Crush; Space/Reach: 10 Feet by 20 Feet / 10 Feet; SA: Breath weapon: Cold 7d6 (DC 25), 50 Ft Cone; SQ: Immunities: Sleep, Paralysis, Cold; Damage Reduction: 10 / +1; Ice Walking, Fog Cloud 3/Day, Gust of Wind 3/Day, Blindsight and Keen Senses.Saves: Fort +17, Ref +14, Will +13; Abilities: Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12 *Skills and Feats* Listen +22, Spot +22, Search +22, Bluff +10, Concentration +14, Diplomacy +10, Escape Artist +9, Knowledge (arcana) +9, Knowledge (dragons) +9, Knowledge(elemental planes) +9, Knowledge (history) +9, Knowledge (religion) +9, Knowledge (warfare) +9; Wingover, Improved Initiative, Snatch, Hover, Flyby, Lightning Reflexes

Spells per day (caster level 3): DC 11 + spell level; 0-level (6 per day): *dancing lights, mage hand, open/close, ray of frost, resistance;* 1st-level (6 per day): *endure elements, expeditious retreat, protection from good*.

Icedrake, large H 80 P 85 S 15a/22f
Silver-white scales with various blue and violet markings such as scale edges, crest, tail, legs and/or claws, varying from individual to individual. Wings are generally silvery with bright blue markings.
Attack:
Breath Weapon: 80-foot-long cold exhalation that is 10 feet wide and deep at the mouth of the drake, 40 feet wide at its terminus, for 26-35 harm ignoring all armor/protection not specifically against supernatural cold.
Physical: Claws for 2-24 (2d12, with each 12 indicating an additional d6) Harm plus an added 1-10 points precision variable and bite for 7-20 Harm plus an added 12 points for physique ignoring all armor/protection. If targets behind it also tail lash for 1-20 Harm plus an added 1-12 points—all from shock.
Powers:
1. Heal Harm to wings (10% of total Harm sustained) at the rate of 3 points per ABC
2. Shape-shift on one ABC to or from giant-form—see below. The resulting creature is a giant with drake Health and Precision and (land) attack Speed. It has only giant attack modes, though, but when transformed thus it will have an Extraordinary Power as do some few of actual giant kind.
3. When in giant form, shape-shift into the form of an orangutan, tiger or walrus in one ABC, to or from animal to giant—see below. In animal form the drake again has its own statistics, not those of the animal form assumed, save for attacks.
4. Aura and presence impairs the capacities of those threatened by or threatening it. Thus, an Ability use penalty is applicable, that being +5 per age category, so a +20 penalty to Ability use checks, Extraordinary Ability activations are at double penalty (+40) because of the potent negative energy of drakes.

Defense: Scales and Extraordinary energy conveying a constant 20 protection against all harm.

Giant H 80 P 85 S 15
Attack: Hurl boulders or similar missiles up to 60-foot range 1-20 + 14 s Harm, and giant-sized spiked club for 8-20 +14 Harm.
Power: Stamp and cause a portion of normal ground within sight and 30 feet distance to fall downwards and thus form a 10-foot diameter, 10-foot deep, pit into which all who stand where it appears will fall and suffer 1-10 harm.
Defense: 20 (as drake).

Tiger (albino) H 80 P 85 S 15
Attack: Paw rake for 1-12 +14 p Harm and bite for 11-20 +2-16 p Harm.
Defense: 20 (as drake).

Walrus H 80 P 85 S 15a/5m/20w

Attack: Tusks for 7-20 p +7-15 s Harm or crush for 21-25 s Harm ignoring all armor.
Defense: 20 (as drake).

Walrus: (new creature)
Appearing: 1 (30%) or 2-40 (70%). H: 70-100. P: 20-25. S: 10 attacking, 5 land, 20 water.
Attack: Two tusks of up to three-feet length inflict base penetration Harm of 7-20 plus 7-15 points of shock harm. Added Harm is base 4 plus 1 for each 500 pounds of weight of the attacking walrus—from 3 to 8 (d6 +2) for 1,500 to 4,000 pounds weight. If encountered on land, the walrus will attempt to smash its weight down on an opponent that is in front and within a five-foot range. An attack of this sort inflicts 21-25 points of shock Harm ignoring all armor. In water a walrus can surface under, or flop upon small watercraft, inflicting the smashing Harm noted to all so struck, vessel included.
Defense: Size, thick hide, and blubber provide armor protection of 5, the blubber further giving a factor of 10 against shock Harm.
The walrus inhabits cold waters where ice predominates. If is not normally aggressive unless molested, although lone bulls and cows with a calf walrus that are encountered will attack if any threat is perceived. The males (bulls) of this marine mammal species range in size from 10 to 13 feet length, weigh from 1,500 to 4,000 pounds. Their upper canine teeth are from about 1-foot to 3-foot long.

Wealth: Sadly, Blancothulz is not exceedingly rich as a drake of his age should be. His horde consists of only a mere 1,200 gp, 9,000 sp, and 33,000 cp in which are intermixed 10 ingots of nickel each weighing 25 pounds and worth 5 gp apiece, and 2 same-sized ingots of platinum worth 1,800 gp each. There are walrus tusks totaling 1,500 pounds weight here worth a total of 1,800 gp, but nothing in the way of precious minerals other than 100 great uncut quarts crystals averaging 5 pounds weight and a value of 3 sp each. Amongst the heap of coins and metal ingots are a *+3 crossbow of distance* and a *ring of three wishes*.

The horde consists of 400 gold coins ($200,000), 15,000 silver ones ($150,000), and 55,000 coppers ($55,000), 10 ingots of nickel worth $750 each, 2 ingots of platinum worth $300,000 each, 6,000 walrus tusks worth a total of $300,000, 100 uncut quarts crystals worth $50 each, a Supernatural Crossbow and an Elemental Imprisonment Ring.

Also here is a golden vase on which there is enameled a pattern of dark green hexagons. A touch of one of these devices and the team is back in the cylindrical mini-cosmos. The vase disappears, of course.

4. Feeding Area: In this ice cave are scattered the bones and other unpalatable remains of many fish and sea mammals, including small whales, and even a few other mammals—walruses, polar bears, caribou, and humans. All show the marks of great teeth, and the large bones have been cracked open for their marrow.

5. Down-sloping Ice Passage: This passageway runs some 300 feet further than shown on the map to exit the glacier just about four feet above sea level.

6. Cave Passage Downwards: There are irregular "steps" along this way that increase the descent by three feet per ledge. The angle downwards is about 1 in 10, and each step is about three feet, so between angle and drops, the depth at the end of the passage is some 75 feet below the upper part.

After it turns southwestwards there is a noticeable increase in ambient temperature, from below freezing to above, and at the threshold of area 9 it is sufficiently warm to be comfortable in light clothing.

7. Cave Passage Upwards: There are again irregular "steps" of about three-foot height along this route. With the upwards incline of 1 foot every 10, and continuing on off the map 300 feet, the height of the exit at the end is about 8- feet above the starting point, 100 feet up on a the face of a rocky crag facing inland.

8. Narrow Side Passages & Small Caves: As noted, if Blancothulz is searching for intruders, he will be in tiger form when entering this area. There is nothing remarkable here save in area X.

X: There is a sinkhole of some six-foot upper diameter in this small cave, and if anyone clambers down into it they will discover two mummified bodies 30 feet below. One is clad in leather armor +3 but nothing else of value, his sword breaking in the fall. Atop the figure is a robed remains that has a diadem around its head. If any character able to employ spells wears this he will immediately know it is a magical item, a Diadem of Illusions. Under both corpses is a tin in which is a 10-ounce Aerial Wafer, sufficient for 10 characters to be empowered to fly (see page Appendix D: New Magic Items, p. 254).

The armor is Supernatural Leather Armor (full).

If these items are properly employed, the drake can be lured to its death, as will be noted below.

9. Hot Cavern: the temperature rises steeply the neared to area 10 one progresses. At the edge of the shaded area, it is like standing in front of a furnace.

10. Lava Area: Read this text aloud. The top portion of this lava is generally charcoal gray and black, but beneath a crust of no more than about four to six inches there is a sluggishly flowing stream of molten rock.

If any creature steps onto this area the lava deals 2d6 points of damage per round, or 20d6 points of damage per round in the case of total immersion. Damage from lava

continues for 1d3 rounds after the exposure ceases, but the additional damage is only half of that dealt during actual contact, (1d6 or 10d6). See the rules for lava exposure in the DMG.

> Harm will be 9-12 points from fire/heat per ABC. A subject immersed in the lava suffers 21-25 points of Harm per second of such exposure. All harm indicated ignores armor/protection not specifically proof against fire/flame/heat-based Harm.

11. Cavern End: Here the temperature is bearable once one is away from the edge of the lava flow. From this position the party employing a strategy of luring the icy dragon to its doom can await the results in relative safety.

The careful party will explore, discover the two lost adventurers, gain their items, and when they discover this place the stage should be set for the end of the dragon. One of the group should hike back to its lair, swallow one ounce of the Aerial Wafer when in area 6, fly into area three, drop some missile or loose one at the creature, then fly at speed back on the axis 6-9-10-11.

As this character comes into area 8-9, he should shout to alert the others awaiting in 11, so the one wearing the diadem can conjure an illusion. The GM will have to decide if it will succeed in luring the wily drake into area 10. An illusion of 20 men moving away to the west lugging chests of treasure, one spilling out gold coins, jewelry and gems, and simply ignored as the group seeks to flee from the oncoming dragon should do the trick.

What if the Dragon Breathes Cold? This will meet the hot area and produce a great volume of fog instantly. This will appear as if some magical power was activated simultaneously with the breath so as to cloak the ones getting away with all that treasure. That should not deter the drake in its headlong rush. Although the cold will harden the lava more, the thickness of the surface will not be sufficient to prevent the dragon from breaking through the crust around the middle of the flow. That is doom for it. Characters can run across the cooled lava with only 2d4 damage, but if they walk damage will be d4 per round spent hereon.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in a bright flash of green and white as a dragon's roar echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

> **Award:** In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 250 General Merits and 1 point of Repute if they fought and defeated the drake in combat. If they tricked it, each should receive that Ability, Tricks, at 1 point, or add 5 points to the Ability if already possessed. If one person primarily conceived of the idea and means of defeating the drake, that one should receive a double award in Tricks Ability.

12. BLUE (AQUAMARINE)

Why Are You Here?!

Read this scenario carefully and prepare for play before the group becomes involved here!

Magical activations that enable escape from this sphere or removal from the immediate surroundings don't work. Other magic does, but not so as to allow the characters to escape the peril here—role-playing!

Having plenty of opportunities for most other sorts of activity, this little scenario presents the players with the absolute necessity of speaking in character and in this manner answer or else!

Of course we can't write much in the way of dialog for such a challenge. It falls mainly on you, the Game Master, to create and manage the whole matter. You know the capacity of your players in regards to roleplay, and you alone can test that to the fullest. What we have provided is the frame for the encounter. You need to do the creative material so that the frame will work.

This is the text to read aloud to the players when they enter the pane-portal:

From the confines of the cylindrical mini-cosmos to a new dimensional matrix in a touch and a whirl, that's how it goes. When your senses manage to function again after the disorienting transition, you see around you a palace, a grand hall in which are seated on thrones three larger-than-life figures. These three are swathed in cowled robes, so you can not tell if they are humans, let alone if they are male or female. One thing is certain, though, they are potent persons—or beings.

All around the many-columned hall, a place that calls to mind a grand temple, you see tall guards, male and female alternating. They are armed and armored alike, all with golden bows and swords, clad in silver mail that glows with a light of its own. These guards have wings, so the conclusion is obvious...

The enthroned figure clad in deep black edged in sliver speaks:

"You are the band of so-called heroes whose flitting about is causing disturbances in the cosmic flux. Identify yourselves, your leader first!"

And so your task begins.

You need to have each player speak in character for his or her persona. Of course there might be some discussion before that happens, as the players argue about who is the "leader" of their team. Make sure such cross-talk is brought to the fore by the black-robed figure. He will seek to exploit any dissention, for this entity is malign and wishes to see the

party fail in their quest. Any bickering will be repeated in questions, encouraged by appropriate comments. If there is actually a fight between characters, this will be allowed, and if such activity results in the death of one or more of the characters, that is the end of them, a victory for the netherlord here.

Otherwise, or thereafter, he will then speak as follows:

"Justify yourselves! What gives you the right to go from place to place, attack and slay as if you were deities judging those who object to your intrusion?"

Again you need to have each player speak in character. The netherlord will scoff at badly done orations, seek to raise dissention where reasons for the actions of the team differ, and generally deride some characters while seeming to laud others—those who show any strong pride, self-seeking, and/or evil tendencies.

When this is finished, he will finally offer:

"Save for one or two, you are sorry lot of heroes." As the black-robed figure speaks the last word he makes it sound to be an epithet. "Enough of your clownish meddling, eh? This is no business of yours, and you will surely die if you continue. I will send you back to your own world in a trice if your leader agrees to that. What say you?"

If the team actually has a leader who agrees to this, then it happens. They are sent back to their own world, the reputation of each "hero" in tatters, and this adventure ends.

> Each Avatar receives three points of Disrepute, and this adventure ends.

To rescue your investment in this module, simply use the various unplayed encounters in other places in your campaign, omitting the interplanar portals.

Assuming that the party has more gumption than that, then:

When you fail to respond positively to the suggestion made, the one seated to the left, a figure clad in a robe of white speaks to you: "Tell us who you are, then, your history from childhood on. What is your calling in life? We will hear how you came to be what you are now."

This is again an exercise to be conducted one at a time by the players as they relate the history of their character. As the GM you should certainly demand full account from each. If the character is lacking in detail, deride that fact with acerbic comments about poor memory, brain damage from injury, and that sort of thing. This is to encourage the lax player to develop proper material in regards his or her character, of course. Have the white-clad figure comment positively when detail is logical, full, and interesting.

After all of the characters have supplied the information demanded, the white-robed one will say:

"So, you are really nothing more than adventurers seeking both derring-do and fame—not to mention rich rewards for such exploits as you manage. Such activity is questionable at best, often deplorable. You must each search deep within yourself, find what aberration causes you to act so. Much of what you have done is not right, and amends must be made. Otherwise you will suffer in the afterlife.

"Repent now before us, and I will lift the burden of this quest from your shoulders. You may return to your own home place purified thus and with no stigma of the mercenary upon you. In fact, each of you will be gladly accepted into such holy order as you choose, as your goodness will shine forth."

Once again, if the party agrees, they will be sent back from here. Each will have their levels in all classes except the cleric class reduced by 50%, and those levels lost will be gained/added to the cleric class instead.

> Each will have their Weapons Ability dropped by 50%, and those points lost will be gained in Theurgy Ability instead, that given if the Ability is not already possessed. Each will also have one point of Repute. No matter what Order they were previously, each can now become an Acolyte in the Ecclesiastic Order, possess the capacity to have Scrutiny, Physique, and Learning Abilities without paying for the underlying cost, only that of adding points to each. Those with one or more of those Abilities do not gain points unless those are added normally through Merits and advancement in the ranks of the order.

This too is unlikely, so on to the third and final speaker!

When there is no assent to the offer, the one seated in the middle throne finally breaks its silence. This being is clad in blue-green, speaks in a contralto voice that is clear and seems both stern and compassionate at once. "Perhaps my associates delve not deep enough. None of you have related to us what it is you seek beyond the mention of the immediate, what you do here in the relative 'now'...

"Come now, each of you propound on what meaning your life has. What mission have you determined for yourself? What are your goals, and what motives have you to seek them?"

This brings about the last round of role-playing as each of the players in turn speaks for his or her character. Be sure to see that the answers match what was previously said in regards the persona. Did the history given match the mission claimed, and do the goals and motives fit that, the persona related, and the motives thus likely? Do the morals and ethics stated and implied match the background and actions of the individual? This is demanding work for the GM, but it will build better characters and make the players better at roleplaying.

Because of likely shortcomings, the response of the third of the deital "judges" will probably be mixed. If the party did exceptionally well, skip the initial statement, add something of your own if you are so motivated, and then continue with the second part.

[1] "From all of that it is clear that you are conflicted, have little real grasp of purpose and meaning in your lives. What you do possess is shallow, but at least you are attempting to grow and develop. Thus it is not mine to fault you beyond what I have said."

[2] "You must continue in your quest. Any other course would be compromising your principles. You are not paragons of either what is wicked or what is just, simply mortals striving towards what you believe is best. Thus I decree you shall be sent from here to finish your work, for I approve of it.

"Is there some small favor you would have from us before you depart?"

That is a very leading question. Have each player speak fully for his or her character, and only when all have thus spoken should you have the answers to requests made by the third entity. You must now adjudicate each request made while considering all that the appropriate player said for the character preceding the favor asked. In general, use the following to decide what results:

If the character was well played, expressed generally true and honest answers, displayed a bent towards good overall, and now asks little, the figure in blue-green robes will hand the supplicant a manual or tome conferring a +2 benefit to the ability score of their choice, commenting that the book will serve the character better than any other favor.

> The supplicant receives a Tome of the Savant.

If the character was moderately well-played and asked for much, or if played marginally, expressed few true and honest answers, displayed a bent towards selfishness, but now asks little, the figure in blue-green robes will say that all the character deserves is a bit of assistance, so she will grant him a +2 competence bonus to a skill of his choice but balance it with a –2 penalty to another skill.

> She will grant the Avatar a new Knack of his or her choice but with it a balancing Quirk—not one that makes the Knack meaningless, of course.

If the Avatar asked for much, then the deity will grant only the –2 penalty, saying to the effect that he or she needs to learn to be a better person, and the added disadvantage thus placed upon him or her should serve as a reminded to strive towards betterment.

> The deity will grant only a Quirk.

If the character was as above but asked for much, or if played passably, expressed some true and honest answers, displayed a bent towards good overall, and now asks little, the figure in blue-green robes will say that all the character deserves is a bit of assistance, so she will grant him a +2 competence bonus to a skill of his choice.

> She will grant him a new Knack of his or her choice.

When such grants are completed, the figure points, and a glowing hexagonal portal appears before the party, the gateway back to "the pipe."

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back shimmers and turns into a striped pattern of black, blue-green, and white. It then fades slowly into nothingness as a sound like that of wood striking wood echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

When adjudicating the number of experience points to award for this scenario the GM is directed to the rules regarding variant XP found in the DMG.

> **Award:** In addition to the usual Merits for time spent actively participating in the adventure, each member of the party who in the GM's estimation roleplayed well should receive 50 General Merits.

13. INDIGO (NAVY BLUE)

Blowing in the Wind

Magical activations that apply to things of air will function here, but in general most spells will simply be useless—or else subsumed in the form that the character now possesses.

The Game Master might wish to review the rules for aerial combat laid out in the DMG before running this scenario.

Upon entry to this place, all the characters find themselves transformed into minor winds, breezes if you will. They can see their fellow's countenance at the head of a long, streamlined body of air behind, rather like old illustrators used to depict winds. After the introductory reading, you can fill in for the players so as to give them the mental picture of their environment, their forms, and what they observe.

You, the Game Master, will be called upon to devise and innovate as needed as this is essentially a sort of "outdoor adventure" for the characters, and considerable extemporaneous material added to the scenario will benefit all concerned.

This is the text to read aloud to the players when they enter the pane-portal:

There is no nausea or like physical pangs accompanying this transition to some other plane. In fact, even your senses are seemingly fine from the moment of arrival, around you are the familiar faces of your companions...but they are not "right!" They are pale, semi-transparent, and have no proper body. There is a suggestion of hair and wind streaming out behind each face, a hint of a form of eel-like sort, but insubstantial. Still, they don't seem harmed. A glance down makes you glad of that, for you

have no body below, only behind you as they do. Down below is nothing but sky and clouds and some strange patchwork far, far below.

What has happened here?

As stated previously, all the characters are now wind creatures, with armor and protection as they had before this transition. Where applicable, their abilities and capacities are changed as follows:

Weapons: The use of a weapon translates into sending a blast of air against a foe. They'll have to discover this, but in essence that blast will work exactly as would an attack with whatever material weapon a character has and used before being altered thus.

Other abilities that do not directly translate to this environment:

Cleric: Use healing spells normally and otherwise summon moderate golden cloud (as explained below).

Druid: Send hail stones causing 1d4+2 points of damage per level of spell slot used (i.e. if a druid uses a third level spell the hail causes 3d4+6 points of damage).

Rogue: Assume in 1 round the form of any of the small clouds of different color as explained below.

Sorcerer or Wizard: Send lightning bolt of 1d4+3 damage per level of spell slot used (i.e. if a sorcerer or wizard uses a fourth level spell the lightning bolt causes 4d4+12 points of damage) to a range of 30 feet +10 feet per level of the spell slot used (i.e. in the case above of a wizard or sorcerer using a fourth level spell the range would be 70 feet.)

Rogue: Assume in 1 round the form of any of the small clouds of different color as explained below.

With these guidelines in mind the GM can adjudicate the effects of other class related abilities. A raging barbarian would appear as a mini-cyclone, a ranger might be able to track by noting disturbances in the surrounding clouds and so on.

Enchantment: Send lightning bolt of 13-16 point Harm range in one ABC/round at a cost of 5 AEPs plus 1 AEP per 10 feet of additional range beyond 30 feet. Harm delivered is as normal for an Extraordinary Activation.

Geourgy: Send hail of 13-16 point Harm range in one ABC/round at a cost of 5 AEPs plus 1 AEP per 10 feet of additional range beyond 30 feet. Harm delivered is as normal for an Extraordinary Activation.

Pretense: Assume in 1 ABC/round the form of any of the small clouds of different color as explained below.

Necrourgy: Summon small black cloud (animort) in 2 ABCs/rounds at a cost of 5 AEPs.

Psychogenic: Deliver normal weapon Harm at a range of up to 30 feet at a cost of 5 AEPs.

So rcery: Summon small purple cloud (demon imp) in 2 ABCs/rounds at a cost of 5 AEPs.

Theurgy: Use healing Powers normally and otherwise summon moderate golden cloud (as explained below) in 3 ABCs/rounds at a cost of 15 AEPs.

By scanning the vistas surrounding your party you can see that there are a few places that are not only sky and scattered clouds.

To the north you see a vast line of glittering silvery-hued clouds and a white mountain.

To the east you see there is a tall mountain of red hue and ochre clouds lying around it.

To the south there is another mountain, a broad olive-green one with many boiling gray clouds.

To the west there are pale blue clouds and flashes of lightning around a blue mountain.

As none of those features matches the color of the pane portal that brought you here, there seems to be no clue in that regard. It is apparent that the team will have to explore and thus discover the place to escape this strange state and dimensional matrix.

It is not going to be too hard, it seems, as you can move quite quickly. It appears as if you can "walk" along at a speed that must be around 10 or so miles per hour, and a brief 'sprint" triples your normal rate. Movement here will be a breeze...

Indeed, movement rate translates to 1 MPH per 2 feet of speed as adjusted for armor and like penalties (e.g. a character with a speed of 30 can move at 15 MPH).

Movement rate translates to 1 MPH per Speed BR point.

Movement will be as if the party is traveling in the wilderness, with checks for random encounters six times each 24 hours, three day and three night checks. In the three daytime checks include d4 and d6 checks for locating food and water sources.

All creatures are now clouds of various sorts, storms or else visible winds. All clouds are not creatures, however. Here is your list:

"Terrain":

White Clouds, bank: Resting place/shelter—always can be located

Green Clouds, bank: Food/hunting place— discover 1 in 4

Blue Clouds, bank: Water— discover 1 in 6

Creature Encounters: Encounter occurs 1 in 10

Cyclones: Gigantic creature or very large groups of creatures

Storms: Huge creature of large group of creatures

Clouds as Creatures: (Size may indicate relative threat.)

Black: Living dead/undead and evil spirits

Golden: Deital minions (planetars, solars and the like).

Gray, light to dark: Normal animals and fantastic creatures

Purple: Demonkind

Red: Dragonkin

Winds: Various of the "Humanalia"—humans and humanoids

A trek through the "wilderness" now begins, for the team must explore and discover how to escape from this place. They are in an altered state, and a strange world. In short, by altering your descriptive information, you will create "aerial" places and creatures, those when seen up close resemble vaguely their mundane counterparts, but have different forms for this environment. The creatures attack and defend the same as they do normally, of course, more or less like the characters do, but you should invent new terms for describing the attack means. Here are some suggestions:

Bite—pelting sleet
Claws/talons—small whirlwind
Extraordinary energy/magical force—storm of hail
Fire—violent updraft
Paralysis—doldrums, no wind or movement
VT/poison—sharp downdraft
Weapon—blast of air

Exploring: Depending on how long you wish to make this adventure, the distances to the mountains the party has seen can vary from as few as two or three days of travel time to as many 10 from the central location in which they start. To make it easy, just double the distance factor to move from a mountain to an adjacent mountain. For example, if you decide that the travel time from the center to any mountain is five days, then if the party goes to the north to explore the silver mountain, the red mountain to the east and the blue one to the west are each 10 days of travel time from the north mountain.

Encounters of the sort normal for "wilderness" exploration occur as indicated.

Patchwork Below: This is the surface of the ground some miles beneath the place winds of the sort that the characters are now roam about. If the adventurers move down towards this area the Game Master might opt to have them be subjected to a stratum of crosswinds that inflicts 3-5 points of damage. Similarly, if they continue on thereafter, other strata—updraft, downdraft, still air—delivering progressively more damage (6-8, 9-12, and then 13-16) might be encountered as further warning. In all events at or near ground level, the characters will suffer the loss of 1 hit point each round as crosswinds and obstructions affect their aerial forms. If one is reduced to –10 hit points, that character is destroyed unless another manages to rescue him and return him above within one minute's time.

Characters at ground level suffer 1 point of health due to the crosswinds and if reduced to zero the character is destroyed unless revived in one minute.

Mountains: White: The location of the giant Frosti, the master of the north winds. He will send one or more polar bear winds sufficient to cause the party a hard fight as they near his home. If they continue, Frosti will send blasts of air to slow their progress, and when they come to his mountain he will order them away:

"You are not cold and sharp enough to be here. Be off, or I'll put you in my bag where you'll be torn apart to feed my icy blasts!"

That is what will happen if immediate retreat does not follow, although each character can make a Fortitude saving throw (DC 17). Failure meaning that character is destroyed. Success indicates the character has escaped the bag and must flee immediately or be put back in it.

Each Avatar has a Disaster Avoidance check at 2 x Speed Base Rating.

Red: The location of Fujin, the master of the winds in the east. He is away when the adventurers arrive in his locale, but the storm god Raiden is there. The latter deity will send a cornugon devil to harass the party as he sends rolling thunder across the sky in laughter.

Raiden sends a huge oni.

If they defeat his minor servant, then Raiden will come stalking forth to use his thunderbolts to destroy the foreign interlopers. Unless the characters decide immediately to flee at fastest speed when this red cyclone appears moving down the mountain, each must make a Reflex save (DC 17) or be torn to shreds by his booming assault. Success indicates the character has escaped the attack and must flee immediately or be assailed again.

Avatars must succeed in a Disaster Avoidance check at 2 x Speed Base Rating.

Green: Here dwells Aeolus, the elemental wind god. He is willing to allow strange breezes into his demesne, and Aeolus will speak with the party if they manage to defeat a "wild tornado" (evil storm giant) that is roaming around on the mountain.

Defeat a cyclopean giant.

If they do speak with this deity in humble and respectful manner he will give them *Winged Helmets* (see Appendix D: *New Magic Items*, p. 254) to wear. In their current form these will enable characters' movement rate to increase to three times normal speed. They also reduce damage and other undesirable effects from electrical, light (blinding), and sound (deafening/stunning) attacks by one-half.

Blue: This is the realm of an entity called Old Mother West Wind. It is protected from trespassers by thunderbirds. These are deital minions of varying puissance. The ones here are of only 15th up to 13th Rank; but that is quite sufficient to deal one-on-one with the party members and slay them with lightn-

ing bolts, blinding flashes, and thunder that stuns and deafens.

"Rank" is a measure of a deital beings power. It has a different meaning here to that given in certain D20 rulebooks dealing with deities, demigods and the like. A Greater God would be 1st Rank. Thus these minions are at the lower end of the deital power spectrum, servitors to a potent divine source. See page 245 for further information on the Ranking of divine powers.

"Rank" is a measure of a deital beings' power. See Appendix A for further information on the Ranking of divine powers. These minions are at the lower end of the deital power spectrum, servitors to a potent divine source.

Should the team come here without benefit of *Winged Helmets*, they will be met by a 13th Rank thunderbird that will use its flash and sound attacks to blind and stun them for 2d4 rounds, deafen them for thrice that period of time. If that isn't sufficient to drive the party away, the thunderbird will send forth to a distance of up to 700 feet a triple-forked bolt of lightning to strike the three foremost characters. This strike will inflict 1d3+17 points of damage on each target subject, each hit being 99% likely. If that fails to drive them off, then two more of these entities will arrive to assail the party likewise, all three now employing single-strike bolts every round to deliver 1d4+17 (15th Rank), 1d4+20 (12th Rank), or 1d4+31 (13th Rank) points of electrical damage at ranges of 500, 600, and 700 feet respectively. If by some strange circumstance these three thunderbirds are actually fought and bested, three like ones will appear and attack. There is no getting through their cordon without the helmets. No statistics are provided for the thunderbirds, as even the greatest of mortal heroes cannot destroy the servants of Old Mother West Wind.

When the team approaches wearing Winged Helmets, the thunderbirds will allow them to pass unmolested. They will then approach the blue mountain, see it at close range as a beautiful place that looks like forests and meadows in mid-spring. An old woman will eventually be noted, she walking through a field of flowers and tall grass.

When the team approaches this entity read aloud the following:

As you near the figure you saw walking along in the blooming meadow, she ceases moving, turns.

"Well, well, what have we here?" says the elderly woman as she glances up and sees you. "You aren't my little breezes, so you must be that band of heroes off on a quest. It must have been rather difficult, reaching my place. Settle down and rest here a bit, and I will get what you need."

Without waiting to see what you do, the old woman vanishes.

If the party members do as they were told, Old Mother West Wind returns in a short while with a round leather shield upon which are painted in indigo six horses so spaced as to form a hexagon. She will tell the adventurers that this is their gate back to where they came from, and that the shield will remain for one of them to use, it being a large steel shield +2.

The shield is a standard Preternatural one.

If they wander off, then return, she will be waiting impatiently, speak to them sharply about not following instructions, give them the shield, but it will not remain, just serve as a means of transference.

Should some other course of action be taken by the party, they must eventually meet this entity and get from her the means to return to the cylindrical mini-cosmos. If they attack her, come back much later, any sort of similar thing, then she will make a gesture as they receive the shield. She will then vanish, their Winged Helmets will likewise disappear, and the shield will not remain as a prize, disintegrate in sending them back.

Note, in all cases the Winged Helmets will vanish when the party returns to "the pipe". If the players did very well, then the GM might well allow a single one to remain with the party.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back seems to be blown to shreds as fog in a wind as a drawn out susserating whoosh echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: The usual Merits for meaningful Ability use, as modified by the environment, and time spent actively participating in the adventure are sufficient here.

14. VIOLET (PLUM)

Horsing Around

The usual laundry list of magical activations that don't function here should apply. No escaping the world, transferring from place to place, flying, etc. When you assess the adventure at hand, judge for yourself what spells will work, which will not.

This is the text to read aloud to the players when they enter the pane-portal:

Smoke surrounds you. That's what you discover as your stomach stops complaining about being magically sent from one dimensional matrix to another, and your senses are able to function. Have you been gated into the middle of some burning building? Ah, no...

As a flap is opened and more light comes into the place you see there are hide walls surrounding the party. The smoke is vaguely perfumed, some sweet grass and herbs likely. The one who lifted the skin flap is garbed in mask and feathers, a tribal shaman of some sort, surely. Tapping on a small drum he holds in his left hand, he beckons for you to exit.

As you do so a crowd of warriors clad in a motley array of armor awaiting outside set up loud ululations and utter fearsome whoops. A tall man with a fur cap raises his hand, the noise cases immediately, and he speaks to you:

"The purification is done, and now you go forth to prove yourselves as fit to be Takeda braves. I have decided upon your test. It is to go to the land of the Chulmuks and steal horses from them. If you come back with no less that two hands of their mounts, then you will prove you are true warriors of the People and receive the Six Cornered Night Sky. If not, then you should die there fighting the Enemy, for to return without horses will shame not merely you but all Takeda people!

"Now look. I draw the place where the stinking toad-eaters have their village. See the river is here, and the hills..."

As you watch the chief of this savage band—a tribe naming itself the Takeda, evidently, and somehow considering you as members of it—draws a crude map in the dust.

(At this point hand the players the map titled "The Chulmuk Village.")

"This river is that water we call Rippling Run because it has many shallows where the rocks below make the water rise up and play. See here? It flows from our lands towards the rising sun where the Enemy dwells.

"The three hills hide a valley of tall grass where the Chulmuks keep their horse herd. They have guards on the hills and near the animals too. Go now. This raid will bring much honor to the People, cause shame and fury in the council house of the toad-eaters. Do not fail."

Okay, it is a raid by one tribe on another to steal horses, but the party needs to succeed for a reason that should be obvious to them. The "Six Cornered Night Sky" is an indigo hexagon, of course. Unless they manage to bring back at least 10 horses, they won't get that, so they can't escape from this world.

If the characters think to kill the Takeda warriors and gain the shield portal thus, explain that there are about 40 tough-looking braves around them, with several sub-chiefs, the shaman and his assistant, and the chief with two principle warriors. They look formidable and ready. Use the stats for the Chulmuks below for this group—and there should be no chance of the party surviving such a battle.

Note that the Takeda view madness as a sign of divine blessing; if the characters foolishly state that they are not members of the tribe but visitors from elsewhere the braves will become jubilant, certain that their "fellows" have been touched by the gods, then push them on.

The Chulmuks are very hostile to the Takeda in general and especially in regards to warriors of that tribe—and the characters are seen as being just that. If the adventurers try to buy or trade for Chulmuk horses, they will be attacked and likely slain.

MAP INFORMATION:

When the players ask, supply the following details as coming from "eager fellow braves wishing you well on the raid":

Rippling Run: In the land of the Chulmuk the river is a little broader but not much deeper. Aside from some holes, it is generally about 50 feet wide and no deeper than up to your knees or so. There are plenty of fine fish in it! Its banks get steep where it flows through the three hills though. Instead of two to four feet above the water, there they are seven or more feet tall.

Tributary Streams: The creeks that feed the river are only small ones, maybe five or so feet wide at their mouths and no deeper than Rippling Run itself.

Marsh: There is a marshy place where Many-Muskrat Creek meets the river. They say that is where the king snapping turtle dwells. If so, his realm is mainly in the marsh area north of the river where the land below the third big hill there is full of little ponds and reeds growing from the shallow water and muck there.

Three Hills: These are tall, mostly bald hills, knobs with steep sides and many rocks. The Chulmuks know the pathways up to their tops, of course.

Guards: The toad-eaters will have two guards, likely, one watching, the other sleeping. They watch from the hills and also by the herd down below.

Horse Valley: The river bisects this lush place of good grass for grazing. A third of the basin is to the south of the water, the larger part north. The horses cross the river as they like. The Chulmuks have many hands of good steeds!

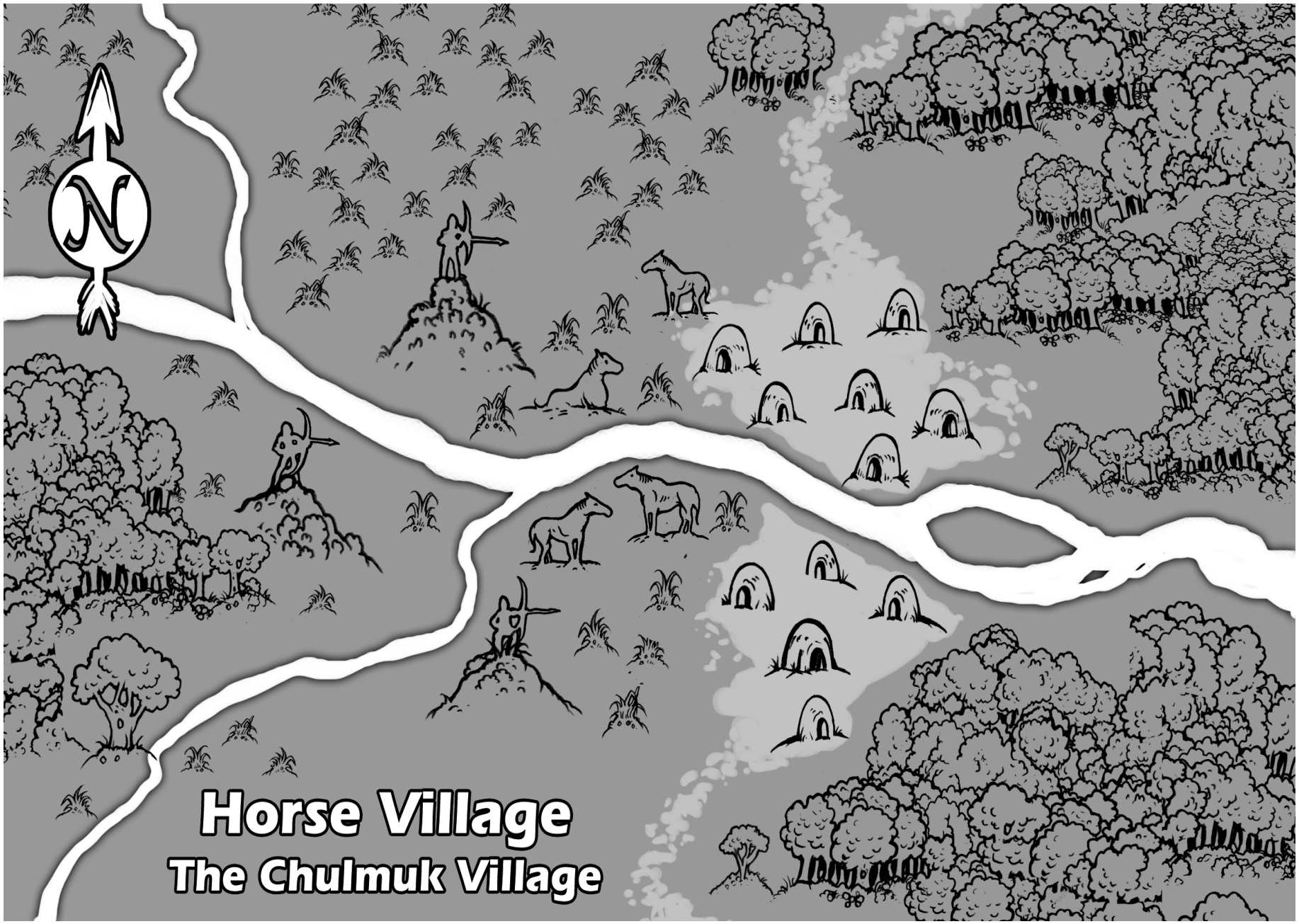
Chulmuk Village: It is hard to say how many of the Enemy are there in the village. They have many warriors, more than us perhaps, but not as brave or strong. The wicyurts each hold one or two of their fighters, so look for at least five hands and two more hands of these places. Some of their folk will be off in hunting and horse roundup camps.

Trail: The track into the toad-eaters camp runs south to where that hunt, north to both hunting and wild horse lands the Chulmuks claim is theirs.

Woods: Those woods are good. They follow the Rippling Run towards the rising sun, getting larger as they do so. There are many animals dwelling in there, and they say that the nuts found in fall are as thick as leaves on the ground.

Island: That is a small place, full of brush and some trees, but a party of your number could hide there.

General Terrain: Oh, most of the land around the place of the toad eaters is just like here—generally flat, with small swales and now and then a gully or low rise. It is good grazing land. Few bushes or trees are to be seen, as the animal herds graze them down. Near the water the Chulmuk women make gardens just as proper women do.


N
Horse Village
The Chulmuk Village

As predicted, near the marshy area will be encountered a very large turtle:

Dragon Turtle: CR 9; Huge Dragon (Aquatic); HD 12d12+60; hp 140; Init +0; Spd 20 ft., swim 30 ft.; AC 20 (-2 size, +12 natural); Atk Bite +18 melee (4d6+8), 2 claws +13 melee (2d8+4); Space/Reach: 30 ft. by 40 ft./10 ft.; SA Breath weapon, snatch, capsize; SQ Scent, fire immunity; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.
Skills and Feats Hide +7*, Intimidate +16, Intuit Direction +10, Listen +18, Search +16, Spot +18; Alertness, Blind-Fight, Cleave, Power Attack.

Turtle, Snapping, huge	H 48	P 53	9a1/ 3l/12w
1-20 +6-8 sp.	20/12 sp.		

Attack: bite for 1-20 + 9-12 p Harm ignoring all non-metallic non-Extraordinary armor, bucklers and shields.
Defense: 20 against p Harm, 12 against s Harm, and 20 in water against both forms.

Here are the stats for the Chulmuk (and Takeda) tribesmen:

Chief (1) Bbn12: CR 12; Size M; HD 12d12+48; hp 137; Init +1 (+1 Dex); Spd 40 ft.; AC 17 (+1 Dex, +5 chain shirt, +1 buckler); Attack hand axe +18/+13/+8 melee (1d6+5), or light lance +17/+12/+7 melee (1d6+5), or throwing axe +13/+8/+3 ranged (1d6+5); SA: Rage 4/day; SQ Uncanny dodge (+1 against traps), DR 1/-; SV Fort +12, Ref +5, Will +5; AL CN; Str 20, Dex 13, Con 18, Int 15, Wis 13, Cha 14.
Skills and Feats Climb +13, Craft (hide working) +15, Hide +4, Intimidate +13, Intuit direction +6, Jump +18, Listen +17, Move silently +4, Ride +16, Spot +6, Swim +13; Alertness, Blind-fight, Cleave, Improved unarmed strike, Power attack, Weapon focus (hand axe).

Shaman (1) Drd9: CR 9; Size M; HD 9d8+9; hp 58; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); hand axe +8/+3 melee (1d6+2), or thrown axe +7/+2 ranged (1d6+2); SQ: nature sense, woodland stride, trackless step, resist nature's lure, wildshape (large), venom immunity; SV Fort +7, Ref +4, Will +8; AL N; Str 14, Dex 13, Con 12, Int 12, Wis 15, Cha 11.
Skills and Feats Concentration +13, Craft (tent making) +13, Diplomacy +11, Hide +1, Intimidate +4, Intuit direction +12, Listen +1, Move silently +1, Profession +9, Scry +12, Spot +1; Craft rod, Extend spell, Improved unarmed strike, Run, Silent spell.
Druid Spells Per Day (DC 12+spell level): 6 0-level, 5 1st-level, 5 2nd-level, 3 3rd-level, 2 4th-level, 1 5th-level as deemed logical and effective by the GM.

Sub-Shaman (1) Drd7: CR 7; Size M; HD 7d8+7; hp 43; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Attack hand axe +6 melee (1d6+1), or thrown axe +6 ranged (1d6+1); SQ: nature sense, woodland stride, trackless step, resist nature's lure, wildshape (3/day); SV Fort +6, Ref +3, Will +7; AL N; Str 12, Dex 12, Con 12, Int 10, Wis 15, Cha 10.
Skills and Feats Animal empathy +10, Hide +1, Intuit direction +11, Jump +5, Knowledge (nature) +12, Listen +4, Move silently +1, Scry +9, Spot +2; Brew potion, Enlarge spell, Quicken spell, Skill focus (knowledge (nature)).

Druid Spells Per Day (DC 12+spell level): 6 0-level, 5 1st-level, 4 2nd-level, 2 3rd-level, 1 4th-level as deemed logical and effective by the GM.

Sub-Chief (2) Bbn10: CR 10; Size M; HD 10d12+10; hp 70; Init +1 (+1 Dex); Spd 40 ft.; AC 14 (+1 Dex, +2 leather, +1 buckler); Attack club +13/+8 melee (1d6+3), or light lance +13/+8 melee (1d6+3); SA: Rage 3/day; SQ Uncanny dodge (+1 against traps); SV Fort +8, Ref +4, Will +3; AL N; Str 16, Dex 13, Con 12, Int 8, Wis 10, Cha 10.
Skills and Feats Climb +14, Craft +12 (hide working), Hide +1, Intimidate +12, Intuit direction +9, Listen +0, Move silently +1, Profession +1, Swim +7, Tumble +2; Cleave, Combat reflexes, Endurance, Power Attack, Run.

Leading Warriors (6) War8: CR 7; Size M; HD 8d8+8; hp 44; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Attack hand axe +11/+6 melee (1d6+3), or mighty composite short bow +10/+5 ranged (critical 19-20/1d6+3); SV Fort +7, Ref +3, Will +3; AL N; Str 17, Dex 12, Con 12, Int 10, Wis 13, Cha 11.
Skills and Feats Handle animal +11, Hide +1, Intuit direction +5, Jump +13, Knowledge (nature) +3, Listen +3, Move silently +1, Spot +3; Alertness, Improved critical (bow), Power attack, Weapon focus (bow).

Warriors (30) War7: CR 6; Size M; HD 7d8+10; hp 48; Init +0; Spd 30 ft.; AC 13 (+2 leather, +1 buckler); Attack short spear +7/+2 melee (1d6), or thrown spear +7/+2 ranged (+1 hit/damage bonus at short range, 1d6); SV Fort +6, Ref +2, Will +2; AL N; Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 11.
Skills and Feats Hide +2, Intimidate +10, Listen +0, Move silently +2, Ride +10, Spot +1; Blind-fight, Combat reflexes, Point Blank Shot, Toughness.

Warrior Scouts (9) Rgr7: CR 7; Size M; HD 7d10; hp 40; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather); Attack battle axe +10/+5 melee (1d8+3), or mighty composite short bow +11/+6 ranged (1d6+3); SA: Favored enemy (two rival tribes – will include the adventurers when raiding the Chalmuks!); SV Fort +5, Ref +8, Will +3; AL N; Str 16, Dex 18, Con 11, Int 10, Wis 12, Cha 10.
Skills and Feats Animal empathy +10, Climb +9, Hide +9, Jump +5, Knowledge (nature) +2, Listen +3, Move silently +8, Spot +7, Swim +9; Alertness, Improved Initiative, Lightning reflexes, Quick draw, Track
Ranger Spells Per Day: 2 1st-level, as deemed logical and effective by the GM.

Chief 1 H 90 P 80 S 16
Attack: belt axe for 2-20 +18 p Harm; range 1, speed 4, p bonus 10 = 90 or if mounted lance for 1-20 +18 p Harm; range 8, speed 5, p bonus 0 (if at charge 1-40 +18 p Harm, p bonus 10 = 90)
Defense: 7 for steel mesh, +6 for buckler if mounted

Shaman 1 H 65 P 40 S 18
Attack: Select Powers as you will be logical and useful for such a figure; activation at 80 score
Defense: 6 for leather garments.

Sub-Shaman 1 H 45 P 35 S 17
Attack: Select Powers as you will be logical and useful for such a figure; activation at 60 score
Defense: 6 for leather garments

Sub-chief 2 H 75 P 70 S 18
Attack: spiked club for 3-20 +12 p & s Harm; range 3, speed 6, p bonus 5 = 75 or if mounted lance for 1-20 +12 p Harm; range 8, speed 5, p bonus 0 (if at charge 1-40 +12 p Harm, p bonus 10 = 80)
Defense: 6 for leather garments, +6 for buckler if mounted

Leading warrior 6 H 70 P 65 S 17
Attack: medium bow for 2-20 +10 p Harm; range 75/225/450, speed 1, p bonus 10/5/0 = 75/70/65
or axe for 5-20 +10 p Harm; range 2, speed 5, p bonus 5 = 70
Defense: 6 for leather garments

Warrior 30 H 50 P 50 S 15
Attack: short spear thrown for 3-20 +6 p Harm; range 20, speed 3, p bonus 0 or short spear for 2-20 +6 p Harm; range 5, speed 3, p bonus 5 = 55
heavy knife for 3-20 +6 p Harm; range 1, speed 3, p bonus 0
Defense: 4 for leather garments, +6 for buckler if mounted

Warrior & Scout 9 H 55 P 60 S 18
Attack: medium bow for 2-20 +8 p Harm; range 75/225/450, speed 1, p bonus 10/5/0 = 70/65/60
or axe for 5-20 +8 p Harm; range 2, speed 5, p bonus 5 = 65
Defense: 4 for leather garments

Of course the party in not meant to take on any large force of warriors at all. They are supposed to plan and execute a raid on the Chulmuks so as to capture and bring back 10 or more of their horses. The party will be given mounts, sent east by the Takeda tribe with shouts of encouragement and wishes for great success.

It is up to the players to plan and tactically manage the matter. The best method is to follow the river downstream, not come in sight of the hills until after sunset. Then, when it is night, ride on to the marshy spot. They should then leave the horses there on the opposite side of the marsh, and follow the river, moving into the water proper to enter the valley where the horses graze.

Any characters able to move quietly (LA game: Hunt, Ranging, or Stealth Ability or like skill) should lead the way and seek out the guards. The dozing-sleeping one should be eliminated (attack success mans immediate elimination); then there is an alert sentinel. He must be assaulted and taken out in one attack sequence so as to not be able to give the alarm.

Note, all characters will be able to ride and fight mounted even if not otherwise enabled by Ability or skill. In a D20 game all adventurers receive a +10 competence bonus to Ride checks.

There are two warrior-scouts on each hill, two pairs with the northern part of the herd (70 horses) and one with the southern portion (40 horses). One of each pair is asleep, the one watching the southern herd is dozing.

Skills that will be useful and should be used to accomplish the task: Animal Empathy, Handle Animal, Hide, Knowledge (nature), Move Silently, Ride, and Wilderness Lore, set the DC for these at an appropriate level, basing your decision on the ingenuity (or lack thereof) the party displays. Darkness will make Spot skill less useful. If the nearby guards are not eliminated, though, they will certainly hear any such work.

Abilities that will be useful and should be used to accomplish the task: Hunt, Nomadic, Ranging, Savagery, Stealth. Darkness will make Scrutiny less useful, and Waylaying is unlikely to have any application here. Nomadic or Rustic will do to round up and move the horses away in quiet manner, but as noted above, if the nearby guards are not eliminated they will hear such activity.

Up to six horses per party member can be cut out and herded with relative quiet. They should be led by one character, the rest behind, the herd moved upstream to where the teams' horses are waiting, and then the lot can move at a gallop from there west to come next afternoon to the Takeda tribe's village.

There will be a big celebration then, and if you wish to extend the adventure, have the chief propose the whole tribe must now go and assail the Enemy. The Takeda, with the characters assisting, should be able to defeat their foes rather roundly. The Chulmuks will meet them in the field, flee if they lose more that 15 fighters—or their chief and 10 others.

When returning with 10 or more horses, or after the defeat of the Chulmuks, the chief or shaman will bestow a

shirt on the leader of the team. On it is a beadwork hexagon in violet quillwork, and touching it takes the characters back to the cylindrical mini-cosmos.

Turtle, Snapping, Huge (new creature)
Appearing: 1
H 31-50 P 46-55 S 9 attacking, 3 moving on land, 12 moving in water
Attack: Snapping bite for 1-20 plus 6-8 p Harm—9-12 if 41 or more points Health. Harm delivered ignores non-metal armor of non-Extraordinary sort and always ignores any buckler or shield.
Defense: 20 armor protection against penetration Harm, 12 against shock Harm except also 20 when in water.
A giant snapping turtle of this sort—often called known as "alligator" because of shell projections—is simply a normal animal that has grown to exceptional size and strength. The abnormal growth of some members of the species is likely due to some magical stimulation, of course, that likely to have been engendered in the turtles during the Age of Adepts, but now simply a seldom-occurring "sport" in such turtles.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back shrinks into a bright white light, then disappears as a war-whoop echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive two points of Ability in whichever one of the following was most successfully used in the adventure: Hunt, Nomadic, Ranging, Rustic, Stealth. If the Avatar has none of these, but managed nonetheless, give the appropriate Ability at 1 point score.

LOZENGE-SHAPED PANES

15. RED (CRIMSON)

A Shooting Gallery

All magical activations that do not allow exiting the particular place in which the characters find themselves work here. If some activator chooses to summon some entity that disrupts the "sport" at the gallery, then so be it. The adventurers will find themselves marooned in a really limited cosmos. Of course, you, as GM can expand on this setting, allow them some other means of escaping it and returning to the cylindrical mini-cosmos.

The same goes for an attack on the barker for the Shooting Gallery. Kill him and the operation shuts down. In this case, though, it is suggested that a fine of 150 gp will bring in a new barker to run the machine and sell tickets, this one an ogre, perhaps.

A fine of $25,000 will bring in a new barker.

This is the text to read aloud to the players when they enter the pane-portal:

The distress and disorientation of magical transference from one dimensional matrix to another is no worse or no easier than usual. After a few seconds spent gathering your senses, you are able to check what is around. You find yourselves in some relatively large building, a place that is dimly illuminated by some unseen light sources. This allows easy estimation of the surroundings, certainly. The floor is of smooth stone, the walls are likely the same, but all save the one directly ahead are painted with carnival-like scenes of creatures and hunters in sylvan setting. The ceiling from whence the soft light herein comes is about 20 feet overhead.

Directly before you is a line of scarlet painted on or inlaid into the stone of the floor. It runs the width of the building, perhaps 50 feet. Beyond that at about 50 feet distance is a long ridge of what appears to be natural rocks, a continuous line that varies in height from as little at two feet to about five feet high.

What can only be a major Oaf is standing to one side. He is dressed in bright motley clothing, grinning broadly. "Welcome to dis here Shooting Gallery, friends," he cries jovially. "Real glad you made it here, yup!" He looks at your party with a practiced eye, rubs his hands. "Looks like you lot are right able to deliver some good archery—and maybe some spells too, eh? That's just the ticket!

(An Oaf is a large, somewhat dim-witted breed of Alfar. A typical specimen is about six and a quarter feet tall from the top of his flat, oval-shaped head to the calloused soles of his big, flat feet. Facial features are apish, with prognathus jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers. The chief ones of this race are huge Ogres, these being larger and stronger, but no smarter, than the rest).

"Speaking of tickets, how many you want? Only 6 coppers each, so step up and get 'em!"

Tickets cost $10 ea., one silver coin, 50 per gold ounce.

(Here are some answers to questions that are sure to come; the rest are to be made up by the Game Master as needed:)

"The Shooting Gallery? Why it's the best place in the whole of the Multiversal Carnival, of course. Where else can you win big prizes like thousands in cash, magic items too, while havin'

fun potting off baddies and beasts?!"

"Tickets? Each ticket allows you to shoot once. Hit and knock the critter off, you are already ahead of the game!"

"What weapons can you use? You can't use your bows, crossbows, or slings, sorry—you gotta use house weapons when you're in action here. Opposite thing with using Powers—any one that you have that delivers damage to the targets is fine."

"Target values? Each target has an assigned value, and you nail it, you get tokens, right? Each has a value. Trade in tokens for tickets, cash, or a chance for picking up magical items of all Grades—great, ain't it?"

"Special targets? You gotta fire at regular targets first, earn tokens, and then trade 'em in to get the special ones what gives you a chance for magical item prizes."

"What good are the tokens? You get a ticket for every 50 point of token value turned in—if you hold 'em, 500 target points gets you a slick 15 silver pieces in cash.

500 target points gets $250.

"There's a chance for a bonus in token value every time you knock a critter down. Hey, we're crazy, here! There's a chance that you'll get a lucky prize for a target you got—a genuine magical item of our choice!"

"Usin' spells? Well, the usual limits apply—whatcha got is what you can burn, but being on line here means you can crank up a potent one and let 'er rip—but the targets missed getting' ready might kinda cause some sorta confusion. That's for you to decide, and I ain't sayin' no more."

"How good are the magic things? Well, you ain't likely to draw a ring o'wishes outta a grab bag, are you?"

"Other magic? For 1,000 target points you gets to blaze away for the magical goodies—knock off the target you get whatever item it represents. One thing though, each guy shootin' for magical stuff gotta pay the 1,000 token points, right?"

"Magic prizes? All the way up to top o' the line, pals. Wands, weapons, even walkin' luggage—that's a real kick! Fact is, there's even a shot at a dimensional portal that'll take you away home. Ready to start lettin' loose?"

"How many shots can you take? Damn, but as many as you got tickets for—we supply the missiles. How's that for a deal, huh? O' course you can maybe get off three missiles before a target goes outta sight, maybe two or only one... depends. You'll see. If it's a spell you're chuckin', well better make it a quickie, as not many of them targets stays up for more than three to five beats."

"Remember, fellas, only one guy shootin at oncest, and one shot costs a ticket!"

First, the statement about getting home is purposefully misleading. The speaker considers home to be where one hangs one's hat, and back in "the pipe" is just that of late. Of course, if this is the last pane to be entered, then the door to another dimensional matrix will indeed be one that's but two steps away from the team's return to its own world...

Next, you'll need to consult the tables below for the targets, values, penalties for hitting them, hit points for each, and the results for the character that shoots and misses or fails to completely:

Roll 3D20 for target numbers appearing in a six-second time block. If a number repeats, there are only two targets up; if all three are the same, one only. When one or two targets appear, extend the time duration for one or both by 1 beat.

Targets have an armor class of 10, a to hit penalty, and a hit point rating.

Targets have no protection, only a Health rating.

Consult tables on following page.

A "wounded" target will reappear if rolled, so it is incumbent on the Game Master to keep track of the damage inflicted upon targets that are not eliminated.

Assume a six-beat session of shooting. Targets appear on beat one, disappear at the end of beat two or thereafter. A target with 5 beats disappears at the end of the fifth beat of the session, unless it is one of only one or two appearing.

Player characters attack with their usual bonus for the weapon employed. Critical hits can be scored as normal. When using D20 spells, the chance for successful casting is 20% plus caster's level x 5 as an added percentage. A 10th level sorcerer will thus have a 70% chance. A spell unsuccessfully cast is lost.

Avatars use their standard scores with Archery, Weapons, or such Extraordinary Ability as they have and wish to employ. Special success with a missile is treated as an 01, with automatic maximum harm on the D20 roll, and a check to see if a natural 20 is rolled to gain the bonus due—d10, if 10 then a bonus of d5, if 5 then d2 additional, maximum 37 thus.

The table below has both D20 and LA statistics for the targets. If a D20 Game Master does not recognize the name of a particular target he may find the creature it depicts described elsewhere in this work, otherwise substitute the name of a monster from the MM.

The number of "beats" for which a target remains visible equates to the length of time a shooter has to hit it. In a D20 game a target visible for three or fewer beats may be subjected to but a single attack, those visible for 4 or 5 beats can be shot at twice if the shooter has the capacity to do so, while one visible for six beats can be subjected to three attacks if the shooter is highly skilled. Only single action spells can be cast in three or fewer beats.

The number of "beats" equals the number of seconds in which an Avatar might shoot or activate powers. Three beats equal 1 ABC.

Next comes a column giving the Health/hit point score and the value of the target. D20 Game Masters are to use the hit point total while Lejend Masters are to use the Health

total. The point value remains the same in both systems.

Next comes a penalty column. The first number is applied to a spell caster's percentile roll; the second applies as a negative modifier to melee attack rolls.

> The first number applies both to Weapons and activation rolls. Ignore the number after the slash.

The final column indicates the effects of missing or eliminating a target.

TABLE FOR NON-EXTRAORDINARY PRIZES

Target Type/Beats	Health/HP/Value	Penalty*	Missed-Elimination Result
1 Ape 4	28/500	10/2	hit by banana, -1 next shot
2 Bear 5	40/600	5/1	roar unsettles, -1 next shot
3 Boar 3	14/300	10/2	none
4 Bull 4	20/300	5/1	hit by dung, -2 next shot
5 Tiger 3	20/500	15/3	roar unsettles, -1 next shot
6 Wolf 2	12/300	15/3	none
7 Chimera 3	32/700	5/1	hit by poison, 4 HP lost
8 Gryffon 4	20/500	10/2	none
9 Manticore 4	24/800	5/1	hit by spike, 5 HP lost
10 Spider 3	8/400	20/4	none
11 Dragon 5	80/1200	10/2	hit by flame, 6 HP lost
12 Remorhaz 4	48/800	10/2	fumes blind, -2 next shot
13 Wyvern 4	40/700	10/2	none
14 Boggart 2	8/200	20/4	hit by stone, 1 HP lost
15 Goblin 3	16/400	20/4	hit by stone, 3 HP lost
16 Troll 2	12/300	20/4	hit by stone, 2 HP lost
17 Etten 3	36/900	15/3	none
18 Giant 5	40/800	5/1	hit by belch gas, -2 next shot
19 Elf 3	32/800	10/2	none
20 Ogre 4	72/1500	15/3	hit by boulder, 8 HP lost

TABLE FOR NON-EXTRAORDINARY PRIZES

Target Type/Beats	Health/HP/Value	Penalty*	Missed-Elimination Result
1 Ape 4	70/500	10	hit by banana, -5 next shot
2 Bear 5	100/600	5	roar unsettles, -5 next shot
3 Boar 3	35/300	10	none
4 Bull 4	50/300	5	hit by dung, -10 next shot
5 Tiger 3	50/500	15	roar unsettles, -5 next shot
6 Wolf 2	30/300	15	none
7 Chimera 3	80/700	5	hit by poison, 4 Health lost
8 Gryffon 4	50/500	10	none
9 Manticore 4	60/800	5	hit by spike, 5 Health lost
10 Spider 3	20/400	20	none
11 Drake 5	200/1200	10	hit by flame, 6 Health lost
12 Wyrm 4	120/800	10	fumes blind, -10 next shot
13 Wyvern 4	100/700	10	none
14 Boggart 2	20/200	20	hit by stone, 1 Health lost
15 Goblin 3	40/400	20	hit by stone, 3 Health lost
16 Trow 2	30/300	20	hit by stone, 2 Health lost
17 Url 3	90/900	15	none
18 Giant 5	100/800	5	hit by belch gas, -10 next shot
19 Ulf 3	80/800	10	none
20 Ogre 4	180/15001	5	hit by boulder, 8 Health lost

*Describe targets as going left to right, switching back right to left, showing most of their body, then only a small part can be seen as they move behind the screen of rock.

Penalties are cumulative for a target group.

When a target is eliminated, describe it as vanishing in a flash of light with an appropriate sound—snarl, roar, bellow, etc.

Bonus token value and Magic: Each target eliminated has a 1 in 3 change of having a bonus of 50. If no bonus is applicable, roll d6, for a 1 in 6 chance for a minor grade magic item—something in the line of a healing potion, scroll, or missile with a plus is recommended.

> There is a 1 in 6 chance for a Grade I Extraordinary item—something in the line of healing, AEPs/a plaque, or missile with a plus is recommended.

TABLE FOR MAGICAL PRIZES

Same as above, only the penalty for each target increases by -1, and the table to be rolled on is given after the slash:

> Same as above, only penalty for each target increases by 5, and the Grade of Extraordinary Item to be rolled on the random tables for is given before the slash:
>
> | | |
> |---|---|
> | 1 Ape | 3/minor |
> | 2 Bear | 4/minor |
> | 3 Boar | 2/minor |
> | 4 Bull | 2/minor |
> | 5 Tiger | 4/minor |
> | 6 Wolf | 2/minor |
> | 7 Chimera | 6/medium |
> | 8 Gryffon | 5/medium |
> | 9 Manticore | 7/medium |
> | 10 Spider | 2/minor |
> | 11 Drake | 9/major |
> | 12 Wyrm | 6/medium |
> | 13 Wyvern | 5/medium |
> | 14 Boggart | 2/minor |
> | 15 Goblin | 4/minor |
> | 16 Trow | 3/minor |
> | 17 Url | 8/major |
> | 18 Giant | 6/medium |
> | 19 Ulf | 7/medium |
> | 20 Ogre | 10/major |
>
> The players must opt to have their characters go for this option to get out. Any minor magic item award will include a portal back to "the pipe", this as a ring of gold with a lozenge-shaped red spinel in it; and this, when the stone is touched takes all the team back as usual. The ring remains, its worth as an ordinary piece of jewelry being 18 gp.

Any Grade II Extraordinary Item Award will include a portal back to "the pipe", the ring is worth $3000.

Should the party have eliminated one of each shape and one of each color, plus all of one shape of panes a total of at least 19 panes, then the ring will be set with a white diamond in the shape of a star. This is the portal to encounter area 50. It remains, with a jewelry value of 180 gp and conveying to its wearer magical reflexes, a +2 increase in initiative score if worn.

The ring has a jewelry value of $30,000 and conveys to its wearer magical reflexes, a 0.25 point increase of Speed Base Rating if worn, this also generating an extra AEP, of course.

If this is the last pane portal remaining, then the ring will be set with a stone of black jadite in the shape of a sun. This is the portal to encounter area 51. It remains, with a jewelry value of 60 gp and conveying to its wearer magical robustness, so that each day an added 1d6 points of false hit point total is possessed, and when recouping hit points an added 1d6 points are regained daily. If the wearer is reduced to as much as -50% of normal hit points, the ring will function to bring that person back to life, the rate of restoration as indicated, 1-6 hit points per day.

The ring has a jewelry value of $10,000 and conveying to its wearer magical robustness, so that each day an added 2-8 points of false Health total is possessed, likewise if recuperating Health, or when restoring its wearer to life, 2-8 points of Health are conferred each day.

Exiting the Dimension: When the party exits via the portal that was active in the ring with the lozenge-shaped red spinel, they are back on the ramp way. The pane-portal that they entered some time back vanishes with a bang and a roar that echo through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

The Game Master should refer to the standard rules for experience in the DMG when awarding experience points for this encounter but the items gained might be deemed a sufficient reward for the heroic team.

Award: There is no addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, save for those characters who did not take part in shooting with missiles or magic. Each such Avatar gets 10 Archery Specific Merits for watching.

16. ORANGE (BRIGHT)

Seven Keys to Baldpate

Note: *if Pane #34, Fetch Me a Villiany, is activated before this one and the players failed to appreciate the puns in that encounter, the Game Master should make this the next pane they enter.*

Forget about things magical in this encounter. It is one of thinking and roleplaying. In similar vein, use of Abilities/skills isn't apropos here. Thinking is. Here the players are expected to "metagame" a good deal because it is that sort of adventure.

This is the text to read aloud to the players when they enter the pane-portal:

With considerable apprehension you open your eyes. The transition through the gateway from the cylindrical mini-cosmos to this new dimensional matrix was particularly harrowing. That likely bodes ill...

A look around shows a bizarre landscape indeed. The sky is filled with blowing pieces of paper, the terrain appears to be formed of a jumble of letters, even whole words and phrases, but twisted and out of order. Suddenly you notice a robed figure that wasn't there a second ago.

"Welcome, sinners, to the 99th Tier of Expurgatory! Here you will suffer in eternity for your lack of appreciation of the finest form of humor," intones the bearded man.

Although you can see no other facial features of he who wears the cowl, the words came surely come from the mouth of robed man that towers nearby. With a sinking sensation the realization strikes you. This is indeed some form of hell. Wait! You can't be dead, and what is this business about not appreciating humor?

(Various questions should be flying at this point, so here are some answers, and make up others needed based on the ones supplied below:)

"The finest form of humor? Ah, you show your aberrant ways! Know, Unrepentant Ones, that all decent folk hold it to be the pun, of course."

"Expurgatory? Why all know that is where those who denigrate literature must go after their mortal existence ends. They are removed from the roles of those going to more paradisiacal planes, relegated to this cosmic File 13."

"The 99th tier? It is, ahem, where the most culpable must cry as they suffer for their failure in life to pay homage to those who selflessly create and repeat the use of wordplay to amuse their less gifted fellows."

"Who created this place? Many of the mightiest entities decreed its existence, so it came into being based on Zagyg's architectural model."

"You are not dead? Nonsense! You are here, are you not? That is self-evident proof. Besides, those failing to appreciate puns are dead from the neck up anyway, so what matters if the rest is here by error?

(Finally, when appropriate:)

"Very well, as The Wise Cracker of the Whip here, I shall apply a test. If you fail, then you must consign yourselves to this eternal damnation. Should by some miracle you pass, then you will be given an opportunity to prove beyond question of a doubt that you were sent here in error. Now attend!

"Look there. See that man? In life he was the Earl de Bigger. Then he was a husband and father. Place yourselves back in time, elsewhere in the multiverse when the earl was there, holding his son. Consider this question:

"Who then was bigger, Lord Bigger, or Lord Bigger's baby?"

(Stop groaning. Leave that to the players! The correct answer is, of course: "I'd say the baby was a little Bigger." It's sufficiently well-known that one of the group should come up with something close to the "correct" response. If not, play the role of the robed man to the hilt, jape, scoff, insult their intelligence, etc. Then try some others like: "If you were playing a concert, would you rather have a Steinway or a Henway?" [What's a Henway? Oh, about three pounds...] Or, "If you had a to carry along a small pack, you couldn't tote it, so had to decide between having a Chihuahua or a lamb carry it, which one would you take it on?" [I'd take it on the lamb. That's what I'm doing, because I've never seen a duller bunch than you!] So once some success has been had, continue:)

"Perhaps there has been a clerical error—get it?—back there. Recognizing that such a thing could happen, we have indeed prepared. Note that prominence to the east. It is the hill called Bald Pate. On it is the only exit from Expurgatory. The gate is closed and locked. If you can find a way to open it, you are free. If not, you will have amused yourselves trying, so that is ample compensation under the circumstances, you being damned and all. Over there is Lackwit Village, so have at it!"

When the party ventures the long walk to examine the hill and its gate, be sure and describe the dull landscape, the long-faced and unsmiling people, the somber quality of all, no laughter anywhere heard. Once at the great valve tell them it is the size of a barn, not a barn door. It is so large King Kong wouldn't need to stoop to enter...nor would he. (I'll stoop to anything, as this adventure proves!) Here's the gate description to read:

The only notable features on this huge door are the keyholes and surrounding decorations. These are set in a band of five lines that runs the entire width of the gate at about three feet height. There are seven keyholes spaced evenly across the nine-foot span. Above the upper line is written: "Bring seven Keys to Baldpate. Each must be noted. With harmonious turning matching the play, I will open, and you will be set free."

So now to the village: It is a humorless, dull, and drab community with neat little box-like cottages in endless rows. People there are aplenty, all serious and unsmiling. They will gladly discuss any topic that is not humorous, but they prefer the law, politics, medicine, science and mathematics even religion and sex as opposed to anything that might bring levity into the conversation. If one cracks a joke, all the inhabitants within earshot shun the party. Make as much of this place as you like. Amongst the usual establishments mention the pub and provisioner:

There is a tavern where the usual is available, and a bad luteist and singer performs endlessly without applause.

There is a general store that has drab and common goods for sale at common prices.

Eventually, though, the characters will spot a small shop with a sign showing a padlock hanging outside.

When they enter and speak to the locksmith therein:

"So you are the newcomers, eh? Let's cut to the chase. Yes, I have large keys. I can give you seven different ones, each guaranteed to fit one of the locks of the Baldpate gate. The price is 30 gp per key, non-refundable. You want them or not?"

(The characters must pay in coin or items of like value, 210 gp or more. There is no way to force the locksmith to hand them over. Weapons and spells will pass through his body without harming him. If questioned the man will respond tersely, say he doesn't care for chit-chat.)

"Look, all I have for you is what I said—seven keys that will fit the locks in the gate that leads out of Expurgatory. Everything else is your problem. I can't leave here."

When the team leaves the locksmith's shop with keys in hand, they will notice a place across the way. It shows a laundry tub with seven keys above it. That should pique their curiosity. When they enter this place:

You see five young people of the race found in Oriental lands. They range in age from about nine to late teens. The eldest of the lot is a pretty girl with ivory complexion, almond-shaped eyes that smile as she asks: "Honorable Parents regret their inability to attend to you personally. You come for washing, I need tickee. No tickee, no laundry."

(If the characters start to speak in pidgin, let them go on for as long as you care to keep it up from the girl's end, then:)

"No wonder they sent you to Expurgatory. No wit or humor—even though you are very funny! Just what is it you want in the way of laundry services or vocal performances? That's what we provide here, not a tourist information bureau."

The bit about vocal performances should be sufficient to twig someone that this is a place they need to consider carefully. Here are the things the GM needs to know about the family who runs the establishment. Do not volunteer any of this information to the party!

They are the Key family, father, mother, and five children.

Besides doing washing and ironing, the family gives vocal performances as a septet. They have perfect pitch and sing in harmony accordingly. Each can hit a note perfectly.

They will perform anywhere for the proper fee.

To close shop and go to Baldpate, the family requires the sum of 210 gp in advance, no refunds. They will accept coins or other valuables totaling at least the named fee.

To escape this plane the party needs to do the following:

1) Buy the seven keys from the locksmith.
2) Hire the Key family septet to perform on Baldpate.
3) Give a key to each member of the Key family, have each insert that instrument into a keyhole in the door.
4) As each member of the Key family sounds a note—A through G, left to right—each must simultaneously turn their key three times for the three puns: key as in lock, key as in musical scale, and Key as in family name.

When all that happens the gate opens, the Key family smiles and bows a farewell, as a lozenge of bright orange appears behind the metal portal. The clever party will recall that the gate keys belong to them, and ask for them from the Key family members each holding one in hand. They will hand them over with a bow and a rueful smile. Each key has turned to platinum, has one of seven rainbow color gems in its head portion, and it thus worth 120 gp. That aside, when the party exits gets to the glowing plane outside, and touch it, they return instantly to "the pipe" with our without the keys.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back shivers itself into bits that fall away into nothingness with a chuckling noise, as a rude voice that says "What a pain, eh?" echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

The Games Master should refer to page the variant rules for XP in the DMG when awarding experience points for this encounter but extra xp can be earned as detailed in the box below – it is suggested that each pun be worth 15-75 xp.

Award: In addition to the usual Merits for time spent actively participating in the adventure, each member of the party should receive 5 to 25 General Merits for each different pun they manage to get off in five or more minute's time after their return. Anyone punning 21 deserves 50 additional General Merits. Recognition of the work and author from which the name of this adventure comes deserves 75 General Merits, and any pun on this (such "what a mysterious adventure") should get another 75. If you are a glutton for punishment, you might extend the period for a considerably longer time in order to allow the long-winded sort to be related for the benefit of those refusing to acknowledge punning as an art form. Any players refusing to try simply don't get the award for their Avatars but do suffer from the efforts of those who are gaining merit and Merits.

17. YELLOW (STRAW COLORED)

A Castle Under Siege

This is basically an outdoor adventure. The GM will have to do more than follow the text given. In order to fit such a long and detailed scenario into this module, there are a number of places where you will be making up the material needed to fill in between the set events. An ambitious Game Master can indeed make this particular saga last for many game sessions. (Anyone noting the author is now stretching the GMs herein as he does the players should consider themselves worthy of their appellation, Game Master:)

Magical activations, other than that which would enable one or more members of the party to leave this plane, become immaterial, fly away, or transfer from one location to another more distant than that allowed by the immediate space in sight of the adventurers, function normally here.

The party finds themselves accepted as regular and trusted members of a group of folk besieged in a great castle. They are being ordered to go forth, get past the enemy lines, and bring aid to the defenders. If they fail the defenders will be slaughtered, and the kingdom will be subjected to the ravages of the attackers, for the castle is the last fortress on the frontier between it and the savage invaders.

This is the text to read aloud to the players when they enter the pane-portal:

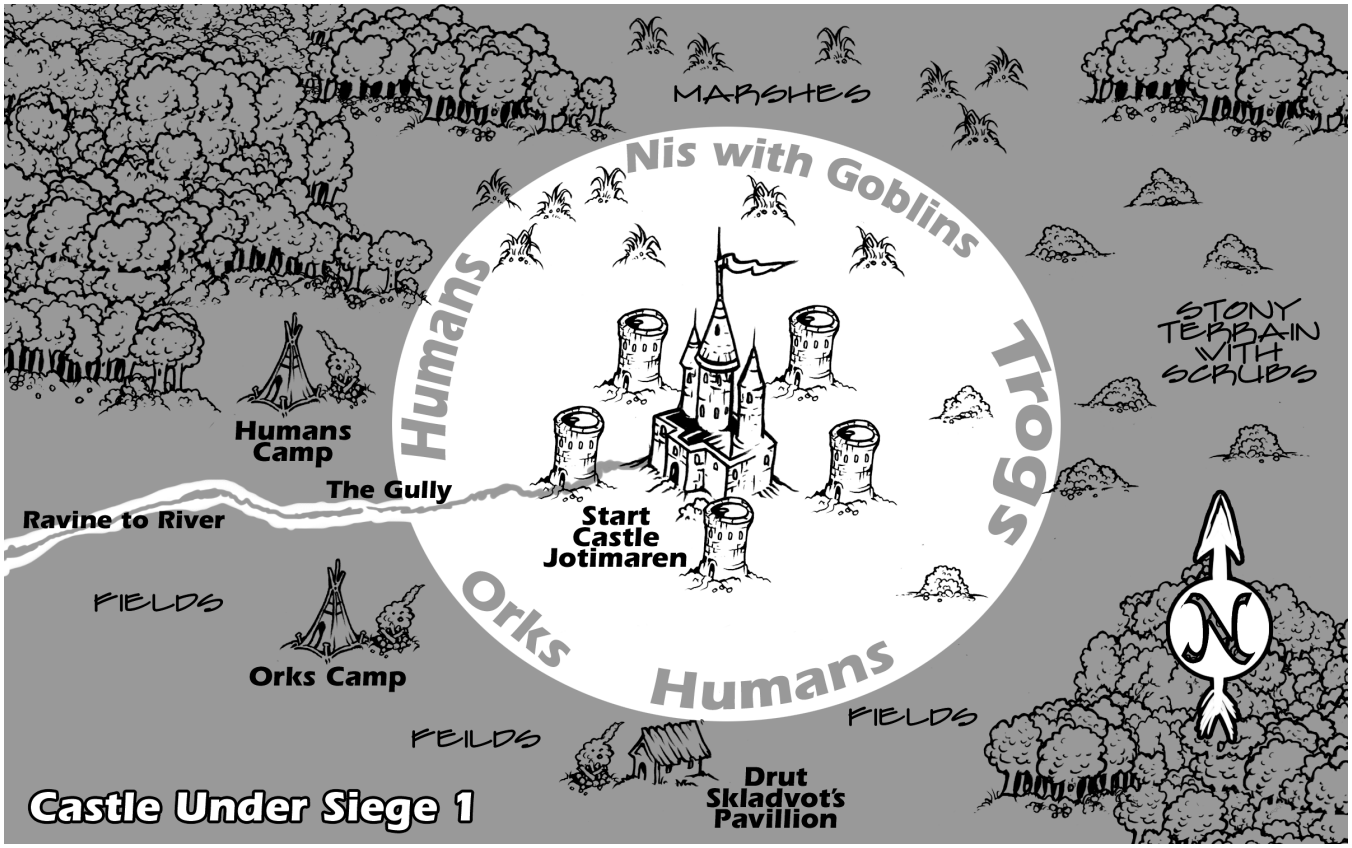
The force that draws you from one world to another seems to propel you forward this time, and as your head clears and your stomach stops its spasms of protest, you find you are indeed marching along at a smart pace. A surreptitious glance at your comrades confirms that you are all wearing thigh-length surcoats of green upon which is embroidered a swan. These are worn over your usual apparel, and you surmise these were added thus in the process of transference.

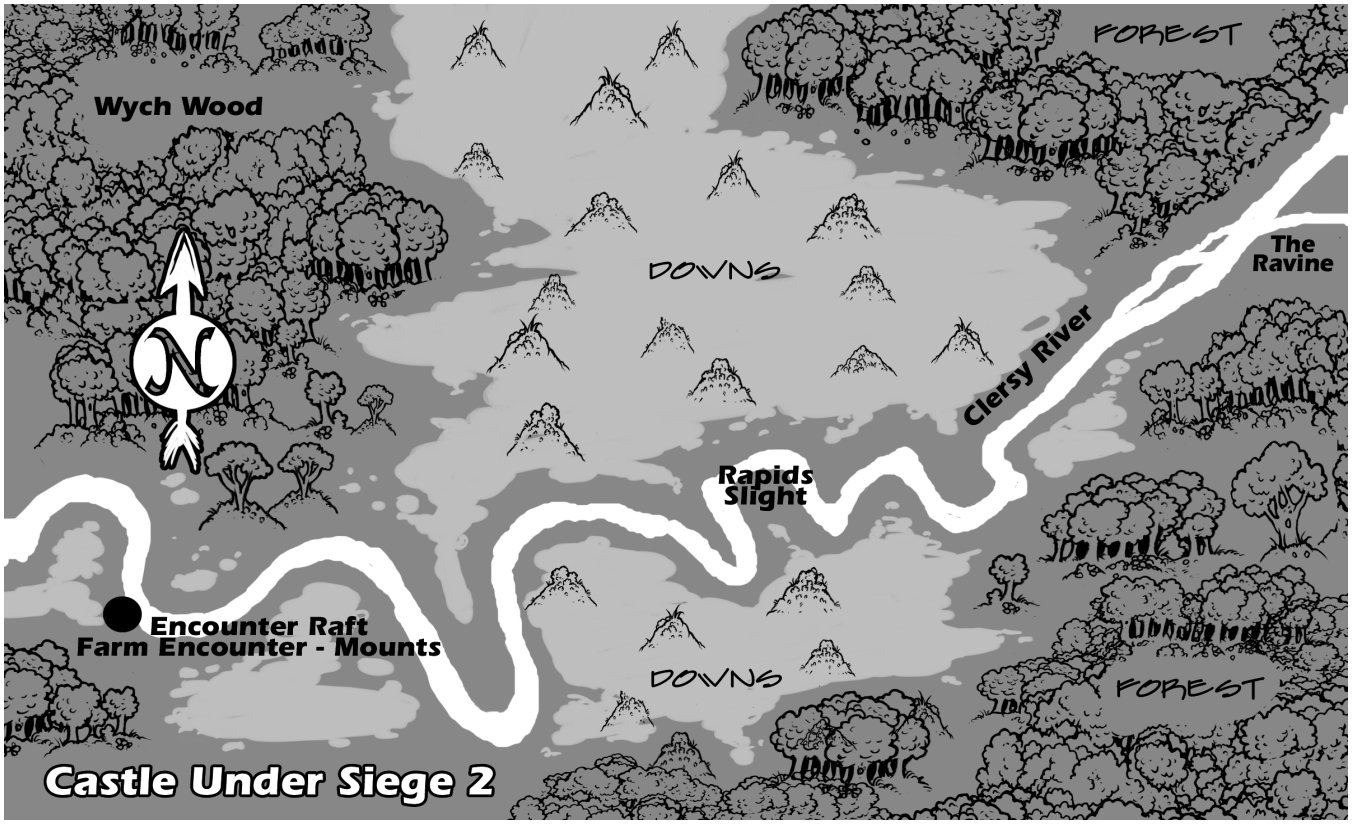
There is an armored man (or Elf?) with a pole-axe marching ahead of you, but otherwise you are alone in this passageway—certainly one that is in a castle, for there are small, barred windows on the left as you pass, and you can see in silhouette a crenellated battlement as you pass the next. You have come about 60 feet, and another 10 paces ahead is a stout oak door.

Will you continue, or should you strike the man leading the way and set off on your own?

Of course the party should follow as they are. The sergeant at arms ahead of them is escorting the party for an audience with the lord of this Alfin stronghold.

Alfs are the "great nobility" of the Fair Alfar races. This race is most aloof and lordly of their kind. Alfs do not normally inhabit earth's dimensions, preferring their own matrix, but they occasionally visit the earth to call upon Elven vassals. The Alf race is quite tall, males averaging several inches over six feet in height, females about six feet


MARSHES
Nis with Goblins
Humans
Trogs
Orks
Humans
STONY TERRAIN WITH SCRUBS
Humans Camp
The Gully
Ravine to River
Start Castle Jotimaren
FIELDS
Orks Camp
FEILDS
FIELDS
Drut Skladvot's Pavillion
Castle Under Siege 1


FOREST
Wych Wood
DOWNS
The Ravine
Clersy River
Rapids Slight
Encounter Raft
Farm Encounter - Mounts
DOWNS
FOREST
Castle Under Siege 2

height. They are as slender and lithely built as Elves, of course. In regards appearance, the Alfs are the handsomest of all. The average Alf met is likely to have a perfect complexion of pale cream and peach sort, blue or pale violet eyes, and hair of pale gold or platinum color.

If the party assaults their escort, they will find that soon they will be hunted. There will be a fight, of course, but in the end the many Alfs here will prevail. They will be cut down by magic and weapons, and thus ends the adventure. Assume the following Alfin garrison:

Archer: 40	Ftr7	DMG, NPC Statistics (elven fighter)
Squire: 20	Ftr10	DMG, NPC Statistics (elven fighter)
Guard: 120	Ftr5	DMG, NPC Statistics (elven fighter)
Knight: 12	Pal11	DMG, NPC Statistics (elven paladin)
Lord enchanter:1	Wiz8	DMG, NPC Statistics (elven wizard)
Lady geourge: 1	Dru8	DMG, NPC Statistics (elven druid)
Lord: 1	Ftr13	DMG, NPC Statistics (elven fighter)
Priestess: 2	Cl9	DMG, NPC Statistics (elven cleric)
Ranger: 16	Rng7	DMG, NPC Statistics (elven ranger)

Archer: 40	46-55	46-55	14-17	HV	9
Esquire: 20	61-70	56-65	17-20	HV	I & 11
Guard: 120	55-60	46-55	13-16	HV	I & 10
Knight: 12	66-85	66-85	16-19	HV	I & 14
Lord enchanter: 1		36-65	26-55	19-22	HV 45 sp.?
Lady geourge: 1	36-65	26-55	19-22	HV	9
Lord: 1	71-100	71-90	17-20	HV	I & 15
Priestess: 2	36-65	26-55	19-22	HV	11
Ranger: 16	61-70	51-60	16-19	HV	(I &) 5

Archers ply strong bows with a +8 to Harm. Esquires have cut & thrust swords, +8 Weapons score and +10 Harm. Guards have pole-arms, short swords, +6 Harm. Knights have long thrusting swords, +14 Weapons score, +16 Harm. All activators have Ability score in their special area of 85, the second Priestess possessing only 60, however. The Lord also has a have long thrusting sword, +20 Weapons score, +26 Harm. Rangers have small crossbows, heavy cleaving swords, +8 Weapons score, +10 Harm.

When the team enters the chamber at the end of the long corridor read aloud the following to the players:

"Lord Jotimaren, the volunteer warriors you sent for are come," the soldier says formally.

You see a very tall and noble-looking Alfar, surely an Alf, seated in a plain chair behind a big table that is covered with papers. A map lies atop most of those, and as the guard announces you, the lordly Alfar looks up, dragging his eyes from the map he was studying, to stare intently at each of you.

"Well come! I was at first loathe to accept such volunteers as you, I admit. The defense of this castle being paramount, I went against my natural inclination, accepted your fealty and oaths to serve. I must admit I was wrong—and right. You have served well, and my prejudice was ill-conceived. I am honored by your presence here. Thank you."

Although you have actually done nothing, there is no course open than that of silent acceptance. Perhaps some others like you were here, fighting bravely in defense of this castle as the Alf lord's words imply. How to gracefully manage this situation is a problem...

(Allow the players to ponder this, discuss it if they are so inclined, but the matter will resolve itself in short order.)

"This fortress is the last barrier between the attackers and the undefended lands to the west. The king leads the army in the south to meet the foe's main body, so if this force attacking us succeeds in taking the castle, all is lost. Once past here, they will flood in, kill all the helpless families, burn the villages, loot and pillage—that's bad enough. Such success will bring more trogs, Orcs, Nis and human scum too. There will be no stopping the invasion, and the king will be trapped between two hostile forces…doomed." As he says that he slams his fist on the map, stands erect, a lean, towering figure filled with rage and despair.

(The Nis are a race of swamp dwellers that live in burrows dug into higher ground in their marshy habitat, or in underwater-accessed dugouts or caves, most typically. They are primarily nocturnal, but almost never subterranean, their senses are generally superior to the human norm, but light conditions are nearly the reverse of human, so full light is like dim twilight to their eyes. Nis have spindly arms and legs and round bodies. Their average height is four feet, and all have a strong green cast of skin. The devilish look is accentuated, as the head is round, with big and slanted red eyes, long and sharp nose, wide toothy mouth and large pointed ears. Nis wear little in the way of clothing, save for some meager bits of reptile skin and leather harnesses. They possess intelligence equal to human-average, and usually find their pleasure in raiding, looting, and pillage, but they are concerned mostly with ease, revelry, and sloth, usually having slaves do their work. Use Lizardfolk stats if any are encountered)

(Trogs most closely resemble the extinct primitive human species known as Homo neaderthalus. The species is about five feet tall, heavy boned, broad of shoulder and muscular, with very large hands and feet. The skull is low and long, with a beetling brow ridge. Features are thick and flat, eyes small, and ears rather large. All are hirsute, so the sallow complexion of the leathery skin is sometimes most difficult to see.

They are basically underground dwellers, though some bands will dwell in dark forests and like gloomy places. Although they are rather dull-witted, trogs have excellent senses, save in bright light where their vision is reduced, as such illumination is akin to twilight to their eyes, and touch that is not nearly as sensitive as is human tactile sense. They are mainly carnivores and enjoy mostly any sort of tender flesh, that of humans being near the top of their culinary list. Use bugbear stats if any are encountered, modifying their size to medium.)

"We can hold here for another week, maybe two. Drut Skladvot is gathering more of his motley horde for a grand escalade. He will lose hundreds, a thousand or more even, in that attack, but so what? Those devils care nothing about that. I care about life—our lives! Gladly we sacrifice them, but not for no purpose. So I turn now to you, outsiders, not Alfs. I humbly beseech you to risk your own lives in a mission more dangerous than even the defense of this castle.

"Look here," he says, pointing to the map. "The trogs are in an arc here to the east. The Nis hold the marshes to the north-northeast and north, and the many companies of Orcs and humans are encamped all along the southern and western perimeter. We are surrounded thus. The foe thinks if we break out, it will be westwards. No use that, for our pitiful force is meaningless anywhere save where we are, holding this nigh-impregnable castle.

"A force of our rangers, was repelled last night attempting to slip east between the marshes and the lowland plain where the trogs and their Goblin advisors are posted. They managed to get away, came back here, but their losses were heavy. So we now turn to you. The Orcs and many human mercenaries hold the south strongly, the west less so. That is where you must slip through their lines. If you can do that, cut through near the middle of their western pickets, then there is a chance. On foot, and then perhaps on stolen horses, you must travel west and get to the Wychwood. The Wylfs there must be raised, sent here, and so too the Elves of Count Mardovil. Those two forces combined will not be sufficient to beat the army of Drut Skladvot, but their presence nearby will raise the siege here. As an army in being, the enemy will have to guard front and rear. Duke Hilengarde and his Lyf cavalry and archers can then get through to reinforce us, and that wins the war.

(The Lyfs aren't likely to be encountered in this adventure; they are the "lesser nobility" of the Fair Alfar races. As are Elves, this race is most aloof and lordly in dealing with almost all other races, save for the haughtiest the Fair Alfar, to whom they must bend a courtly leg, as it were. The race of Lyfs is otherwise very much like the Elfin one, a bit taller perhaps, and if anything a bit fairer and more handsome. The average Lyf met is likely to be pale or fair in complexion, gray or blue of eye, and with hair of gold.)

"The question is, will you volunteer to try to break through the Orcish line and raise the Wylfs of Wychwood and Count Mardovil and his Elves? I warn you that there is likelihood you will be discovered, captured or killed.

"Mark this well... I will give you a dagger to take to give to the great chieftain of the Wylfs, Lirth Shrike by name. He will know its meaning. My signet ring is for Count Mardovil, as it will prove who you are, the urgency of your mission.

"What say you?"

What heroic band could refuse such an offer? This one had better not, or they'll end up being killed in dramatic fashion when several thousand attackers finally manage to break into the Alfin castle and put all the surviving defenders to the sword. So if the stalwart band accepts, the Alf lord says they are to be given such resources—normal equipment asked for that a well-stocked castle could provide—and:

After being supplied, you took what rest you could, that ending at 2 AM when you were summoned. Some light breakfast, then into the bowels of the dungeons. One of Lord Jotimaren's knights, Sir Aed, and a squad of archers escort your party through a labyrinth of store rooms and passages, and into a concealed tunnel that seems to go on forever. The torches the archers carry along give the place a surreal look as these flames burn away cobwebs, throw strange shadows. Nerves on edge, you draw a deep breath as the flam-beaux are extinguished. There is the sound of rock grating on rock, the faint sound like rumbling thunder to your ears, then leaden-hued light becomes discernable ahead. False dawn is just breaking in the sky to your left.

"There is south," sir Aed says unnecessarily. "There is a shallow ravine about 50 feet west—mark those bushes there, they cover its end. Follow the cut as long as you can. In about a half-mile it strikes the course of Clersy stream. That runs west and a bit south. If you can stay near it, the Clersy will lead you to the southeastern verge of Wychwood in five or six days fast travel afoot. If you leave the stream after a day, travel due west, you'll strike the forest in four days at most. That way is more dangerous, though, as you'll be in the open a good deal of the time. To succeed in the direct path likely you'll need horses.

"That's if you make it to the Clersy, of course. About a quarter mile along the ravine you'll hit the Orc pickets, and then their encampments are likely spread out back a ways from there to the river. Your chances are slim...will you still dare this mission?"

Clearly this noble Alf does not hold you in the same regard that his master, Lord Jotimaren, does. With hard faces you ignore the insult, prepare to dash off for the ravine.

"Hold a moment," the knight hisses. "My lord has commanded you receive these..." He beckons, and an Alf comes up with a bag from which he is hastily extracting boots? Yes, there are many of them, one pair for each of you. "Put them on quickly and go," Sir Aed mutters. He adds as you don them, "These are enchanted footwear, boots of elvenkind, that allow you to move with great stealth.Now as many of our rangers as you number are without them, so do not prove yourselves unworthy..."

> Sir Aed gives the Avatars Soft Boots that speed their progress somewhat as well as silencing their steps.

He is still speaking in hushed voice thus as you set off.

From this point on the Game Master must furnish such NPC dialog as is called for. Here is the order of events as the team moves into enemy territory:

Day 1, 3:30 AM: The ravine here is narrow, so only one person at a time can effectively follow it, the party moving Indian file as it progresses. The sides here are only about three feet high, vegetation along its sides ranging from about

a foot to bushes several feet high. (Movement by characters over four feet tall not made at a crouch will be 90% likely to be noticed by Orc and human pickets.)

About 200 yards along the way the party will need to make Hide and Move Silently checks. Any character with three or more ranks in those skills will succeed the check unless a 1 is rolled. Others must check against a DC of only 5.

> The party will need to check Stealth. Any Avatar wearing the Soft Boots and possessing that Ability will succeed the check unless 00 is rolled. Others must check against 90%.

If all succeed, they discover two dozing pickets in the trench; this allows automatic kills if the two characters attacking succeed in their checks, otherwise the pickets are considered helpless as defenders, see page the condition summary in the DMG.

> A bonus of +30 is applicable for motionless and unresisting targets. If the characters fail to kill the pickets, normal damage is done even though they "missed," and the adventurers may attack again before any survivor calls for help.

If all the party fails their check for stealthy movement they see the two guards as the startled pair become alert. They have one free attack before the alarm is sounded; the guards are flatfooted

> Attacks here at a bonus of +20.

If the alarm is raised, the team can still pull the fat out of the fire by killing the enemy in the following action sequence, then calling out that a "damned snake" or some such was the problem and that all's well now. Otherwise the adventure ends in a bloody battle here as dozens of the foe come on the run to kill the party.

Human Mercenary War3: CR 2; Size M; HD 3d8; hp 20; Init +4 (improved initiative); Spd 30 ft.; AC 12 (+2 leather); **Attack:** dagger +5 melee, or +4 ranged (1d4+1); SV Fort +5, Ref +1, Will +1; AL LE; Str 12, Dex 10, Con 11, Int 11, Wis 10, Cha 10.
Skills and Feats Handle animal +2, Hide +2, Jump +6, Ride +6; Great fortitude, Improved Initiative, Weapon focus (dagger).

Orc War4: CR 3; Size M; HD 4d8; hp 24; Init +0; Spd 30 ft.; AC 11 (+1 padded); Attack club +7 melee (1d6+3); SV Fort +4, Ref +3, Will +0; AL LE; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.
Skills and Feats Climb +8, Jump +6; Blind-fight, Lightning reflexes.

> **Human mercenary** H 35 P 40 S 10
> **Attack:** light crossbow not available
> Heavy knife for 3-20 +2 p Harm, range 1, speed 3, precision bonus 0
> **Defense:** 9 for full leather
> Orc H 40 P 35 S 9
> **Attack:** crossbow not available, club for 1-20 +5 s Harm, range 2, speed 4, precision bonus 0
> **Defense:** 6 for full cloth armor

Other ordinary human mercenaries will have a variety of armor and weapons, missile and striking. Leaders will be of 8th+ level. Use standard Orc statistics from the MM with some Orc war chiefs of 7th+ level.

> Leaders will be of human outlaw sort. Orcs here are of mix lot, greater and lesser; see Beasts of Lejend book for the stats of both humans and Orcs.

Day 1, 4:00 AM: The main encampment of Orcs it to the left, the humans are to the right, and ahead the ravine is cleared of brush, sides beaten down from traffic between the two camps. The Orcs are coming into camp, beginning to cook their suppers as the humans are arising and thinking about their breakfasts.

The party should be clad in non-descript garb, of course. If they are wearing the green and white jupons, they're toast. Otherwise, it is a simple matter of coming out of the ravine on the right side, walking along in a gang talking and laughing nonchalantly, like mercenaries going somewhere. Using that tactic they clear the encampment area in 10 minutes, with a single check as they come to the rear area where they meet a nasty, suspicious fellow who demands to know who they are and why they're leaving the encampment. He can be attacked simultaneously by four characters if they are in position thus before they strike, the characters having the initiative. He must be killed in one round, or else he will give the alarm, and a pursuit is on.

Mercenary Lt. Ftr8: CR 8; Size M; HD 8d10+3; hp 47; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 14 (+3 studded leather, +1 buckler); Attack battleaxe +10/+5 melee (critical 19-20/1d8+3); SV Fort +6, Ref +4, Will +4; AL LE; Str 13, Dex 11, Con 10, Int 10, Wis 10, Cha 11.
Skills and Feats Climb +10, Listen +2, Ride +11, Spot +4, Swim +11; Alertness, Combat Reflexes, Improved critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Mounted combat, Toughness, Weapon Specialization (Battleaxe)

> **Mercenary Lt.** H 45 P 45 S 11
> **Attack:** battle axe for 7-20 +4 p Harm, range 3, speed 7, precision bonus 5 = 50
> **Defense:** 12, 6 for buckler vs. one, and 6 for half leather armor

Pursuit: Remember that the Orcs and mercenaries here

will not think of the party as coming from the Alfin castle, so the chase will not be particularly intense. In all cases the party needs to cut over to their left where they see brush, gain another ravine, and run along it at full speed. Unless their slowest member is moving at less than 30 feet per round they will escape.

> Unless their slowest member is moving at less than 12.12 (bonus for the enchanted boots) they will escape.

If they are moving slower, then a check for every 100 yards progressed is necessary, with a successful Hide, Move Silently or Wilderness Lore skill roll (DC 15) being made by the one leading the group at that time.

> Successful Hunt, Luck, or Ranging Ability or like skill roll being made by the one leading the group at that time.

Movement outside the ravine, or failure in a skill check means that they have encountered a human or Orc (equal chance) at close range, must kill that one in two rounds, and then run off at full speed again, with the above process being repeated. If they have to fight more than two rounds to kill their opponent, then others come up and the adventure is over. Optionally, the patient GM can have them captured, tied up, and devise such play as allows them a chance to escape...in a day's time.

The land on either side of the river is woods and scrub for about one mile on either side of it.

Day 1, 6:00 AM: The party needs to take its bearings.

If they got through the camp without incident, then they should be following the Clersy River. If they had to avoid pursuit they should be seeking that waterway now, and then follow it. If they do not, then have them see foes ahead, and thus guide them in the direction they need to go. If they wander around, well, manage it as you like, but in all such a party is likely going to end up dead.

Day 1, 6:00 PM: Twilight is coming, and the team is exhausted.

They need to move away from the river, head west at least 200 yards, and camp. If they camp in sight of the river, an eight-strong patrol of Orcs will sport them during the night and attack. The GM must manage this.

Day 2, 3:30 AM: Your party is up early and ready to move on!

If the team is following the river, they should be doing so now. If they are striking due west inland, they need to be moving to reach the edge of the woods so as to survey the land ahead. If they watch carefully, they'll see a small body of men riding towards a farm just visible on the eastern horizon.

Day 2, 4:30 AM: It is now sufficiently light to do some careful observation.

A party following the river will need to take cover as a raft with several kegs of ale and sacks of meal is poled upstream towards them. The six Great Orcs laboring on the vessel are 90% unlikely to notice them if they are hiding. These Orcs are stopping for the day, will proceed on up-stream at night. They can be surprised and attacked for 2 unanswered rounds if all the party closing to melee succeed in moving silently (DC 10). Otherwise initiative check applies. Rafting down the river will gain the team one full day if they dump the supplies.

Great orc (6) War8: CR 7; Size M; HD 8d8+8; hp 50; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather); Attack club +11/+6 melee (critical 19-20/1d6+3); SV Fort +7, Ref +4, Will +3; AL NE; Str 17, Dex 14, Con 12, Int 8, Wis 8, Cha 9.
Skills and Feats Intimidate +6, Swim +7; Blind-fight, Improved Critical (club), Iron Will.

> **Great Orc** H 45 P 50 S 7
> **Attack:** spiked club for 3-20 +8 p&s Harm, range 3, speed 6, precision bonus 5 = 55
> **Defense:** 6 for half leather armor

If and when the party goes to the farm house and moves up with caution they will see and be able to surprise for 1 to 3 rounds free attacks the mercenary party who are in the act of pillaging and looting this Ilf household.

Human Mercenaries (7) War5: CR 4; Size M; HD 5d8; hp 26; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 13 (+3 studded leather); Attack scimitar +7 melee (1d6+1), or light crossbow +6 ranged (1d8); SV Fort +4, Ref +1, Will +1; AL NE; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Intimidate +8, Jump +6, Intuit direction +3, Listen +1, Spot +2; Improved initiative, Weapon focus (scimitar), Weapon focus (light crossbow).

Mercenary Lt. Ftr9: CR 9; Size M; HD 9d10+9; hp 59; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 17 (+3 Dex, +3 studded leather, +1 buckler); Attack bastard sword +13/+8 melee (critical 17-20/1d10+5); SV Fort +7, Ref +6, Will +5; AL NE; Str 17, Dex 16, Con 13, Int 10, Wis 11, Cha 11.
Skills and Feats Climb +12, Hide +3, Jump +7, Listen +3, Move silently +3, Sense Motive +4, Spot +3, Swim +5; Blind-fight, Cleave, Exotic Weapon Profficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Power Attack, Improved Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

> **Human mercenary** 7 H 35 P 35 S 10
> **Attack:** light crossbow not available, Saber for 3-20 +2 p Harm, range 3, speed 3, precision bonus 10 = 45
> **Defense:** 9 for full leather

Mercenary Lt. H 45 P 40 S 11
Attack: heavy cleaving sword for 7-20 +4 p Harm, range 2, speed 4, precision bonus 15 = 55
Defense: 12, 6 for buckler vs. one, and 6 for half leather armor

The Ilf residents will be grateful, supply the characters with food and four cure light wounds potions. The team may now mount and ride.

The Ilfs supply the Avatars with four Wound Dressings, each healing from 9-12 points of lost Health.

Ilfs are an elf-like species of agrarian bent that are as tall as short humans, generally of small bone structure and slender build, but having much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. Looks tend towards the very attractive. (Use elf stats for these good-natured beings if the party is underhand enough to attack them.)

Day 2, 12:30, 5:30 & 11:30 PM: Check for random encounters, 1 in 20 for a rafting or mounted party, 1 in 10 otherwise. All random encounters here and after this day are of rural, not wilderness, sort—D20 GMs should choose from the civilized encounter tables in the DMG, throwing in raiders and other dangerous encounters as necessary.

Day 3, 3:30 & 8:30 AM, 12:30, 5:30 & 11:30 PM: Check for random encounters, 1 in 20 for a rafting or mounted party, 1 in 10 otherwise.

Day, 4: Mounted Party: One random encounter check in the morning, and in the first hour of the forenoon the team enters the Wychwood forest. Each hour thereafter, 9 AM and following, check for contact with a hunting party of 11-20 Thicket Elves, contact made 1 in 6.

Other Party: Random encounter checks at 3:30 & 8:30 AM, 12:30, 5:30 & 11:30 PM, 1 in 20 for a rafting party, 1 in 10 otherwise.

Day 5: Raft-borne Party or Party Afoot not Following River: One random encounter check in the morning, and in the first hour of the forenoon the team sees the Wychwood forest (one on the river noting it along the right bank and leaving the raft), enters the woods. Each hour thereafter, 9 AM and following, check for contact with a hunting party of 11-20 Thicket Wylfs, contact made 1 in 6

Party on foot Following the River: Random encounter checks at 3:30 & 8:30 AM, 12:30, 5:30 & 11:30 PM, 1 in 20 for a rafting party, 1 in 10 otherwise.

Day 6: Party Afoot Following River: One random encounter check in the morning, and in the first hour of the forenoon the team sees the Wychwood forest, enters the woods. Each hour thereafter, 9 AM and following, check for contact with a hunting party of 11-20 Thicket Elves, contact made 1 in 6

Contact with the Elves of Wychwood: The GM must manage this. These folk are suspicious. If the team has an elf or half-elf member, things will go more easily, but there will be plenty of questions—more so if an Oaf or Orc is a team member. The party must display the dagger and ask to be taken to Lirth Shrike. Until they do that, the party will be held prisoner, left with Grotto Elves at the end of the day. Assuming they remember the dagger and the chieftain's name, all will be well. By evening they will have an audience, be questioned further, then after a brief rest be escorted north through the forest during the next day.

Then, on day 5, 6, 7, or 8, they will come to the open valley that marks the beginning of the lands of the Elfin Count Mardovil. By evening of that day they will arrive at the count's keep. If they present the ring, tell their story, the Elf noble will believe them and act swiftly. On the following morning, day 6 to 9, he will send forth his rangers, begin moving southeast with a body of 120 cavalry and 600 foot. Along the way the Elfs will pick up another 180 horse and fully 800 more infantry (archers and rangers). It will take the force five days to come into contact with the human mercenary besiegers under the vile Drut Skladvot, an half-Ulf whose mother was a trog. To their right, westwards, the Elves—550 Thicket and 400 Grotto Elves will likewise be coming into contact with the Orcs and begin harassing them to considerable effect.

The reaction of the trog leader will be one day after such contact. If the team managed the relief on day 9, there will be a grand assault taking place on Lord Jotimaren's castle. In such case, it is suggested that the GM have the team lead a relief column attack to break the attempted escalade of the fortress.

The conclusion is the entry of the party into the castle with Count Mardovil and the Elf chieftain, Lirth Shrike, at the head of a relief force—several hundred, the remainder of the forces remaining in place to harass the retiring attackers, for at this juncture Drut Skladvot is convinced that the whole of the king's host is near, that the Elves are its vanguard. The rejoicing Lord Jotimaren will thank and embrace the team members one by one, He will give one set of the Extraordinary Soft Boots to the party, then present the leader with a gold broach in which is set a lozenge-shaped topaz of pale yellow color. As the character takes this gift, he and all the party are drawn back to the cylindrical mini-cosmos.

At the GM's option, the characters may train here before leaving, the following Abilities considered: Arcana, Chivalry, Enchantment, Geourgy, Hunt, Learning, Psychogenic, Ranging, Stealth, Theurgy, Weapons.)

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back flares bright orange, then disappears in golden motes as a trumpet fanfare echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 1 point of Repute and 50 General Merits.

18. GREEN (APPLE GREEN)

The Gallery of Statues

Other than that which would enable one or more members of the party to leave this plane, become immaterial, fly away, or transfer from one location to another more distant that allowed by the space in which the adventure takes place, all magic functions normally here.

This is the text to read aloud to the players when they enter the pane-portal:

The transition from the cylindrical mini-cosmos to this place was surprisingly easy and near painless. You look around and see a rather pleasant prospect. You are atop a high hill, the highest around, and you can see for miles in all directions. The climate is mild here but rather dry as attested to by the flora. Dry forest prevails, with patches of intervening grassland. Far to the north you see the gleam of something white, what must be a large building some miles distant. It is the only possible destination for you to seek.

The party must descend from the height, try to find the valley in which the building stands. Even woodcraft skills will be insufficient to guide the party directly there, as there is an enchantment placed over the area by the dreadful creature that dwells in the building.

As the team heads for the building note for them the terrain is nothing but a series of rolling hills and ridges, the woods are wild. As they move northwards, they will actually head off to northeast or northwest, then east or north, before managing to turn back to the proper direction. Thus the day will end with them still wandering in the wilderness.

Of course there is around here the game and other creatures typically encountered in a sylvan wilderness or woodland, but humans or Alfar encountered randomly will be unfriendly or hostile, none will assist the adventurers. If the party wanders around thus, the GM must use all reasonable means to encourage the group to return to the original area of their arrival.

In the morning they will get a distant glimpse of the building, then, in descending from a hilltop, become lost in the woodland again. There is a cave nearby, and as the party approaches it out springs a monster that attacks by breathing petrifying gas at one or more subjects as it leaps to bite and claw and another victim:

The monster has a deadly sting and bite.

Chimera: CR 10; Huge Magical Beast; HD 18d10+90; hp 190; Init +1 (Dex); Spd 30 ft., fly 50 ft. (poor); AC 19 (-2 size, +1 Dex, +10 natural); Atk Bite +26 melee (2d6+8), bite +24 melee (1d8+4), butt +24 melee (1d8+4), 2 claws +24 melee (1d6+4); Space/Reach: 10 ft. by 20 ft./10 ft.; SA Breath weapon; SQ Scent; AL CE; SV Fort +16, Ref +14, Will +9; Str 27, Dex 13, Con 21, Int 4, Wis 13, Cha 10. *Skills and Feats* Hide +5, Listen +13, Spot +13; Alertness, Iron Will, Lightning Reflexes, Multiattack.

Breath Weapon (Su): The chimera's draconic head has bull-like features and breathes a 20' long cone of petrifying gas that turns victims into stone unless they succeed in a Reflex save (DC 17). It can use the breath weapon every 1d4 rounds.

Chimera H: 40 P: 70 S: 10a/20m
Attack: jaws for 1-20 plus 3-5 Harm and tail barb sting for 6-8 plus VT 21-25 Harm, the latter ignoring full armor 10% of the time and half armor 50% of the time
Defense: 10
Special: Petrifaction-gas breath once per day in a cone-shaped cloud of one-foot base diameter to six-foot end diameter at a 10-foot maximum range, all within turned to stone unless Disaster Avoidance roll at 2 x Speed BR succeeds.

When this creature is defeated, the team must go into its den, a small cave of about 10 feet width and 20 feet depth. There they will discover the skull and gnawed bones of a human. Also, under a litter of leaves and bones of many sorts also find a real prize:

You see something glitter. It is a silver necklace with seven faceted gems. Five of these stones are black...diamonds? The other two, the middle stone and one next to it, are either white sapphires or diamonds, probably the latter from their brilliance. What a strange selection of gems for a necklace, and black, semi-transparent diamonds?

Of course the thing is a unique magical item. The gemstones are enchanted to absorb the negative energy of petrifaction, in an object of up to about 40 cubic feet volume, or directed at the wearer. It has functioned five ties thus, the last time when it's wearer faced the chimera, was not turned to stone, but was subsequently bitten to death.

If it is touched to a character who has been petrified, or two such individuals touching each other, one of the remaining diamonds will turn black, and the subject or subjects will become flesh again. Whoever wears the necklace with one or more white diamonds still in it will be saved from petrifaction by the gorgon's breath or the gaze of the Euryaen (see below) later on.

(*Caster level:* 11th; *Prerequisites:* Craft Wondrous Item, *stone to flesh*; *Market Price:* 8,250 gp per unused gem)

The value of the necklace with seven black diamonds is a mere 150 gp.

After defeating the chimera, the sun will be setting, so the party will have to encamp. The next day they will manage to come upon a ravine that leads to a place where they can clearly see the building they have been searching for.

At last you have found the little valley with the white building in it. The land nearby seems to be a park with Orchards and gardens that have been neglected for several years. Ahead of you some 100 paces is a classical style marble building of considerable size. It is, or once was, a temple of some sort, most likely. Nothing else of note is seen.

All around the place are the ill-tended parklands. The Orchards are of peach, fig, and olive. Beyond some 200 yards distance in any direction, the land is wild, brush and trees ring the place.

At such time as the adventurers come close and inspect the building, then enter it, read aloud the following to the players:

Nearer to the building you can see that it is about 80 feet wide and 100 feet long. The tall columns of the portico support a roof that is 20 feet above the floor of the place. A series of six broad steps leads up to an entry that is eight feet wide, 12 high, with great bronze-bound wooden doors standing open. A glance into the interior shows that the roof covers only a portion of the place; the central area is open to the sky above.

(There are no other entrances, so the party will have to come in that way or else come via the roof or fly in somehow. As the team enters the place continue:)

The roof extends 20 feet from the walls, a sort of logia, with the mid-portion of this structure, a space of 40 feet width and 60 feet length an open atrium. There is a rectangular pool of 10-foot width and 15-foot length in the center of the place. There are plants growing in the water, all around it. All looking wild but likely once well kept. Of far more unusual aspect are the many works of art you see all around.

The side galleries are dotted with very life-like sculptures done in stone and wood—mostly people in various styles of garments and poses, although there are a few animals depicted too, including two pigeons, one atop the head, the second carved in the act of landing, on the shoulder of a man in robes. Near the pool are more statues, some of humans, but most are of animals. A particularly life-like carving of wood strikes you as most intriguing, a lion crouching at the edge of the water, its tongue curled out as if in the act of lapping it up. At the far end, almost under the roof, there are several deer and a wild bull standing together. There are small animal statues here and there throughout the place. The sculptor must have been rather an impatient and bad-tempered person, for there are pieces of broken wood showing the marks of crafting and angry chisel marks too. Evidently "perfection or destruction" was that one's motto, although only a few of the stone carvings are so broken.

As you move further into the building, a number of birds fly off. This seems to startle others, for a flock of doves takes wing with a noise that gives you all a start.

Double trouble is coming. There is a Euryaen (see below) concealed in some tall bushes to the left rear of the party, she being in the southwest corner of the roofless central court. Because of the leaves and shadows, the several "statues" screening the location, only a spot Check (DC 30) will reveal her as not just another sculpture.

> Only a special success in the use of Scrutiny Ability or similar skill will reveal her.

Such discovery gives the party initiative for one round, but immediately upon being seen/attacked, the Euryaen will use her gaze power to attack the most threatening of those who saw/attacked her. She will then spring into the air to attack physically. At that movement, the gorgon will become enraged and charge as noted below, only the distance to the characters will likely be somewhat greater.

A Spot check (DC 30) will discover the "wild bull" statue is different, has horn plates, and seems to move slightly.

> Only a special success in use of Scrutiny Ability or like skill will reveal the "wild bull" statue for what it is, a gorgobos.

That discovered, the team has initiative and at least two actions, unless the creature is in charging motion when the discovery is made, in which case they have one action before it impacts them.

Between the Euryaen and the gorgon standing still at the end of the pool, the adventurers are facing a stiff challenge... The bull monster acts first, it suddenly "coming to life" when the party is near the center of the pool. The creature will make a beeline for the leading character, splashing through the pool if necessary, as the water is only a bit more than two feet deep. The charge distance is about 30 feet, so the team will have initiative, but then the beast will strike.

As that happens the Euryaen will utter a rather raucous laugh. Any character whose attention is not fixed on the charging, bull-like monster will certainly notice the sound, note its location. One watching the rear area in which the Euryaen lurks will see her spring up into the air, flying to a height of about 30 feet in one round, then selecting the adventurer furthest from the gorgon, and plummeting to strike with both talons.

Gorgon: CR 9; Large Magical Beast; HD 12d10+36; hp 105; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (-1 size, +9 natural); Atk Gore +16 melee (1d8+7); Space/Reach: 5 ft. by 10 ft./5 ft.; SA Breath weapon, trample 1d8+7; SQ Scent; AL N; SV Fort +11, Ref +8, Will +5; Str 21, Dex 10, Con 17, Int 2, Wis 12, Cha 9.

Skills and Feats Listen +10, Spot +10; Alertness, Blind-Fight, Improved Initiative.

Note: this gorgon is unusual. Those succumbing to its fumes are turned into wood rather than stone. In all other respects it is the same as a standard gorgon's breath weapon, useable every 1d4 rounds and with a Fortitude save (DC 17) to avoid its dire effect.

Gorgobos: H 40 P 30 S 15
Attack: horns for 1-20 +1-10 p&s Harm, +2-20 if charging
Defense: 15
Special: Breath of 3-foot diameter and six-foot length causes petrifaction of any flesh therein unless Disaster Avoidance roll at 2 x Speed BR succeeds.

Euryaen

Medium-Size Monstrous Humanoid
Hit Dice: 12d8 +24 (87 hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 60 ft. (average)
AC: 17 (+2 Dex, +5 natural)
Attacks: 2 talons +13 melee
Damage: Talon: 1d6 + poison
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Petrifying gaze, poison
Special Qualities: Bemusement, divination, damage reduction 15/+3, petrifaction immunity, poison immunity.
Saves: Fort +6, Ref +10, Will +9
Abilities: Str 11, Dex 15, Con 14, Int 13, Wis 12, Cha_16
Skills: Appraise +7, Bluff +9, Hide +12, Listen +9, Move Silently +8, Sense Motive +7, Spot +11
Feats: Alertness, Flyby Attack, Weapon Focus (talons)

Climate/Terrain: Warm land
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

The Euryaen (singular and plural) are the near legendary female offspring of mating between a medusa and a human male. It is thought that some maleficent god then imbues the resulting infant with horrid capabilities. They possess wings and bronze-hard (foot) talons and the power to cause petrifaction by gaze. Otherwise they resemble ordinary human females but with small patches of scales about the breasts and thighs. Their hair is normal and not the snakes their mothers possess. However, a Euryaen is provided with poison in her talons.

These creatures are solitary, inhabit remote areas of warm clime where they will not be noted and attacked. They hate humans and most other life forms not of monstrous sort.

The creature is immune to petrifaction and similar attack forms and to all poisons. However, if the gaze of a Euryaen attempting petrifaction attack is reflected back at her, this rebounding energy "short-circuits" the creature's brain for two rounds and disables the petrifaction gaze power for four rounds.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 17).

Poison (Ex): Those struck by the euryaen's talons must make a Fortitude save (DC 16); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Bemusement (Su): An area enchantment with a five mile radius that causes all creatures within its circumference to become disoriented and wander around, not able to approach the center of the area without great determination. Will save (DC 15) to overcome this confusion.

Divination (Su): The vile euryaen can predict the future to a limited extent. She knows when intruders enter her domain and can thus stage effective ambushes.

Euryaen: H 83 P 72 S 12a/24f
Attack: see below
Defense: 12 (10 plus a Shielding Ring of 2 protection/vs. up to 3 opponents)

Wealth: This particular creature has a jeweled belt worth 290 gp. She also has on it a normal long dagger with a gem in its pommel and a jeweled sheath, the lot valued at 160 gp. She has 6 potions of cure moderate wounds for healing.

The belt is worth $48,000, the dagger and sheath $27,000. She has 6 Bolus Moderatus.

At this point it is simply a hard fight. The team had better be prepared and able, or else the quest ends here.

When the combat is over, successfully from the players' point, then a general search can commence. There is a way to return petrified comrades, even those turned to wood-like substance by the bull monstrosity.

Not surprisingly, if a careful examination of the statues is undertaken, the one with the pigeons will be discovered to be a wizard, this shown by garments and other clues.

In his hand is a scroll, now stone. The writing on it is clear, though, and a character with the capacity to cast arcane spells can read it. Attempting to break it free from the stony hand that holds it breaks the scroll and ruins it. All characters to be brought back to living flesh must be touching each other. Up to 10 persons can be restored thus, and if the scroll is read the wizard (10th level; Str 7, Dex 14, Con 12, Int 16, Wis 13, Cha 15; SV Fort +4, Ref +5, Will +8) is one of those 10, of course.

The Elementalist Order victim holds a plaque, now stone. The writing on it is clear, though, and an Avatar with Geourgy Ability can either read the Major

Grade version of Undo Petrifaction thereon, or copy it to a Memory Tablet and then activate it with his own AEPs. If the plaque is read the non-Avatar character (Elementalist, 6th Rank, Master Geourge: Geourgy 83, Arcana 64, Pantology 52, Ranging 40, Weapons 20, Luck 17; H 58, P 50, S 15) is restored along with up to 10 others touching him.

Other Non-Player Characters restored in this manner are left to the GM to determine. The spell caster and such other NPCs can be used to fill in for lost characters, be assigned as NPC "assistants" if the team is weak and needs such help, or else they will thank the party and wander off on their own business.

There is a wall mosaic at the back of the building, in the logia area to the north behind where the gorgon was standing in wait. It depicts a family in ancient garb, several adults and children in the foreground watching a young man in the background flying a lozenge-shaped kite of green against the gray of an overcast sky. A touch of this part causes the door back to the cylindrical mini-cosmos to spring forth and operate.

Euryaen (new creature): Appearing: 1
H: 72-110 P: 71-90 S: 9-12 attacking/18-24 flying (base for AEPs)

The Euryaen (singular and plural) are the offspring of mating between one of the gorgons and a human male. All these offspring are female. They possess the wings and bronze-hard (foot) talons of their mother (or grandmother), and the Extraordinary Power to cause petrifaction by gaze. Their hair is normal, not snakes as the Gorgons possess. However, a Euryaen is provided with poison in her talons.

These creatures are solitary, inhabit remote areas of warm clime where they will not be noted and attacked. They hate humans and most other life forms not of monstrous sort.

Attack: Physical attack by talon strike for 9-12 + 6-8 VT Harm ignoring all but supernatural armor, if flying the attack is double and with a bonus of 1-6 (2 x 9-12 +1-6 +6-8 VT Harm).

Special: Petrifaction by gaze, this latter capacity similar to the Geourgy Power Swetlana's Petrifying Gaze of Animosity, but activation is at Grade VI in but two seconds of time, and each second thereafter in fixes gaze adds another 27 cubic feet of petrifaction to affect the target subject. This requires 10 AEPs plus 3 AEPs per extended second of activation.

Power: Area enchantment with a five mile radius that causes all creatures within it to become disoriented and wander around in the area, but unable to approach the center of the area without great determination and force of will.

Abilities:

Divination 61-90	Evaluation 31-50
Hunt 71-90	Pantology 41-60
Pretense 21-50	Waylaying 51-80

Defense: A constant preternatural energy provides 10 points of protection against all but supernatural Harm. Immune to petrifaction and similar attack forms and to all poisons. However, if the gaze of a Euryaen attempting petrifaction attack is reflected back at her, this rebounding energy "short-circuits" the creature's brain for as many seconds as points of energy were expended (usually 10) and disables the petrifaction gaze Power for twice as long, i.e. usually 20 seconds time.

Wealth: A Euryaen will wear jewelry of gold and set with gems, from 1-6 pieces, each with a value of from $3,000 to $60,000 value. There is a 50% likelihood that one will have an Extraordinary protective item such as a Shield Ring, and a like chance for some object that restores lost Health.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back separates as if slowly fracturing into fragments, the pieces getting smaller and smaller, then flaring into green, glittering brick- motes as a brazen horn bellow through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: Give only the usual Merits for meaningful Ability use and time spent actively participating in the adventure.

19. BLUE (SKY BLUE)

The Prickly Desert

In addition to the usual magic that's non-functioning here, so are all those activations that bring elementals forth. The spellcaster able to change form so as to be able to burrow is free to do so, however.

Sand, rocks, some dry soil, and missile fire? That's right. Little darts keep coming from nowhere. That's because the badger-like creatures who dwell here are not only intelligent but are able to change their form to look like cacti, as you'll see. Managing to make the "natives" non-hostile, and then let the party into their communal "worship" space is going to be a trial indeed.

If the adventurers seek that elsewhere than in the immediate area, no matter the direction, things are pretty much the same, except in the mountains it's cold and there's no sand. Whatever direction they take, after one day's travel they will find a small

waterhole, this made by a spring that will supply sufficient water for all. Of course the desert animals frequent it, so hunting won't be too difficult. Boredom should be the factor that attacks the team when away from where they should be. If not thus effective, the GM should make it interesting by selecting nasty encounters for them to deal with.

This is the text to read aloud to the players when they enter the pane-portal:

When you regain your equilibrium and the minor pains attendant to being transferred from one dimensional matrix to another subside, it becomes apparent that the party has arrived in a desert. There are mountains all round in the distance, so the arid plains you stand upon is a plateau—not a very high one either, or else the temperature would be more comfortable. You are thankful for the dryness of the air, because it must be at least 100 degrees.

A quick survey of the land around reveals scrub plants, some brush here and there, cacti of many sorts from small to great ones 10 or 20 feet tall, and ground of stony sort broken by patches of sand and rock outcroppings. This is a barren place indeed. Thinking of that you glance skyward. Sure enough, there are a dozen buzzards wheeling high above. Another glance at the ground gives you pause. There are a surprising number of skulls in the vicinity—antelope, some sort of very big hare, and even those of dog-like sort, possibly large jackals or coyotes, stand out amongst the wide variety that is in sight.

Commenting on that, someone in your party supposes that scavengers have carried off the bones, and that is likely right.

So, it comes to being in the middle of nowhere, with no obvious destination, and no living creatures in sight save the carrion birds circling overhead... What should you do?

Allow the players to ask questions. This is a typical southwestern desert as existed in Arizona a few centuries back, excluding the lurking fastbadgers, of course. The characters clad in armor will start suffering from heat exhaustion after 10 minutes time. Tell the players that their characters are sweating heavily, feeling a bit dizzy and weak, that the heat trapped by what they wear will not only bring on thirst, but the characters' skills, saves and attacks will degenerate at the rate of -2 per hour when suffering thus. As it is only now around 10 o'clock, that means that by the time the sun is sinking, they will be quite incapable of doing anything save at a –14 penalty. Full score will return after around 5 o'clock as the sun sinks low on the horizon, recovery of capacity taking only about a quarter of an hour for each -2 lost.

> The Avatars' Abilities will degenerate at the rate of 10% per hour. By the time the sun is sinking, they will be quite incapable of doing anything save at around 20% of usual capacity. Ability will return after 5 o'clock, recovery of capacity taking only about a quarter of an hour for each 10% lost.

As for the fastbadgers, those creatures are even now watching the party, resenting their sudden intrusion in the midst of their territory. After a few minutes time their patience will wear out and they will begin to send darts into the characters so as to drive them away. So after a reasonable period has elapsed, have one dart shot at each character.

If the team begins exploring the immediate area carefully, they will discover that a rock outcropping that shelves, has some sort of large "den opening" at the back below the shelf. This opening is about two feet high and one foot wide—plenty of room for a fastbadger. Only a small and thin non-human character or a human stripped to light clothing only can negotiate the entrance. First darts and then a Wave of Fear attack will be launched if any party member attempts to enter the opening at this time.

21 Fastbadgers. Small Monstrous Humanoid; CR 1; HD 1d8+1; hp 5; Int +5 (dex); Spd 40 ft. (8 sq.), 10 ft burrowing; AC 21 (+5 Dex, +1 Size, +5 natural), touch 16, flat-footed 16; Base Atk +0; Grapple -4; Atk: claw +1 melee (1d3) or blowpipe +7 ranged (1d2 + poison); Full Atk ; Atk: claw +1 melee (1d3) or blowpipe +7 ranged (1d2 + poison); Space/Reach 5 ft./5 ft.; SA Posion, Wave of Fear; SQ Camouflage appearance; SV Fort +1; Ref +7; Will +3; Str 10, Dex 20, Con 12, Int 5, Wis 12, Cha 11
Skills and Feats Listen +3, Move Silently +15, Spot +4; Weapon Focus (Blowpipe).

> **Fastbadger 21** H 11 P 70 S 25/5 burrowing
> **Attack:** blowpipe dart for 1 & VT special (see below); also natural Psychogenic Ability Wave of Fear (see below)
> **Defense:** 12 for size and speed
> Any Avatar affected by the toxin on a dart will become psychotic in 1d4 ABCs, begin shouting about horrid foes all around, and strike with weapon or activation at imagined foes not there at all or else at a fellow if within 10 feet. This attack lasts 3-5 ABCs. The poison-induced hallucinations then cease. Note if a subject is attacking "nothing" in the area of the den, the blows or activations have a base 5% chance of accidentally hitting a fastbadger. If the activation covers an area, increase the chance for hitting one to 15%.

Of the 21 fastbadgers, at least 12 will be watching the party at any given time. Each one will be peering up from sand or a burrow opening and seem to be a cactus plant or rock. However, there is a chance that a character can note such illusion as detailed above (Spot check DC 15).

> Use of Galicar's Illusion Hacker or a similar spell will absolutely reveal the watching fastbadgers. Any Avatar with Psychogenic Ability has a 20% chance of

noting the illusion when looking directly at an individual so cloaked. If a character succeeds in use of Scrutiny Ability or similar skill when looking directly at a fastbadger cloaked by illusion, that one will note something "is not right" in regards to the supposed object being inspected.

As soon as a suspicious person looks away from the illusion-cloaked fastbadger, it will go underground, and the former "object" will have disappeared when inspection is resumed. 50% of the time an examination of the area will show a small burrow there, a hole of about one-foot diameter going down about five to eight feet, then running laterally away in several directions, the lateral passage being larger than the shaft. Sand burrows are not seen, of course.

There is a way for the party to cause these creatures to stop their attacks. If there are bright and shiny objects—beads, coins, crystals, gems, small mirrors, and the like—placed down and left thus with the party being well away—at least 50 feet or not in sight of the objects—the creatures will get the offerings. Each object gained thus reduces the likelihood of the fastbadgers attacking by 5%, less 10% for each member of their community that has been killed. At 100% the creatures have become non-hostile and one will come forth to confront the party, in which case read:

You see a strange furred creature, buff and gray coated, emerge from a hole in the ground. What it is you are not sure, but its visage looks something like a badger, but the body is more like that of a cat. It stands upright, waves a paw at you, and holds up one claw. After a second it extends another claw, then another until all five are raised thus. It then extends its other forepaw, and there is a quarts crystal in it. The creature raises and lowers the crystal several times, then moves it under the paw with five claws help upright as its beady little eyes dart rapidly from one to another of you.

What could this mean?

If the party delivers five or more shiny objects of any sort to the fastbadger, it will scoop them down its burrow, dive down after them, and in one minute return and point to the rock outcropping with the "den opening" under its shelving portion. With several nodding motions of its head, the creature will then vanish underground again.

When a character crawls into the opening, after a gentle slide down about 12 feet of narrow passage, there is a small cave of about 15 feet diameter with a five-foot-high ceiling. There are several narrow openings around the perimeter—fastbadger holes too small for any character to use. On one wall is a natural rock formation that looks vaguely like one of these creatures, and before it are several shiny objects. A sky-blue turquoise stone of diamond shape that is large, about six-inches across and a bit longer will be noted. It is about two feet away from the fastbadger-shaped formation, while several of the objects given to the creatures are immediately before that rock. The one seeing this should leave at least two shiny objects there in the little grotto, take the blue stone, and crawl up and out. As the turquoise is brought into the open it begins to glow and enlarge. As it is being touched, the transference is automatic and instantaneous for the whole party.

Failing such an exchange, enraged fastbadgers will attack the "thief" with claws as he exist, and the offender will suffer from 5 to 15 points of damage but escape as noted if hit points are not reduced to zero or lower by the attacks suffered. Each attack inflicts an automatic 1-3 points of damage damage, five attacks in all.

The offender will suffer from 15 to 25 points of Harm, 5 x 3-5 attacks hitting automatically.

Without initial "peace offerings," the team must figure some means of killing at least 11 of the 21 creatures. When their losses exceed half their number, the fastbadgers will use escape tunnels to flee the area, leaving it to the ruthless killers... The turquoise is found as noted, but with bright pebbles and quartz crystals before the rock formation in the little grotto.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back wavers into a desert–like scene, becomes transparent, then vanishes in a flash as a faint roll of thunder echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

The Game Master should award a 400-750 point experience bonus to each character if they manage to overcome the challenges here without massacring the fastbadgers, award no experience points at all for killing the diminutive creatures.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 100 General Merits if none of the badgerfolk was intentionally slain.

If 11 or more were killed, one point of party Repute, and of each Avatar's Repute as well, becomes Dark Repute instead.

20. INDIGO (PALE)

At Sixes and Sevens

When the adventurers are sent through the gate in this pane, it is into a small but challenging dungeon complex, one of strange and difficult sort. Magic and spells do function here, save those that would allow escape or bring in other creatures.

This is the text to read aloud to the players when they enter the pane-portal:

With a sickening wrench your team is drawn from one unpalatable reality into...what? Where are you this time? The pane portal has delivered you into some sort of dungeon, it seems. As you fight down the odd feeling in the pit of your stomach, wipe the tears from your eyes, and are able to assess your surroundings, it seems certain that you are in some subterranean place built by who knows what. You are able to see the place because there are big iron cressets set 12 feet above the floor in the eight corners of the chamber; their flames giving off a blood-hued illumination that gives the place a hellish ambiance. Appropriate, of course, what with the walls being covered with hideous figures sculptured in bas-relief.

Immediately behind you is a great door of bronze, this valve with a leering satyr's face molded in its center. Around the party is an octagonal chamber that is 80 feet across at its widest dimensions, and the ceiling above is 40 feet high.The walls to either hand have in their center doors similar to the one behind you, only they are plain metal, have no visage or other decoration on their surfaces. Directly across the place is an arched opening, 20 feet wide, its top rising to 30 feet at the apex of the arch—ample room for a huge monster to pass... There is no light coming from that opening, so what lies beyond is a mystery too.

The stones of the floor are slabs of roughly worked gneiss that allows excellent footing without stumbling on protrusions or slipping on too-smooth a surface. The walls are apparently of living granite, the chamber being hewn from its heart. The purpose of this place is unimaginable to you, but perhaps exploration will reveal that enigma, and discover a means of escape too.

To assist in what you are about to do, calling the direction to your immediate rear "south" seems a good idea. That way your team can better communicate and plan.

The team needs to explore the whole place, do what needs be done, and thus get out of this unpleasant little pocket purgatory. At the conclusion there's also a good opportunity for them to bite off more than can chew, but that's covered later on.

This is an easy little scenario to GM without a map.

The door to the S, with the satyr's head, is unopenable until all six of the other doors have been opened and the inhabitants of the areas each leads to have been dealt with, and one of the "keys" obtained from each, placed on the sculpted head of the satyr statue found therein.

There are six doors in the center of the walls—NE, E, SE, SW, W, and NW, each of which are covered hereafter.

The space beyond the archway is detailed first, as it is the place the party is most likely to explore first. Here is the text to be read aloud when the adventurers go there:

As you come close to the wide archway to the north in the octagonal chamber, a passage of the same dimensions as the arch is revealed. You follow it for 60 feet distance and come to another multi-sided chamber, a hexagonal room that is lit suddenly as you enter the place. Great multi-colored flames leap from a fountain-like structure at the center of the place to a height of about 20 feet, thus enabling you to see the whole chamber clearly. It is 60 feet across, also hewn out of solid rock, a dark schist of some sort. The vaulted ceiling here is perhaps 40 feet above. There are six identical alcoves spaced evenly in the walls of this room, one in each angle where corners meet. These alcoves are approximately six feet above the floor, six feet wide, and 15 feet high at the apex of the arched opening. A quick look inside shows the niche to have a disk-shaped floor that is 10 feet across, six feet deep, the near portion being truncated so as to make the opening to the semi-cylindrical space beyond.There is nothing inside the recess.

The "fountain" from which the flames leap is made of sculpted obsidian. There are six imp-like figures inside a basin that is seven feet in diameter. Each faces outward, head tilted back, and from the six ugly, fanged mouths that point ceilingward spouts a fiery jet. Each flame is slightly different in hue, red and blue, orange and blue, yellow and green, green and blue, green and violet, blue and violet. These flames meet about 10 feet above the imp-like figures' heads; form a multi-colored "blossom" of fire that spreads out in the shape of an inverted umbrella.

(When applicable:)

All of the recesses in the corners of this chamber are empty.

The fountain-fireplace seems to be carved from a single piece of stone. It is well-crafted, but not so well done that the figures look like anything other than some variation of little nether creatures that inhabit such hellish dimensions.

There seem to be nothing of real interest in this chamber, and no exit either, save the way you entered here.

As you leave the place the flames sink, and after you have gone six or seven paces down the corridor, all six are extinguished.

Now for the other encounters. All the unmarked doors have unlighted passages 10 feet wide and 70 feet long.

1. NE (amethyst corundum gem): As the party reaches the 70th foot along the corridor the last 20 feet of the floor tilts down to make a slide that extends down into a hexagonal chamber that is 40 feet across from flat wall to flat wall. The leading member or members of the team that are in the 20-foot length of floor that drops down to the northeast will absolutely slide down. Any others may avoid the slide or not,

as the GM decides and the players choose. As one or more come into the hexagonal room that is 40 feet across, they will see a circular basin of 10-foot diameter in the middle of the floor. It has an imp-like figure in its middle portion, and the upturned face's open mouth spouts a tongue of flame 10 feet in the air, as in the basin around it there appear and rush to attack the party five horrible monsters.

> If the party is surprised, these creatures will be facing the slide-entry portion of the chamber.

Troll (5): CR 5; Large Giant; HD 6d8+36; hp 65 each; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats Listen +5, Spot +5; Alertness, Iron Will.

> **Agrue** 5 H 60 P 60 S 12
> **Attack:** claw for 13-16 or bite for 9-12, both +6 Harm that ignores all protection
> **Defense:** 4, and heals 3 points of penetration Harm each ABC

Assuming that the group came here via the tilting passageway, as the last monster is slain, the room shudders and suddenly the slide is merely a level passage to the southwest.

Searching: At such time as these creatures are all destroyed, the party can search. They will find that the imp-like statue has in one outthrust stone hand a bronze laurel leaf. Around the statue's neck is a gold necklace with a large corundum gem—a different one for each encounter—an amethyst (here), black star sapphire, golden sapphire, emerald, ruby, sapphire in the other areas. Each is worth 330 gp.

If the party examines the statue, attempts to move its parts, it will be discovered that the head moves left and right. Turning it to the left causes the basin and statue to sink, while a right turn causes the fountain to rise to floor level in the room. This serves as an elevator.

Below the chamber floor is a hexagonal room 20 feet across. This place has five doors in it. Each door opens to another hexagonal room of the same dimensions. However, in each is only a basin without a statue. The basins are colored to match the corundum gems. Standing in the basin will transport instantly the one so doing into the corresponding chamber above. From this location that would be into one of the five other encounter areas—E black, SE amber, SW green, W red, or NW blue. Of course from another area that one's color basin will not be discovered from below, and a purple one will be present in one of the side chambers. Going into the chamber above a basin is the indirect way of entering one of the five other encounter areas.

By gating into an encounter area, the character or team will surprise the creature or creatures therein, have 2 free actions before they react and attack.

2. E (black star sapphire): As the party reaches the 70th foot along the corridor a grate drops down with a crash at the 50-foot mark behind them. Anyone on the other side will be out of the fight. As this happenes the door ahead is pulled straight up. Spikes begin to come outwards from the passage walls, and unless the party hastens into the chamber beyond, they will be inexorably skewered and killed thus. Allow them a minute at most to react positively.

As they come into the hexagonal chamber that is 40-feet across, with a circular basin of 10-foot diameter in its center, there being an imp-like figure spouting flame from its mouth at the center, they are assailed by:

Devil, Barbazu (5): CR 7; Medium-Size Outsider (Evil, Lawful); HD 6d8+6; hp 35 each; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (+7 natural); Atk Glaive +8/+3 melee (1d10+3 and wounding), or claws +8 melee (1d4+2), beard (see entry in the MM) (1d8+2 and disease); SA Wounding, beard, battle frenzy, summon devil; SQ Damage reduction 10/+1, SR 23, devil qualities; AL LE; SV Fort +6, Ref +5, Will +5; Str 15, Dex 11, Con 13, Int 6, Wis 10, Cha 10.
Skills and Feats Concentration +7, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6; Cleave, Improved Initiative.

> **Dread** 5 H 100 P 60 S 21
> **Attack:** 2 x battle hammer for 6-20 +10 s Harm, range 2, speed 6, precision bonus 10 (70); opponents facing the dread suffer a penalty of +20 to their die rolls because of its dreadful visage
> **Defense:** 12, and heals 3 points of penetration Harm each ABC

Assuming that the group came here via the passageway, as the last monster is slain, the spikes and grate blocking the corridor raise, but the door remains in its upwards position.

Searching: See #1 above for full details. Besides the bronze laurel leaf, the necklace found around the statue's neck is with a black star sapphire worth 330 gp.

3. SE (amber corundum gem): As the party reaches the 70th foot along the corridor the passage behind begins to close, one 10-foot block after another, each making a deep rumbling as it shuts, each taking 30 seconds time to move across the passage. At the same time the door in front of them swings open slowly to reveal the chamber beyond.

As they come into the hexagonal chamber that is 40-feet across, with a circular basin of 10-foot diameter in its center, there being an imp-like figure spouting flame from its mouth at the center, they see nothing around to attack them,

but from above, and by surprise most likely, come:

Devil, Erinyes (4): CR 7; Medium-Size Outsider (Evil, Lawful); HD 6d8+6; hp 34 each; Init +1 (Dex); Spd 30 ft., fly 50 ft. (average); AC 20 (+1 Dex, +9 natural); Atk Longsword +8/+3 melee (1d8+3), or longbow +7/+2 ranged (1d8), or rope +7 ranged; SA Rope entangle, charm person, summon devil; SQ Damage reduction 10/+1, SR 12, devil qualities, tongues; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.
Skills and Feats Concentration +9, Disguise +11, Escape Artist +8, Hide +9, Listen +10, Move Silently +9, Search +9, Spot +10; Dodge, Mobility.

Harquad 4 H 40 P 35 S 8a/15f
Attack: 2 x short sword for 2-20 +7 (bonus ignoring normal protection) s Harm, range 3, speed 3, precision bonus 20 (56); every other round additional tail attack for 3-5 VT Harm ignoring all armor not against VT
Defense: 5, and heals 1 point of penetration Harm each ABC

Harquad: 1-4: Intelligent demoniacal quasi-humanoid, four-armed, prehensile-tailed, flying monstrosity, thought to have been purposefully bred in the Age of Adepts to infest rival states:

H: 36-45 P: 31-40 S: 8 attacking-moving on the ground/15 flying.

Attack: Two attacks with varying weapons, Harm inflicted thus plus attack bonus variable of 1-12 points ignoring non-Extraordinary armor protection of target subject—also prehensile tail attack every other ABC, the tail equal to a whip of eight-foot length and inflicting 3-5 Harm from contact poison that ignores all armor protection not specifically negating VT attacks.

Defense: Tough hide and flesh equal to 5 armor plus use of two bucklers for an added 6 against two attacks; and also heal 1 point of Harm caused by penetration wounds each ABC.

The harquad is typically armed with a pair of swords of some type. As with most demoniacal creatures, one will not venture into full sunlight, as it is nearly blind in bright light and only half as effective in attack then. In somewhat less-bright light conditions is has only a one-quarter penalty (-15, so attack is at P 45).

The harquad sees in the dark as does a cat, and in lightless conditions one can see as if it were dim twilight. As typical of all such weird hybrid monsters, the harquad is stealthy (Stealth Ability 60) and skilled in ambush (75% Waylaying Ability). Whether concealed in undergrowth, lurking in shadowy recesses, or perched in tree or cliff, the creature is most deadly and determined in its assault.

A typical harquad's skeleton-like form is a dark, slime-green in color. The reptilian wings are a rotten yellow ocher in hue and have a slightly tattered appearance.

Wealth found the habitation of an harquad is a mass of randomly hoarded things including arms, armor, items of equipment, and loose coins of $500 to $2,000 value per individual. There is a 25% chance for one very minimal or minimal Extraordinary item, a 20% chance for one low moderate item, a 15% chance for one moderate item, and a 10% chance for one good Extraordinary item in a typical hoard, for each harquad inhabiting the place. (As conceived by Sean Westman.)

Searching: See #1 above for full details. Besides the bronze laurel leaf, the necklace found around the statue's neck is with a corundum emerald worth 330 gp.

4. S Exit Door: When all six encounter areas have been cleared of monstrous opponents, the party examining this door will discover that there are places where the laurel leaves will fit around the crown of the satyr's head. The GM can make this discovery easy or difficult at his option. When the leaves are all in place, the satyr will open its brazen mouth, laugh, give congratulations to the Avatars, and then swing open. Beyond in the passage is a silvery plane by which they can return to "the pipe."

Of course, as they return to the main chamber, they will also notice that there are rainbow flashes of light coming from the archway to the north. If they go to investigate that instead of exiting as noted, then the door will not open until the seventh encounter is over. See below.

5. SW (green corundum gem): As the party reaches the 70th foot along the corridor the door pops open in an instant as an unseen force propels them 10 feet into the chamber beyond, and then the door slams shut. It will not re-open until all the foes herein are slain.

As they are flung thus into the hexagonal chamber that is 40-feet across, with a circular basin of 10-foot diameter in its center, there being an imp-like figure spouting flame from its mouth at the center, they are pounced upon by:

Girallon (7): CR 5; Large Beast; HD 7d10+14; hp 55 each; Init +3 (Dex); Spd 40 ft., climb 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural); Atk 4 claws +12 melee (1d4+8), bite +7 melee (1d8+4); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d4+12; SQ Scent; AL CE; SV Fort +7, Ref +8, Will +3; Str 26, Dex 17, Con 14, Int 3, Wis 12, Cha 7.
Skills and Feats Climb +16, Move Silently +8, Spot +7.

Nightslinker 7 H 35 P 50 S 17
Attack: hafted hook, then a barbed-tail attack for 6-8 Harm ignoring all protection, and repeat
Defense: 9

Searching: See #1 above for full details. Besides the bronze laurel leaf, the necklace found around the statue's neck is with a golden sapphire worth 330 gp.

6. W (red ruby): As the party reaches the 70th foot along the corridor the ceiling above them angles down to close the passageway behind them. They must force the door before them open within four rounds, or else they will be crushed to death! The base chance for opening the portal is 10% plus strength bonus per person attempting to open it. No more than two can attempt to force it open at the same time

If and when they manage to open the door they come into the hexagonal chamber that is 40-feet across, with a circular basin of 10-foot diameter in its center, there being an imp-like figure spouting flame from its mouth at the center, they are assailed by:

Devil, Cornugon: CR 10; Large Outsider (Evil, Lawful); HD 11d8+33; hp 84; Init +1 (Dex); Spd 20 ft., fly 50 ft. (average); AC 25 (-1 size, +1 Dex, +15 natural); Atk Whip +15/+10/+5 melee (or 2 claws +15 melee) (1d6+5 and stun), bite +9 melee (1d4 +5), tail +9 melee (1d3+2); Space/Reach: 10 ft. by 10 ft./15 ft.; SA Spell-like abilities, fear aura, stun, wound, summon devil; SQ Damage reduction 20/+2, SR 24, devil qualities, regeneration 5; AL LE; SV Fort +10, Ref +8, Will +9; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14. *Skills and Feats* Bluff +14, Climb +16, Concentration +15, Hide +7, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14; Cleave, Power Attack, Improved Sunder.

Prowler H 145 P 75 S 16
Attack: hands for 1-12 +11-20 p & s Harm and bite for 3-20
Defense: 11; avoidance of attack seen coming = 75% but this then negates the biting attack, a second avoidance then negating both its attacks
Special: Able to leap up to 20 feet in an arc whose apex is half the lateral distance.

Searching: See #1 above for full details. Besides the bronze laurel leaf, the necklace found around the statue's neck is with a ruby worth 330 gp.

7. NW (blue sapphire): As the party reaches the 60th foot along the corridor each character must check to see if they can save themselves from a terrible compulsion. Each must make a Will saving throw (DC 20) to avoid the effect.

Each has only a 25% chance to succeed.

Failure means the Avatar rushes headlong down the remaining 20 feet of passageway and bursts through the door without any particular preparation for what lies beyond.

As one or more come thus into the hexagonal chamber that is 40-feet across, with a circular basin of 10-foot diameter in its center, there being an imp-like figure spouting flame from its mouth at the center, there will leap to attack them:

Devil, Kyton (6): CR 6; Medium-Size Outsider (Evil, Lawful); HD 8d8+8; hp 44 each; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (+8 natural); Atk 2 chain rakes +9 melee (1d8+1); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Dancing chains, unnerving gaze; SQ Damage reduction 20/+2, SR 17, cold immunity, regeneration 2; AL LE; SV Fort +7, Ref +6, Will +6; Str 13, Dex 11, Con 13, Int 6, Wis 10, Cha 12. *Skills and Feats* Climb +12, Craft (blacksmithing) +10, Escape Artist +11, Listen +13, Spot +13; Alertness, Improved Critical (chain), Improved Initiative.

Darkgaunt 6 H 40 P 35 S 18
Attack: claw for 1-2 +VT that bypasses normal armor and has a 50% chance of paralyzing the victim for 1-2 minutes, when so paralyzed a bite for 9-12 disregarding protection
Defense: 5, but 15 in dim light (not bright enough to read by)

Searching: See #1 above for full details. Besides the bronze laurel leaf, the necklace found around the statue's neck is with a sapphire worth 330 gp.

Hexagonal Chamber Special:

When all six encounters have been concluded successfully, the imp-like statues in this place will again begin to spout flame, this time more bright and of intense and rich colors, the whole visible spectrum of light, with first one then another hue predominating for a round.

If the party enters this place the exit will be sealed with a great clanging noise as an iron portcullis drops closed at the inner end of the passage. (Any character caught beneath it is slain automatically).

From behind the flame fountain a powerful devil will come, leaping through the fire without harm so land before the party. It will attack immediately, with first initiative, and thus deal death and destruction...

If the party consists of six characters and some have reached 12th or higher level the devil is a pit fiend:

Devil, Pit Fiend: CR 16; Large Outsider (Evil, Lawful); HD 13d8+65; hp 125; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft., fly 60 ft. (average); AC 30 (-1 size, +1 Dex, +20 natural); Atk 2 claws +19 melee (1d6+7), 2 wings +14 melee (1d4+3), bite +14 melee (2d6+3 and poison plus disease), tail slap +14 melee (2d4+3); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, fear aura, improved grab, constrict 2d4+10, summon devil; SQ Damage reduction 25/

+2, SR 28, devil qualities, regeneration 5; AL LE; SV Fort +13, Ref +9, Will +13; Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 16.
Skills and Feats Bluff +17, Climb +20, Concentration +19, Disguise +17, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spellcraft +21, Spot +21; Cleave, Great Cleave, Improved Initiative, Power Attack.

Otherwise it is a Gelugon devil:

Devil, Gelugon: CR 13; Large Outsider (Evil, Lawful); HD 12d8+60; hp 120; Init +1 (Dex); Spd 40 ft.; AC 28 (-1 size, +1 Dex, +18 natural); Atk Longspear +17/+12/+7 melee (1d8+9 and cold), (or 2 claws +17 melee), (1d8+6), bite +12 melee (2d4+3), tail + 12 melee (3d4+3 and cold); Space/Reach: 10 ft. by 10 ft./15 ft.; SA Spell-like abilities, fear aura, cold, summon devil; SQ Damage reduction 20/+2, SR 25, devil qualities, regeneration 5; AL LE; SV Fort +13, Ref +9, Will +14; Str 23, Dex 13, Con 21, Int 22, Wis 22, Cha 16.
Skills and Feats Bluff +16, Climb +20, Concentration +20, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +22, Move Silently +16, Search +20, Sense Motive +20, Spellcraft +20, Spot +22; Alertness, Cleave, Dodge, Power Attack.

In a Lejendary Adventure game the monster leaping through the flames is a pang, unleashing its dreadful scream as it does so.

Pang H 130 P 70 S 18
Attack: hideous scream reduces all Health BR Abilities to 50% normal score, and all other Ability use suffers a +20 penalty for subjects within a 20-foot radius, duration 4 ABCs/rounds; the following three actions the pang will leap-kick with its talons for 26-35 p & s Harm
Defense: 9, and heals 3 points of Harm each AB

At the same time, there will appear in each of the eight niches a pair of shadows. These undead creatures will use their silent movement and the deep pools of shifting darkness at the edge of the fountain's fiery light to close with the party over the first and second rounds, attack on the third. This is a dim prospect indeed for a team that is not very alert and very strong.

Shadow (16): CR 3; Medium-Size Undead (Incorporeal); HD 3d12; hp 13 each; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atk Incorporeal touch +3 melee (1d6 temporary Strength); SA Strength damage, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.
Skills and Feats Hide +8, Intuit Direction +5, Listen +7, Spot +7; Dodge.

In a Lejendary Adventure game a pair of skulks appears in each of the eight niches. These demoniacal creatures will use their Waylaying and Stealth Abilities to close with the party over the first and second ABCs, attack on the third. If no one has spotted the skulks and cried a warning, each will attack with a 90% chance to hit!

Skulk 8 pairs H 35 P 35 S 16
Attack: hands for strangulation grip for 1-12 +7-10 Harm, a successful attack meaning a grip gained and held, and thereafter hit is automatic; while the second of the pair attacks the target subject's arms from behind, a hit in this case indicating the victim is unable to use them
Defense: 6, and heals 1 point of Harm each ABC
Special: Stealth at 90, Waylaying at 70

Searching: When all the creatures herein are dead, a search can be made. In the middle of the six imp-like statues careful searching (DC 15) will discover a gold necklace with a huge diamond set in its center, this being worth 900 gp. If this is placed beside the other six necklaces, the seven will merge to form a great neck chain. Each character who places it over his head within a day's time after it is so changed will gain 2500 experience points if they are single classed characters while multiclass characters gain 1500 experience points for their primary character class and 500 experience points in each other class. When one or more persons have done that, however, the item vanishes after a day's time has passed. If not so worn by any character within 24 hours, it loses its power but remains an object of jewelry worth 3,000 gp.

The necklace is worth $150,000. If merged to form the great neck chain each Avatar who places it over his head within a day's time will gain 7 points of Ability, 3 in the 1st, one each in the next four, in order of score. If not so worn the merged neck chain is an object of jewelry worth $500,000.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back evaporates in a fountain of multi-colored sparks, then disappears as a ripple of sound resembling someone playing a glass harmonica echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits.

21. VIOLET (MAUVE)

An Exotic Caravanserai

So this time the adventurers are transported from the cylindrical mini-cosmos to the middle of a forsaken desert wilderness. They find themselves in a sort of caravanserai that is filled with merchants, mercenary guards, and other dangerous and wicked folk pretending to be friendly as they scheme for advantage. So as you read to the players, you too will learn about being marooned in place and time...

This is the text to read aloud to the players when they enter the pane-portal:

Sudden disorientation and dizziness, followed by passing internal pangs informs you that (once again) you have been drawn from the tubular dimensional matrix to some other space. As you blink to clear you vision, some dust blows into your face. Good thing you were shutting your eyes! Too bad you opened them...

Your party is standing in the middle of a courtyard. It is of dirt, dirty too, covered by dung and odd scraps of litter and garbage. There is a stable building that comprises one wall of the place, and from there you hear strange grunting and hissings. Someone mutters something about camels. As you look to westwards—that's where the sun is sinking, so you figure it is west—there are barren and rocky hills visible in the distance that the 12-foot-high compound wall does not block from view. Behind you to the south is a two-story place with lower and upper porch, many doors and shuttered windows. It is plainly a lodging place, a hostel—no, that's not right. It is a more exotic sort of building, a desert caravanserai surely made of mud bricks laid on stone foundations. To the east the wall that forms the fourth portion of the square construction has a closed and barred gate.

Excited voices drew your attention there. Two men with oddly curved bows are shouting at each other, one pointing at you, the other shaking his head vigorously and looking away. You hear him saying, "You fool! Those are surely jinn, or magi. If they take offense—" He stops short when he sees you staring, fingers his bow, looks at the also-curved sword at his waist, then with set face bows his head. His companion, noting these actions, turns, sees that all of you are staring, and falls prone, saying "Forgive us, O Mighty ones! We are but humble soldiers who are not used to seeing those who appear in a puff of smoke and a clap like small thunder. Please spare us, and we will be forever in your debt."

Perhaps it is the consternation written on your faces, surprise at being able to understand the words that the strangely garbed and exotically armed man with yellow complexion and slanted eyes spoke. He now grovels in fear, as does the second fellow.

What is to be done?

The chracters can do many things, the three most likely being:

1) Speak to these terrified guardsmen and assure them they are not going to harm them—otherwise be polite, helpful, kind. This loses face for the party and the soldiers, who will then be bent on killing the "foreign dogs" to show they are brave men, not cowards.

As you speak to them, the two cowering soldiers exchange glances, rise to their feet. With dark looks directed at you, they edge away, head for a small door that stands ajar in the stable building.

It appears that you have somehow humiliated these soldiers. Perhaps you should have remained aloof, mysterious, and thus potent figures to be given wide birth. As it stands, those two seem very hostile now.

2) Speak harshly, haughtily, or make fun of the two, and then go off. This will make the guards bitter but being uncertain, they will remain fearful of the characters and not become active foes of the party.

Your derisive comments make the guards grovel even more. They try to glare back, but it is plain they are still fearful of you, uncertain what to do. So you ignore them.

3) Demand they get back to their duties or simply ignore the two and go to look inside the stables (a poor choice) or head for the caravanserai proper (the best choice). As the party can do this third set of actions after options one and two, read the text below whenever appropriate.

Stable Building

The place is dim, as only a little light comes in from high windows facing east inside the compound, and through the open door you have entered. You see many stalls in which there are horses, and several pens filled with camels with two humps. Over the whickering of the horses and the groaning noises made by the camels, you can hear voices. To the left is an open stairway, wooden steps leading up to the loft above. Someone is singing a melancholy song to the dissonant chords of a flute that seems to be out of tune.The notes being played aren't right. Other voices laugh and curse, as if a group were engaged in some game of chance.

(There is nothing of interest downstairs, although for fun you might have a camel spit at a party member who inspects its pen. If the party decides to investigate the loft above, continue:)

As you come to the top of the stairway you see a long room, a rack of spears and pole-arms just before you is worth only momentary attention. All the rest you take in at a glance. The far end of it is filled with hay and straw, baskets that likely contain grain for the animals below. Nearer are a dozen beds—blankets atop straw. On one of these pallets a man sits cross-legged, holding the flute he stopped playing as you appeared on the steps. Nearby another man, likewise seated stares at you with mouth still open a bit, where he ceased in the middle of his singing.

Just before you is a long table with a bench and many stools around it. At one end there are four soldiers playing some sort of a game with bone tiles, stacks of small copper coins before them.

Another four men at the other end of the boards are drinking and playing some sort of a game that involves daggers, which they are holding uneasily now.

As these 10 guards stare at you with shifty eyes, there comes from below the calls of the two guards from the gate:

(If the two guardsmen were subjected to loss of face, option one, the party speaking kindly, then:)

From below you hear the soldier who first groveled before you shout, "Ho, brothers! Do not be mislead by the ugly look of these foreign devils that came here by sOrcerous means, but are just ordinary and likely inferior too! Get your weapons."

Each man gets a weapon, and with that the 10 soldiers sneer, spit and one tough-looking fellow says harshly: "Get out of here, you ignorant devils! This place is reserved for the caravanserai guards!" The others heft their bows and swords suggestively, so perhaps it is best to exit with what grace you can muster.

(If the two guardsmen were ignored or ridiculed, then:)

From below you hear the soldier who first groveled before you shout, "Ho, brothers! Be respectful to these strangers. We saw them arrive here in a cloud like a dragon might, and with a clap of thunder. They are not mortals, or else mighty wizards."

All 10 of the guardsmen before you hastily drop their eyes, bow. One tough-looking one says, "We are but worthless soldiers, Lords, possessed of nothing that you might want. Please leave us alone, and we will gladly speak your praise."

In the first case, hostility, the party must turn hastily and retreat down the steps or face attack. They can brush past the two below who will still be a little afraid, hesitant to initiate an attack without their comrades fighting too.

If there is dithering on the party's part, the 10 facing the adventurers will take umbrage at their remaining where they should not be, attack, and then the two below will join in:

Guards (10 5th level warriors): CR 4; HD 5d8+5; hp 30; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; Base Atk: +5; Grapple +7; Atk: Scimitar +8 melee (1d6+2), or masterwork mighty composite short bow +8 ranged (1d6+2); Full Atk: Scimitar +8 melee (1d6+2), or masterwork mighty composite short bow +8 ranged (1d6+2); SV Fort +5, Ref +2, Will +1; AL LE; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +7, Handle Animal +6, Intimidate +4, Jump +8; Improved Initiative, Weapon Focus (scimitar), Weapon Focus (short bow).

Guardsmen: 10 H 30 P 30 (40) S 10
Attack: medium bows 2-20 +6 p; speed 1, precision bonus +10
Attack: yatagan 3-20 +4 p; range 3, speed 3, precision bonus +10
Defense: cloth half for 4

After six exchanges of attacks, there will come shouting and an alarm gong will be heard from outside. Of course the people within the main building will think the place under attack from the "barbarians" who dwell outside.

After six more such exchanges, if the soldiers are not slain the men from the caravanserai will enter the stables.

If the Master of the Caravanserai, Timang Khan, appears before the battle is ended, the soldiers will shout:

"These foreign devils attacked us!"

There will be a move by the others with the master to intervene on the side of the guards, but:

A swarthy fellow, big and of a different race than the others, steps forward brandishing a scimitar and shouts: "Hold!" The other warriors pause, and he calls: "Stop fighting all of you. Look, Master Timang, these foreigners are not from any of the tribes around—they are from some very distant land indeed."

(If the characters keep attacking, then they will be assailed by the additional men noted below, and they will likely be slain. If, however they stop fighting, then continue with:)

The swarthy man says looking you straight in the eye, "For foreigners you seem wise. I am Kirmaz Beg, and you did well to obey my command. I am the Province Inspector of Caravanserais and Outposts. Let us all go to the main room, eh Master Timang? We need to question these men closely, for surely they came into your place by some means other than the ordinary."

As the master of the place nods a reluctant agreement, Kirmaz Beg turns to the soldiers still standing and says: "You are fools to fight with these strangers. Are you blind? You should tell at a glance they are dangerous, able to kill the lot of you. Your captain should have you all flogged, but you have suffered worse than that because of your stupidity, dog's heads. See to your wounded and be glad you are still alive, isn't that so, Captain Bulakai?"

That worthy smiles proudly at being named by the powerful official, responds, "Oh, yes, Inspector." The captain turns to his men and barks, "You men do as he said. We will ll need four guards on patrol tonight, and count on two of my lieutenants being very unhappy at having to fill in...."

There is nothing for it but going to the caravanserai's to be questioned. On reflection, that's what you want anyway, for you can learn from the questions, likely get a few of your own answered, and then begin to figure a way to get out of this place.

The Reinforcements

Timang Khan, male human Ftr9: CR 9; HD 9d10; hp 46; Init +7 (+3 Dex, +4 Improved initiative); Spd 20 ft. (4 sq.); AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +9; Grapple +12; Atk: Masterwork great sword +14/+9 melee (crit 17-20/x2, 2d6+5); SV Fort +8, Ref +8, Will +6; AL LE; Str 17, Dex 16, Con 11, Int 11, Wis 13, Cha 12.
Skills and Feats Appraise +8, Listen +3, Ride +7, Spot +8, Sense Motive +6; Alertness, Improved Critical (great sword), Great Fortitude, Improved Initiative, Iron Will, Lightning

Reflexes, Skill Focus (Appraise), Weapon Focus (great sword), Weapon Specialization (great sword).

Captain, male human Ftr7: CR 7; HD 7d10; hp 40; Init +5 (+1 Dex, +4 improved initiative); Spd 20 ft.; AC 17 (+1 Dex, +6 banded mail); **Attack:** Masterwork heavy mace +11/+6 melee (1d8+4); SV Fort +7, Ref +5, Will +7; AL LE; Str 14, Dex 12, Con 11, Int 11, Wis 16, Cha 14.
Skills and Feats Handle Animal +6, Listen +10, Spot +10, Survival +9; Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Guardsmen lieutenants, Ftr5 (4): CR 5; HD 5d10; hp 31; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +1 buckler, +3 studded leather); **Attack:** Masterwork scimitar +8 melee (1d6+3); SV Fort +4, Ref +3, Will +3; AL LE; Str 12, Dex 14, Con 11, Int 11, Wis 10, Cha 12.
Skills and Feats Handle Animal +6, Intuit Direction +2, Jump +8, Ride +8; Blind-fight, Combat Reflexes, Iron Will, Mounted Combat, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Enspeller Hongg, male human Wiz6: CR 6; HD 6d4+3; hp 19; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft.; AC 16 (+3 Dex, *ring of protection +3)*; **Attack:** No weapon carried but +3 melee or +3 ranged if one is gained; SV Fort +4, Ref +7, Will +5; AL NE; Str 10, Dex 16, Con 11, Int 13, Wis 10, Cha 10.
Skills and Feats Bluff +3, Concentration +9, Knowledge (nature) +8, Knowledge (religion) +8, Spellcraft +9; Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation), Toughness.
Wizard Spells Prepared (DC 11 + spell level or 13 + spell level for evocation magic): "0"-level: *Daze, Detect Magic, Flare, Resistance*; 1st-level: *Burning Hands x2, Magic Missile x2*; 2nd-level: *Acid Arrow, Blur, Mirror Image*; 3rd-level: *Fireball, Lightning Bolt.*

Kirmaz Beg, Ftr8/Rog4: CR 12; HD 8d10+24 + 4d6+12; hp 107; Init +9 (+5 Dex, +4 improved initiative); Spd 30 ft.; AC 19 (+5 Dex, +4 dockalven composite armor – see page [**TBD**]); **Attack:** Masterwork scimitar +17/+12/+7 melee (crit 15-20/x2, 1d6+6); SV Fort +10, Ref +11, Will +4; AL CG; Str 18, Dex 20, Con 17, Int 12, Wis 12, Cha 12.
Skills and Feats Bluff +13, Climb +11, Craft (trap making) +10, Disguise +12, Forgery +8, Hide +10, Intuit Direction +8, Knowledge (nature) +3, Listen +9, Move Silently +10, Ride +14, Spot +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Initiative, Mounted Combat, Ride by Attack, Run, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Timang Khan H 76 P 75 S 9
Attack: Sword, 2-h 11-20 +12 p&s Harm; range 5, speed 9, bonus 0
Defense: Full steel mail for 11

Captain H 58 P 55 S 12
Attack: Mace, 5-20 +10 s Harm; range 1, speed 6, bonus 5 = 60
Defense: Full leather armor for 9

Guardsman lts., 4 H 35 P 40 S 11
Attack: Yatagan 3-20 +8 p Harm; range 3, speed 3, bonus 10 = 50
Defense: Half leather armor for 9 and buckler vs. one opponent for 6

Enspeller Hongg H 49 P 43 S 19 (AEPs 80)
Attack: Powers used at score 90 in this sequence:
Shooting Stars I (at activator seen or party leader)
Xargya's Military Fork II (at activator seen and/or party leader)
Mirdoleb's Shadow Swarm III (at attacker/leader)
Repeat above sequence.
Defense: A Shielding Ring, 9 vs. two opponents

Kirmaz Beg H 90 P 60 S 16
Attack: Tulwar 3-20 +16 p Harm; range 3, speed 3, bonus 10 = 100
Defense: Dockalven composite full armor for 10
Abilities:
Pretense 91
Weapons 80
Stealth 70
Tricks 60 (+6 to Harm)
Chivalry 50 (+10 each to Weapons and to Harm)
Nomadic 20
Pantology 15
Urbane 10

Soldiers All Slain: If the 12 guards are killed, the party will not be attacked, but they will be questioned. In the interests of space, use the dialog above with modifications, Kirmaz Beg the main spokesman.

No Attack by Soldiers: If the soldiers are fearful of the team, then the adventurers can look around, question the guards, and/or depart unmolested. These men know nothing except:

"We are simple soldiers guarding this place from the barbarians around who would attack and burn it."

"Our lord is Caravanserai Master Timang Khan, perhaps he can tell you."

"Caravans come and depart, bring things here—like food and goods—leave carrying things bound for the west or for the east. That is all we know,"

Caravanserai

When the party enters the main building, they will likely enter through the main doors, for not only are they open but all the rest are closed and locked, all the window shutters likewise. As they come through the doorway read:

Oil lamps overhead cast the main illumination in this place. You see a large room, certainly the main one in the building. It is about 30 feet deep and 40 wide, with two fireplaces, one to either side. The left-hand one is for cooking, as there are kettles and pans in and near the fire there, work tables close to it. There are two long tables with side benches near the cooking place, and a half-dozen men who are evidently servants are busily working around this area. In the middle of the room there is nothing but space. To the right hand there is a round table and four smaller square ones, all these with chairs made of wood and leather. As you enter three men arise from their chairs at the round table, and five others sitting at one of the other tables near the back likewise jump to their feet, reaching for their weapons as they do so.

Of course you look at the three men who are at the main table. The most commanding figure is a swarthy fellow, big and of a different race than the others. There is also a yellow-brown man with a barrel chest and bowed legs, whose armor and clothing indicate he is of some importance—possibly the man in charge of this place. Beside him is a thin, yellow-complexioned fellow with a long, wispy beard and moustache, bushy white eyebrows like wings. His dark green robe is patterned with golden cranes, and his black eyes have a glitter that makes you nervous. He is likely a spellcaster of some sort...an able one from the looks of it.

(Pause to allow the players to speak for their characters, and the greeting should be friendly... If they attack, see above for the roster of their opponents. The 12 soldiers will come to join any battle in on the 13th exchange of attacks [12 rounds] Assuming they are not insulting and hostile, or even most courteous, then continue thus:)

The man who you think to me the chief of this outpost hesitates, but the swarthy man with a hawk nose seems quite at ease. He steps forward and asks in a tone of voice that leaves no doubt that the question must be answered, "How came you into this compound, to stand here before us, strangers?"

(Allow the players to answer for their characters. Then continue, and from this point the questions will be the same if they are come here after fighting with the guards, or walking in of their own volition:)

The swarthy fellow seems somewhat uncertain as he hears your answers. Perhaps he thinks you are lying, or it may be he is just puzzled about why such folk as you should be sent to a place such as this. After studying each of you for a moment, as do the two men beside him, the tall man smiles courteously, but without much warmth. "Your pardon, please. I am remiss. This is Timang Khan, Master of this caravanserai, his advisor Enspeller Hongg, and I am Province Inspector of Caravanserais and Outposts, Kirmaz Beg. You may address me informally, as Kirmaz Beg. Servants, bring us wine and some grilled meat snacks!"

The five men from the back table have moved close, nervously handling their weapons, but the master of the place waves a hand, and they turn reluctantly, go back to their table, still keeping their eyes on you as you take seats around the large round table. After asking a few more questions about where your homes are, how you came to the place where you were trapped, and what you think might have been the reason you were transported magically here, to a desert outpost, he sits back, seems to have been satisfied by your answers, reached a conclusion.

"Master Timang, Enspeller, I believe that some greater power has sent these outlanders here to me. Ah, I see doubt, but consider this: Am I not leaving tomorrow to return to the Celestial Palace to report to the Emperor? What else could the appearance of these foreigners mean than I am to take them with me, bring them before His Divine Excellency for His Disposal. After all, they claim to be heroes, and they have the look of it—in their barbaric way. The matter is settled." Kirmaz Beg looks steadily at first the master of the outpost, then the mage. The former shrugs in acceptance, Enspeller Hongg looks dubious but likewise acquiesces: "Be it on your head, Province Inspector of Caravanserais and Outposts. If asked I would advise against it, and I will record that in my report—that I was not asked, but that I told you I did not share your opinion."

The hawk-nosed man laughs in the mage's face. "You are an old grandmother, Enspeller Hongg. Report as you like, for it is of no matter to me." As a pair of servants bring the drink and food, Kirmaz Beg orders: "Master Timang wishes the best room above prepared for his guests, the foreign devils here with us. See to it immediately. In the morning see that there are extra horses so that they may ride with me on my return journey."

After some strained conversation, the Inspector rises from the table. "Come along, you lot. I'll see you safely locked up for the night, and in the morning we shall be on our way to report to the Emperor."

The fellow leads the way to the room above, saying under his breath: "Play along. I have no intention of making you prisoners. I want to see you get free of this place, and me with you!"

(After the team has agreed and follow, then continue with the following:)

In the privacy of the large sleeping chamber that has been assigned to you, the swarthy Kirmaz Beg says in confidential tone: "I too am a stranded adventurer. I risk my life by telling you that, and assuring you that I am no imperial inspector at all, just a hapless traveler who has become caught in some dark web of magic. Hear this!

"Tomorrow we will set off as I said. We will ride through the wastes all day, and when the sun is setting we will come to a caravanserai...this one. All here will greet us as if we were strangers, remembering nothing of our leave-taking in the morning. When a caravan comes here, it is always the same one. It brings food, carries off goods, and in a week or two it returns to repeat the process. No one here or in the train seems to know that they are repeating the same thing endlessly. I have left here a dozen times, been stuck spending weeks in between my attempts to get away because of formalities of "inspection," and all to no avail. Worse still, the attacks of the barbarian nomads seem to be getting more frequent, more determined.

"It is my hope that together our 'alienness' will be sufficient to

break the curse so as to escape. Once that is done, I can assist you in your quest—whatever it might be—or you can go on your way alone. That is strictly up to you. I offer my considerable services only in recognition of my debt to you if we do manage to get free of here.

"So, are we in this together?"

Is there any other way you can think of? You ask yourselves, and the answer is no...

Now we must compress the action, for space doesn't allow full exposition. That is what the GM is for.

The next morning the "Inspector" and the team of adventurers depart the caravanserai. They travel in the barrens, possibly meet some hostile animals or other creatures, and all seems well. They have gone at least 40 miles eastwards, and as the sun nears the horizon behind them they see ahead...the caravanserai!

When they arrive they are greeted as strangers, and of course Kirmaz Beg, well used to the routine by now, produces his credentials, and into the place they go to spend the night. The swarthy rogue is dejected, commenting that it seems they are all doomed. He curses and says:

When first I came to this damned place there were 48 soldiers. Now their number is down to a mere dozen. The stinking tribesmen seem to be able to ignore the curse on this place, so we will eventually die at their hands. They hate this place and the imperial troops. Eventually they'll break in, kill everyone, and raze the caravanserai.

Whatever next happens, it should be characters asking about the tribesmen—while players think. If questions are posed to Kirmaz Beg (you the GM), he will answer in such a manner as to encourage such thinking. The key to escaping is simple. When the tribesmen next attack, he and the party must open the gates, help the nomads to capture the place, meanwhile avoiding being killed by the defenders and the attackers—until the latter see that the obviously-foreign persons concerned are not fighting them but helping.

Once inside the place, the nomads will ignore adventurers and Kirmaz Beg alike if they stay out of the way or are killing guardsmen. If the team departs during the battle they will leave unmolested. If they stay until the nomads have triumphed, the chief will thank them gruffly for their help, and then order the lot to ride away and never return.

After they have ridden (no matter the direction) for several hours, they will see dust behind them, and Kirmaz Beg will say that the barbarians have likely changed their minds, suggest that the party take shelter in some nearby rocks. What should they find there but a cave large enough for them to ride into and along. As they proceed into this place, there is a fork, the larger passage going to the right, a smaller one to the left. Read:

The swarthy rogue smiles and says he believes his route must be to the left, for a voice inside tells him so. Your party feels the same about the right-hand way, for there is a dim violet light coming from its depths.

Now the GM must decide the matter. If the team is in need of help, Kirmaz Beg will volunteer to ride with them, share their fate, for they have become comrades in the past few days. If the team is not in need of his help, then this rogue will bid them farewell, and before he rides into the passage and disappears, toss them a long dagger, saying it is a potent magical weapon, but they need it more than he.

It is a *+4 returning dagger* that will, on command, shed light from its point in a beam only 3 inches in diameter but extending to a range of 120 feet.

Dagger, Long Supernatural: +20 bonus to precision, +9-12 Harm with these following additional powers:

Self-volition: Upon command the dagger will fly up to 60 feet distance, attack as if wielded by the possessor, and then fly back to its sheath in one ABC, this attack in addition to any other made by the possessor.

Light: Upon command the dagger will emit a beam of light that is narrow but long, a rod of illumination with a core of about three-inch diameter coming from the point to extend 120 feet to end in a three-foot diameter.

When the party heads off down the passage to the right they are transported back to the cylindrical dimension, sans mounts, but with all they have otherwise.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back is wavering before them, glows much brighter than before, then disappears in golden sparks as a series of five-toned musical notes echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the pane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. Double the award for any single character that was instrumental in their escaping the place.

OVAL-SHAPED PANES

22. RED (MAGENTA)

Hunting on the Veldt

You do not need a map for this encounter. The descriptive text below will suffice. The party can not escape the immediate area.

As the party enters this mini-plane they are transformed into a pride of lions, this without their knowledge, as they now think like lions, have their physical powers and senses. However, they can sometimes overcome instinct so as to think as humans do. Thinking is accomplished by will when not doing anything else. Communication between the characters will be a bit of a problem. As it is attempted, inform the individual attempting it that only "animal signals" can be given, such signals made by actions only. The following nine forms will be all the communication actions that can be done, and no other words should be allowed in regards such actions:

Stare: Point, call attention to
Roar: Attack
Crouch: Get ready
Tail Lash: Not that
Jump Back: I am getting away
Rub Against: Show friendship
Roll on Back: Show playfulness/submission
Snarl: Show hostility/warn
Paw Bat: Get away from me

If the characters have animal companions or familiars, they are not transported to this realm, but rather held in a sort of temporal stasis "elsewhere", to reappear when the characters leave this realm.

As they enter the place the whole pride smells the scent of Cape buffalo, a herd of them nearby. The lions are in an area of high grass, the buffalo ahead of them and moving to attack. The herd of buffalo is led by a huge bull with horns that are unnaturally long, and have barbed points that are of red color. This is because it is possessed by a demon. Behind the lions is a stand of trees, safety if they retreat on the run as the buffalo come at them.

This is the text to read aloud to the players when they enter the pane-portal:

You feel the heat of the sun even though it is sinking towards the horizon. The shadows are long, where you are in this tall grass shadow lays over you, for the vegetation is as high as your heads. The wind is at your backs, but the smell of the big, black snorters is strong all around. You can't help licking your chops in anticipation, because hunger gnaws at your stomach.

If there is inquiry as to what is happening, the adventurer so asking looks at the others, so you need to add:

Everything appears to be right. You see the other members of your pride nearby, and they all smell right. They do seem a bit uncertain, though, looking this way and that, not as if stalking prey, but as if something is confusing them...

Note that male characters will be lionesses, and that any female ones will be males.

After 30 seconds thus, there will appear ahead of them eight dominant Cape buffalo bulls, four on either side of a lead one, a huge bull with very long horns that have barbed points. Behind these nine animals are 15 cows and five calves. The buffalo will advance slowly for 12 seconds time, then charge in a rush. If the "pride" does not turn tail and flee to the safety of the stand of trees some 100 feet to the rear, a general melee will ensue.

Otherwise, the "lions" will succeed in getting to the trees, climbing them, and remain out of reach of the Cape buffalo herd. After the sun sets (about 15 minutes time), the normal buffaloes will turn and wander away. The demon-bull will remain where it is below the trees, attack any "lion" descending to the ground. The party can see in the darkness and should attack and kill the creature while it is alone. If they do not attack after a reasonable time, inform the team that they hear a rumbling, movement, and the rending sound of limbs being torn from trees—elephants! In fact a whole herd will come and force the "lions" out of their tree perches. As soon as they hit the ground, the demonic buffalo will attack them; the party being distracted by the elephants, the buffalo will have a +4 bonus to initiative and a 1d12 charge bonus to damage it inflicts on the first attack.

A charge bonus to Harm it inflicts initially (d30).

Note that the elephants will not bother the "lions" and buffalo if they are fighting, unless one or more of the elephants have been attacked by the great cats. In such case the combat is over before it begins. Simply tell the players after a short fight, they are picked up and hurled to the ground by the enraged elephants, tossed by tusks, trampled flat, dead.

If the "lions" attack without the impetus from the elephants, they will still have to face the possibility of a charge, but one charged can use its slight speed advantage to avoid the rush. In any event, the buffalo can attack only one of their number, while up to four can attack it.

The adventurers now have the following statistics:

Lion (Both Sexes): Large Animal; HD 5d8+10; hp 33 (27 if female); Init +3 (Dex); Spd 40 ft. (8 sq.); AC 15 (-1 size, +3 Dex, +3 natural), Touch 12, Flat-footed 12; Base Atk: +3; Grapple: +12; Atk: Claw +7 melee (1d4+5); Full Atk: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SA Pounce, improved grab, rake +7 (1d4+2); SQ Low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6. *Skills and Feats* Balance +7, Hide +4*, Jump +5, Listen +5, Move Silently +11, Spot +5; Alertness, Run
*+12 in areas of tall grass or heavy undergrowth.

Lion: H 65 P 43 S 16
Attack: paw 1-12 +2-16, bite 3-20 +2-12
Defense: 4

Lioness: H 60 P 46 S 17
Attack: paw 1-10 +2-12, bite 1-20 +1-10
Defense: 3

Cape Buffalo Bull Demonic (Bison): CR 5; Large Animal (possessed); HD 5d8+35; hp 58; Init +1 (Dex); Spd 40 ft. (8 sq.); AC 20 (-1 size, +1 Dex, +10 natural), Touch 10, Flat-footed 19,; Base Atk: Atk butts +9 melee (1d10+7); Space/Reach: 5 ft. by 10 ft./5 ft.; SA Stampede, charge; SQ Scent; AL CE; SV Fort +11, Ref +5, Will +3; Str 25, Dex 12, Con 25, Int 10, Wis 16, Cha 11.
Skills and Feats Listen +11, Spot +8; Improved Bull Rush, Power attack.

Cape Buffalo Bull/Cow (Bison) (8/15): CR 3; Large Animal; HD 5d8+20; hp 42 (37 female); Init +0; Spd 40 ft. (8 sq); AC 14 (-1 size, +4 natural), Touch 9, Flatfooted 13; Base Atk: +3; Grapple: +13; Atk: Gore +8 melee (1d8+9); Full Atk: Gore +8 melee (1d8+9); Space/Reach: 10 ft./5 ft.; SA Stampede, charge; SQ Low-light vision; scent; AL N; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.
Skills and Feats Listen +7, Spot +5; Alertness, Endurance.

Stampede: A charging group of Cape buffalo delivers an additional 1d12 damage per 5 members if it charges over a target.

Cape Buffalo Bull, Demonic: 1 H 95 P 65 S 15
Attack: 2 x 17-20 + d30 charging; +15-30 trampling
Defense: 8

Cape Buffalo Bull: 8 H 70 P 37 S 14
Attack: 13-16 + d30 charging; +11-30 trampling
Defense: 4

Cape Buffalo Cow (new creature): 15
H 50 P 33 S 15
Attack: 9-12 + D20 charging +9-20 trampling
Defense: 3

Exiting the Dimension: When it dies, the demon spirit possessing the Cape buffalo bull is sent to the nether planes, and all that remains of the natural animal are the skull and its attendant horns. The skull will have a red oval between the horns. One of the "lions" must pick up these remains in its jaws and bite down on them. This action will cause the whole party to be transferred immediately back to the ramp way, and the pane from which they have departed thus will turn to scintillating sparks of ephemeral sort as An unnatural bellowing note reverberates through the cylinder's interior.

Divide the following experience point awards amongst the "lion-characters"; for slaying the demonic bull 1,600 xp, for each bull 800 xp, and for each cow 600 xp. If the party is wise only the demonic bull will have been fought and the GM may choose to reward the party with a suitable xp bonus if that is the case (see the variant XP rules in the DMG).

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits.

23. ORANGE (RUST)

In a Polar Waste

By entering this gateway to another dimensional matrix, the team has passed into a most hostile environment. The icy waste is akin to that of the earth's North Pole. As they arrive a wind of about 15 to 30 mph gusts, blowing snow around, so vision is somewhat obscured beyond 21 feet at times, always blurred and uncertain at 101 or more feet distance. The sun is not high on the horizon, about 15 degrees above it. It is cold, and the characters will begin feeling its effects immediately. This we will deal with at greater length hereafter.

This is the text to read aloud to the players when the characters enter the pane-portal:

Drawn into the portal of the pane, you experience a feeling of vertigo, your insides seem to twist, and your vision fails entirely for some moments. The cold wind that is blowing snaps you back to normal in a hurry though. One look around is sufficient to give you chills mentally that match the physical ones caused by the place you have been brought to.

This new place you have been gated to is an arctic waste, no doubt. A wind that is steady and gusting periodically blows tiny pellets of snow about so as to get into your clothing. You can see clearly for only about 100 feet when the wind's force drops, not more than 20 feet when it is gusting. The hard-pack of snow and ice you stand upon is not slippery though, because it is too cold to melt and cause a thin film of water to form under your feet. All of you are already shivering. It must be many degrees below zero here, and the cutting wind is causing the loss of body heat more rapidly than would occur if the air were still. No question that you must do something quickly, or you will soon be frozen corpses.

As you peer around, trying to find something that might provide you with a chance of survival in this frigid barren, you see only a plane of white everywhere—no! Off to the left there seems to be something. What? The wind drops to no more than a faint breeze for a few seconds. The blowing snow crystals fall to the ground. There, about 150 feet away to your left are three small mounds that rise above the flat snow pack. Each one is about 150 to 200 feet distant from the next, so they form an arc. Those hummocks offer the only immediate hope, such as that might be.

The nearest is to your left only 150 or so feet away...if you can make it. The blowing snow is beginning again now.

The one in the center of the arc is less than 200 feet straight head of where you now stand, about 175 feet distant, probably.

The third is ahead to the right, 250 or more feet as you recall. The wind-blown snow crystals now form a bar between the mounds and your line of sight.

There will likely be some magical actions available to the team so as to keep them from freezing. Without some protection, each one minute of time spend out and exposed to the cold and wind causes the loss of 1 hit point (LA game: 1 Health point). Begin ticking off the total after five minutes of time the party has been in the place.Tell the group that they are feeling very cold, and that surely they are growing slowly weaker from exposure. If any character begins with less that 50 hit points (LA game: Health), slow loss, and for those with more than 75, make every other loss 1.5 or even 2 points. The objective is to have all concerned fall to the zero level in about one hour's time if remaining exposed as they are.

Getting out of the wind slows loss by half, so that it occurs only every two minutes.

Each 10 hit points lost thus bring a –2 penalty to attack skill use.

Alternatively a D20 GM can us the exposure rules in the DMG, where characters only take subdual damage from cold. If those rules are used we recommend changing them so the check is made once every five minutes with a Fort. DC of 15+1 for each failed check. Also, modify the rules (on the basis that the waste land is really cold), so that once -10 hp is reached from subdual damage the show's over for that character.

Additionally the GM may wish to note the effects of snow as detailed in the DMG.

> Each 10 Health points of loss bring a penalty to attack and Ability use equal to 10%.

Health/HPs lost due to cold thus will return at the rate of five per hour when warm—from shelter or through proper clothing for this climate. Of course if a character reaches death by such loss, there is no warming possible, only magical means of revival.

If the team heads anywhere except towards the mounds that they saw, inform them that:

After about 15 minutes of trudging through the terrible frost, there is another, longer lull in the wind's seemingly relentless blast. As it drops away, the snow stops forming a barrier to your vision, and you can see a mile or more all around. The direction you are heading presents a bleak vista—nothing but endless snowfield. The same is true elsewhere, save back the way you came. There you can still make out the three hemispherical elevations. Chances are you need to return, for it appears only slow death by freezing lies elsewhere, and those hillocks might offer some better prospect.

Indeed, not turning back means the adventure is over, the characters popsicles for some fortunate polar bear to enjoy in time.

When ready to move towards one of the mounds relate the following:

Although you can't tell exactly where the mounds are, it is likely you'll be able to discover it by walking in the general direction in which it lay. You might want to take precautions, as it is easy to become lost in such a waste of white...

If the party strings out in a line where each is no more distant than about 15 feet from the next, they will not become separated, and whichever mound they are headed towards will be found thus as they continue ahead.

With characters skilled in Intuit Direction or Wilderness Lore, utilizing such skill successfully (DC 15), the desired mound can be accessed rather easily by simply forging ahead in the direction indicated by that person or those persons.

> An Avatar possessed of direction sense or with Luck, Ranging, or Savagery Ability can easily locate the mounds if succeeding in an Ability check.

Without successful direction sense the party will tend to wander to the left (d6, 1-3) or the right (d6, 4-6) from 1-20 feet each 50 feet traveled. Thus even though a straight line is intended, a grouped party might well miss an objective unless the wind drops and allows vision to 100-foot distance.

Check every minute for wind force using d6, with a 1 indicating that the wind has dropped off in speed, and that vision is now clear to at least100 feet.

As noted, there are the three places to explore, the "small mounds," and one will save the team. From left to right the three hummocks in the snow are:

1. A Cave of Snow and Ice: (The mound that is to the left when the party is facing west.) This place is about 15 feet in diameter, with a low ceiling of about six feet that has built up over the sea here. It is fully sheltered from the wind inside the place. It is on ice, and if the party moves in and stays for more than three minutes, there is a cumulative 10% chance then and each minute thereafter of the ice it is on breaking free and floating out to sea. If this occurs, only some magical means of getting back to the firm ice and land beneath it will save the lot from being lost forever. As the party nears this place read aloud the following to the players:

As you near this hillock you see that only about 20 feet further from its far edge there is some open water. Relatively open anyway, for it is filled with small pieces of ice and ice floes of small to quite large size. This must be some sea, for only salty water would remain unfrozen in this chill.

Turning attention to the mound, there is a small opening in it a bit to the right of where your party approached the place. Looking into this irregular gap, you see that it is sheltered from the wind inside, a natural cave of snow and ice about 15 feet across, its roof low, so that a person over six

feet tall would have to crouch when standing in the middle of the place where the ceiling is the highest.

(If any Avatar enters:)

The floor is ice covered with a layer of snow an inch or two thick. Here it is no warmer, but the cutting wind and the snow pellets it drives before it are not present. That makes you feel a bit better.

(When two or more characters are inside the place:)

Something isn't quite right here. What could it be? After a moment it comes to you. There is a slight movement inside this shelter. The whole place moves upwards and downwards ever so gently at regular intervals...

(If the party is inside the place when the ice separates from the land and becomes a floe:)

A sudden lurching nearly throws you to the floor. With it come a booming crack, and a splash—sounds of thick ice breaking free! When you peer out of the opening you see the worst. The ice upon which the cave rests has indeed broken away from the place you were before coming here. The floe it, and you, are now stranded on is about 40 feet in diameter. The edge of it is already 10 feet from the shore—or main ice edge—with open water of that extent between you and the relative safety of there. Unless there are some magical means of getting off this bit of ice, or moving it back to shore, it seems certain that all here are doomed.

(As they are...)

2. A Great Snow Mound: (The mound that is in the center of the arc of three when the party is facing west.) Here a jut of rock has caused the snow to pile up and form into a considerable drift.

A very large male polar has dug itself a cozy cave in this place, and it is inside, sleeping comfortably, digesting the last bit of the seal it killed having finished it off something over a day ago. This ursine fellow will awaken in aggressive and fearless state, not ravenous, but hungry if the adventurers are within 20 feet of his den and talking normally. As he is asleep, though, he will not emerge from the den for a full minute after being roused by noise. The bear will stand, after 12 seconds time, then listen and sniff for scent for another 42 seconds, then move slowly to the opening tunnel of its snow cave, poking its head out after 60 seconds have elapsed. On the 61 second it sees anyone within 30 feet of the opening, charges out and attacks.

A quiet party might come close and cautiously examine the area for signs of life. A check against Spot (DC 35) or Track (Wilderness Lore DC 30) will be needed to note a faint impression in some hard-packed snow just then blown clear of drift, a print that looks "like a big, flat-footed human foot with little dash marks ahead of the toes."

> A special success in checking against Hunt, Luck, Ranging, or Scrutiny Ability will note the faint impressions.

As you come within about 50 feet of this hummock the wind drops automatically, and you get a fair look at it from a closer perspective. It is a big drift of snow that has piled up on this side of a rock outcropping that must be about 12 feet tall, twice that length at least, as the drift is about 30 feet long. This anomaly thrusting above the flat surface that is pervasive just might be what saves your lives! The snow mounds to at least nine feet height in the central portion of the drift, and a shelter dug into it—

Wait! You see what looks like an opening in the drift. There, to the right a bit and at ground level, a circular hole in the drift. It is not large, but a man could easily crawl into it on hands and knees with plenty of room to spare. There is the shelter you need...

So now it is up to the team to act. If they are talking as they come near the bear awakens as noted. If one moves quietly into the den then that individual will receive a free attack upon the sleeping bear, two free attacks if they succeed in an opposed Move Silently check. The bear is considered to be a helpless defender until it awakes, as it is unmoving and unresisting at first, then just beginning to react.

> If one moves quietly into the den then that individual will receive a free attack upon the sleeping bear, two free attacks if Stealth Ability (or similar skill) is used successfully in the process of entering. Theses attacks will be at +30 (stealth and two attacks)/+20 as the bear is unmoving and unresisting at first, then just beginning to react. Harm inflicted on an attack made by complete surprise is maximum for the weapon used and a maximum Harm (critical hit) roll means added damage as usual.

Bear, Polar: CR 5; Large Animal; HD 12d8+48; hp 105; Init +1 (Dex); Spd 40 ft. (8 sq.), swim 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; Base Atk: +6; Grapple: +18; Atk: claws +16 melee (1d8+8); Full Atk 2 claws +16 melee (1d8+8), bite +11 melee (2d8+4); Space/Reach: 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +12, Ref +9, Will +5; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills and Feats Hide –2*, Listen +5, Spot +7, Swim +16; Endurance, Run, Track

*+12 racial bonus to Hide checks in snowy areas.

> In the snow cave that is its lair, the bear gets no bonus for paw attack, and it will bite two-thirds of the time when attacking (d4, 1-4).
> **Polar Bear:** 1 huge male H 85 P 55 S 16
> **Attack:** paw 7-20 +12 shock, or bite 13-16 +d6 p Harm
> **Defense:** 6

When the polar bear is defeated, the party should drag their prize out of its den and set to work butchering the carcass immediately, while it is still warm—the activity stops

loss from the cold, the wind being slight here. The skin will make a relatively warm if heavy and not very palatable blanket for one of the largest humans in the group—the wearer now losing only 1 Health/HPs per hour. They can eat the liver and other parts of the bear while the meat is warm—stopping loss of Health/HPs for one hour during and after so eating. The party can then move inside the polar bear's den to rest for as long as one additional hour without losing more points. However, even with their body heat warming the place slightly, it will be apparent to anyone concerned with the matter that this is not a place where they can stay long, save to die. When some character is actively considering the matter, read aloud the following for the whole group's edification:

It is apparent that there is nothing here to save you all. This shelter is temporary only. With time, possibly one of your number could make a suit of the polar bear's hide, survive thus clothed to find and kill a seal, make warm, waterproof boots from that skin as he dined on the blubber and meat of that animal, but that is pipe dreaming. None of you are so able. Considering this place, the challenge of the greater quest you undertook, it stands to reason that some means of escape from this frozen hell must be located not too far distant. Otherwise the whole process is but an obscene joke—on you! For surely death is not far off now.

Shouldn't you go on, investigate another mound now, while you are still relatively strong?

(And that is so...)

3. The Drifted-over Igloo: (The mound that is to the far right of the arc of three when the party is facing west.) Here is the object of the party's seeking, a means for them to survive and escape this plane. This snow hut is like that constructed by the Inuit. It has a long tunnel leading to an inner platform within the igloo proper, and above that platform another, higher one for sleeping. As it has not been used, the snow is still un-iced inside, a perfect insulator against the outside cold while heat generated inside is trapped to warm those here. It also has those things the party needs.

Read aloud the following as the team comes within sight of this place:

From here you can see that the mound is a big igloo, one made by human hands, it appears. Although snow has drifted all around and over it, the tunnel entrance is visible still, and from the looks of it the place is large enough to hold your whole party. You see no sign of any habitation, though, but this is the best possibility you have seen thus far...

(As they come to the tunnel entrance:)

The tunnel must be crawled through on hands and knees, a distance of about 12 feet or so. Such an entrance is fashioned so as to keep out wind and snow from the hut proper, of course. The most careful of inspection shows no trace of anyone having passed through this place for days or weeks.

As you get to the inner end of the tunnel you see many pairs of snowshoes. There are enough to equip your whole party.

(As they enter the igloo:)

This place is like paradise compared to the outside. The "well" at the entrance traps the cold air, and as you clamber up on the raised snow platform the air is a degree or two warmer, just from your presence. There are snow shelves here, and on them are two stone lamps with wicks. Near to one are piled frozen slices of what must be seal meat with its outer blubber, close to the other is a bladder filled with some whitish and viscous stuff. Near that container are pairs of rather shapeless boots made with the hair inside them, large enough to pull over your own pitifully inadequate footwear. In the far half of the igloo is a yet-higher snow platform. This is covered with seal skins and heaps of other hides and furs. A quick examination reveals that there are sets of trousers and pull-over coats, parkas with fur-lined hoods, all these too sufficiently sized to accommodate fitting over your own clothing and armor.

(If and when all the warm Eskimo-like garments are donned and at least one blubber lamp is alight:)

As the last parka is pulled over a grateful head, then light and heat from one of the oil lamps fills the igloo, something not heretofore visible meets your startled gaze. The topmost pelt on the sleeping platform shows a map! Clearly marked on it is the edge of the place where the open sea is—a southwest direction from this chart. There are the three mounds, the one most southerly with a dead fish symbol in its circle, the central one with a bear-paw mark, and this one with a smiling face. There is a dotted line leading from the igloo circle into the northeast, and it goes for only what seems a mile or two to where what looks like a great tower stands. Odd, you didn't see anything like that. Even in blowing snow you would suppose so vast a structure might have at least been glimpsed...

No matter now. The sun has set, the sound of the wind howling outside increases, and glad you all are to be warmly dressed, snug inside this place, with the little flames from the lamps giving not only heat but comforting light. It will be a long night, but surely tomorrow you must set forth and follow the map? Perhaps... A survey will tell, even if you must walk some miles northeast looking for the vast tower shown thereon. This place will not be warm after 16 hours spent herein. The snow inside will ice over from the heat you now enjoy, and then it will conduct cold from outside in, and the interior of the igloo will become a freezer, not a shelter.

Of course the team must follow the map to get out of this plane. There is, at three miles distance, a great cylindrical hole in the ground, an icy spiral around its side leading the party to the way back.

The group must each carry a seal skin "cape" with them when they leave. The snow in this direction is deep and only frozen over on its crust, so snowshoes are likewise mandated. Without them, the characters will break through the crust, sink from 2-12 (2d6) feet into the snow. If some members don't have snowshoes on, then the party is doomed. Those with them can go back, get the equipment for the others, and

so continue as a team. Otherwise they sink in the snow and suffocate to death, or else freeze to death when the sun sets. The GM can allow an Escape Artist check (DC 25 +1 per foot sunk below five feet) for a character to escape from the snow.

When the icy spiral is reached the adventurers can slide down it but without sealskins to sit on and ride down the ramp, the friction of their progress will burn away the material in contact with the ice. This will inflict from 24 to 100 (4D20 +20) points of damage on each such unfortunate individual. Armor will not help either.

If a shield is used as a toboggan, that one will get pitched off the spiral ramp in 100 or fewer yards and fall to an icy death at the bottom unless some magical means of preventing the fall can be employed successfully.

Of course, if some magical means of reaching the bottom of this "well" can be used, there are no worries.

When the team prepares to leave and is about to set out from the igloo in search of the place shown on the map read aloud the following:

A quick check around for any of your gear you might have forgotten comes up negative. Now you make a checklist of things from this igloo that might be useful:

Snowshoes? Difficult to walk with, but? So you query the others to see if they should be taken along, donned outside, yes or no?

(With that and all the rest, the GM should be as if a party member asking for and noting mentally, or actually recording who takes along what:)

Blubber lamps? Each has only about an hour's fuel, and there is no more to fill them. Yes or no?

Seal meat? There is about three pounds or so for each of you. It tastes bad, especially the blubber, and you are not hungry, having eaten all you could stand to swallow while inside waiting for the day. Yes or no?

Sealskin Capes? Your clothing seems apply warm, but what if you need to sit or lay prone on the snow and ice? There are plenty of these hairy hides, so each of you can have one, maybe wear it like a shawl... Yes or no?

(If the party has taken sealskins, then:)

As you pick up these life-saving hides, you see something that was hidden beneath them in a hole in the snow. It is a little drum about the size of your palm, made from bent bone and stretched hide. It is only a bit more than an inch thick, three in diameter. A tap with your finger sends forth a surprisingly loud sound, as if two objects had been struck together to produce it. As close an approximation to the noise it made is dry bone striking dry bone. (See below for details of this object.)

(As the party exits the igloo:)

The day is cold, the light dim, as the sun's disk is just barely clear of the eastern horizon after a night that was about 18 hours long. The wind is blowing only in light and infrequent gusts, so you can see quite well. Looking off to the northeast where the tower is indicated, you detect nothing, but who can tell what tricks of light and glare might affect vision here. What other choice is there?

(Assuming the team isn't suicidal and follows the map, and has worn snowshoes:)

When the snow not far from the igloo was found to be very deep, you were all glad to have worn the cumbersome footwear or else you'd sink into the stuff—possibly over your head. Slow, painful to muscles unused to them they are, but life savers surely.

It takes you an hour or more to cover a mile, and still you see no object rising ahead. You are beginning to wonder about going on...

(Pause to let doubts creep in, then continue if they go onwards. If the party is particularly cocky and in need of some action, have a pack of wolves attack them by surprise now—wolf stats below.)

After another hour you must rest. Cold and fatigue demand it. (If with sealskins add:) It is good to have the sealskins, so you can sit down, the hide spreading your weight sufficiently so as to not break the hard crust of the snow and sink... Also with that shielding you from the cold, no chill penetrates through it and your warm suit.

Now, should you continue on?

Winter Wolf (4): CR 5; Large Magical Beast (Cold); HD 6d10+18; hp 51 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft. (10 sq.); AC 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; Base Atk: ;Grapple: ;Atk: Bite +9 melee (1d8+6); Full Atk: Bite +9 melee (1d8+6); Space/Reach: 10 ft./5 ft.; SA Breath weapon, freezing bite, trip; SQ Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.
Skills and Feats Hide –1*, Listen +6, Move Silently +7, Spot +6, Survival +1*; Alertness, Improved Initiative, Track.

*Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Worg (8): CR 2; Medium-Size Magical Beast; HD 4d10+8; hp 30 each; Init +2 (Dex); Spd 50 ft. (10 sq.); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk: +4; Grapple: +7; Atk Bite +7 melee (1d6+4); Full Atk Bite +7 melee (1d6+4); Space/Reach: 5 ft./5 ft.; SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.
Skills and Feats Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

*A worg has a +4 racial bonus on Survival checks when tracking.

Arctic Wolf: 4 males, 8 females
Male H 48 P 62 S 19
Attack: bite 1-12 +2-16
Defense: 7

Female H 43 P 57 S 19
Attack: bite 1-12 +2-16
Defense: 7

(If the party does what they should:)

The sun is at its zenith, such as that is, and still no sign of a tower. You have surely gone at least three miles even at the snail's pace allowed by the snowshoes plied by the inexperienced. Was that map a cruel joke to give you false hope? Just as you are certain that is the case you see something startling ahead. There is a vast hole in the snow and ice. It is several hundred yards across! As you come near its edge, you are able to see that it is very, very deep. Because the sun is high, the orange light from its small disk enables you to see about a mile down...into blackness. It is indeed a hole that might open into the bowels of the earth.

Pause here to allow the party to marvel, look the place over, and give opinions on what to do, then read:

Of course you recognize the shape. This is an icy representation of the cylindrical space with the many strange panes that are entrances to places like this. There are no such things floating in this icy model of it, but there is around its side a spiraling ramp. The way is solid ice, and although the slope is not steep, you are quite certain of what would happen is you attempted to walk down. This must be the place where egress is permitted. What to do to attain that blessed way out?

The answer should be pretty obvious. The party needs to take a thrill ride, slide down the spiraling ramp to the bottom of the well-like hole. Using the sealskins is the only non-magical way to manage the ride down without injury or death. Tobogganing down on a shield will end in a flip over the ramp's edge, and a long fall, as described above unless the adventurer succeeds in a Balance check (DC 30)

A check against Speed BR + 1/10th of Minstrelsy and/or Luck Ability). As the adventurers near the bottom of the shaft they see a faint glow below, it becomes brighter and then...

Exiting the Dimension: When the party exits thus, they slide into either of the ends of the cylinder—the "Top Bottom" with the sprites, or the "Bottom Bottom" with the Brownies—GM's choice. They need R&R. Although they do not see or hear it, the pane-portal that they entered some time back turns to an icy panel, then disappears with a cold clanging. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. If any character showed particular acumen, was instrumental in saving the team from death, then that individual should receive an additional 50 General Merits.

24. YELLOW (GOLDEN)

The Iron Throne Room:

Upon entering this portal, the party is temporarily blinded. They can not see nor hear anything for a full 30 seconds time—sufficient to perhaps panic the faint-hearted amongst the group. Feeling around will result in nothing but feeling empty space. Then something happens...

This is the text to read aloud to the players when they enter the pane-portal:

As you step through the doorway into this "somewhere" it seems as if you have entered a coal sack. It is completely dark. No form of vision detects a trace of anything other than blackness. This might be some lightless void, or... Wait? Was that a sound of something approaching? No, it was simply one of your companions scuffing a foot...

You have 30 or more seconds of time to enhance the unease. This is best accomplished by saying nothing but looking at your watch. When you feel it is appropriate, continue with:

The oppressive silence is broken suddenly by a deep, hollow laugh coming from no human throat. Because of the stygian gloom, that sound is more eerie and frightening than can be imagined. The horrid mirth echoes all around you, as if it were reverberating in a massive metal box.

What made that noise? What should you do?

Just before panic overtakes you, there is light. Not sunlight, or even the warm illumination of fire. The place is suddenly awash in a pallid and sickly light such as that given off by rotting fungus. It is a color of decay that is indescribable, but the putrid gray-yellow glow is pervasive, so at last you can look around and see where you are, what surrounds you. It is a chamber of iron, iron that is corroded and streaked. Floor, ceiling, walls...all of that unyielding metal. You are standing in the middle of it. A quick over-shoulder glance reveals that about 30 feet behind you is a huge, closed door flanked by two skeletons clad in antique bronze armor, shield and helm, holding maces whose heads are verdigris coated. To left and right the walls are about 12 feet distant, show no features. There seemed to be a yellowish oval on the great iron door, but what demands your attention, though, is what lies before.

At your feet you notice the iron floor is scored by a straight line, a deep groove cut into the metal as if to bar further progress ahead. There, about 15 feet away, a huge skeleton the color of bright rust is seated before you, and it is obviously volitant, the source from which came the uncanny laughter.Its grinning jaws open wider as you stare, and strange yellow points of light from within the empty sockets of its giant skull seem to gaze balefully back at you. As equally disturbing is the throne this thing is seated upon. It is the color green mold, soft and uneven of line, and appears to have a fuzzy texture as if it were actually a great seat of living mold.The contrast of color between orange bones and putrid green is nauseating against the background walls,

somehow highlighted by the stark white skeleton that perches upon the arm of the abomination seated there.

At this juncture pause a moment to allow the team to make quick comments or ask brief questions. If anyone asks about the area to the sides and behind the throne, or the ceiling, be vague unless the observing party successfully employs Spot skill (DC 15).

> Be vague unless the observing party possesses and successfully employs Scrutiny Ability or some like special skill or trait that enables comprehensive assessment of what is there.

You see two more of the armed and armored skeletons against the walls to either side of the throne, about five feet to its rear. There are two more standing beside a second great door at the rear of the hall. It also has a yellow oval on it.

With special observation success add:

High above the two latter pair of skeleton warriors you see at a height of about 25 feet something that appears to be a rolled-up arras—or perhaps some...device. It has strange protrusions, and there are chains running from its ends to huge eyebolts sunk into the iron walls parallel to the throne.

That said, continue thus:

As a noble lord might sit in state with his falcon, this giant monster of rust-orange bones has upon its left arm the white skeleton of what must have been some abnormally overgrown owl. Its beak remains, and it clatters evilly as you look. At that sound, the seated figure speaks for the first time:

"Your hot and stinking flesh angers Moonslayer." The empty sound of the voice sends chills through you, for it comes from nowhere normal. There are no lungs to force air through a throat, no larynx, vocal cords, but the words are loud, clear, and a tone that is deep bass and pure evil. "I too find you offensive. You dare to show no respect and proper humility for King Dirgan, once lord of the Formora?! Abase yourselves immediately, grovel on your knees, and I shall spare you."

But even as he speaks thus, he seems to be shrinking, his head is now on the same plane as your own, and now it is lower!

Ask immediately what the party is going to do, and don't give them more that 12 seconds to answer. After that time inform the player that they hear strange metallic sounds, noises like rust grinding on rust, and something similar to corroded nails being pulled free from hard wood.

The party should indeed abase themselves, but only after stepping back a long pace. A massive bar of spiked iron is now loosed, in the process of swinging down and across the length of the hall in pendulum fashion. The revenant giant bonewalker in his throne has sunk below the arc of the deadly bar as it sweeps within six inches of the floor at the point two feet before the incised line in the floor, continues onward in an upward curve. Any character not prone within four feet of the mark noted will be struck by the bar. Any strike is fatal, although success in a Reflex saving throw (DC 22) will mean the character is alive but at 0 (zero) hit points.

> An Avoidance roll (S BR x2) allows the Avatar to survive but at zero Health.

Similarly, a character crouching within 10 feet of the mark, or standing within 15 feet of it will be struck with the same results indicated.

If any of the party lies prone within three feet of the incised mark on the floor, they are likewise in trouble. From above drops a massive blade. Its main edge strikes the floor in the channel its edge has cut. A pair of flanking blades at one foot distance from the main one does not touch the floor, stop about three inches from it. As with the swinging bar of spiked iron, those caught by the blades are either killed or staggered

> (LA game: unconscious) and at 0 (zero) Health/HP.

What happens afterwards to the survivors of these deadly traps is not as threatening:

The two skeleton warriors at the back end of the hall have laid down their shields and maces so as to begin immediately working winches so as to draw up the chains that hold the spiked iron cylinder.

The two skeleton warriors positioned against the wall behind the throne have likewise disposed of their shields and maces, so as to operate the winches that raise the throne and their master from the lower space into which he sank so as to nor be struck by his own trap.

Action Timing

Only the two skeleton warriors at the front of the hall will be concerned with attacking intruders who remain alive.

This gives the party four actions before there is any other foe than the two noted.

At the time for the fifth action sequence after the release of the traps, the giant revenant bonewalker will observe there is combat occurring, and he will send his animal skeleton owl flying to attack.

On the sixth action the animal skeleton will attack one of the characters.

On the eighth action sequence the giant revenant bonewalker will move to attack.

On the tenth the two flanking bone warriors will do likewise, attacking on the eleventh.

Finally, on the twentieth sequence, the rearmost bone warriors will begin moving to combat, reaching the middle of the hall on the twenty-second sequence.

Strategy of King Dirgan, the giant revenant bonewalker:

Using the eighth action sequence to observe the combat, the revenant monster will be sufficiently cunning to move away from what seems the most dangerous foe while sending bone missiles at that one or at an obvious spellcaster, striking with his mace at the nearest enemy in the process. Of course

all the while he is willing his bonewarriors to attack with full force. If ever alone and facing two or more foes, the giant revenant bonewalker will call for a truce, offer his treasure if the attackers will not destroy him, saying something to the effect that, "After all, you invaded my domain, not I yours!" The monster will, of course, seek to send his double missiles into an unsuspecting character if fighting ceases, this when he has led the party to his strong room. Thereafter, he will seek to kill as many of the characters as possible before himself being destroyed, for his existence is not precious to him.

See below for the strong room and treasure therein.

Giant Revenant Bonewalker
Huge Undead
Hit Dice: 12d12 (78 hp)
Initiative: +5 (+1 Dex, +4 improved initiative)
Speed: 40 ft. (8 sq.)
AC: 23 (-2 size, +1 Dex, +14 natural), touch
Attacks: Huge heavy mace +8 melee
Damage: Huge heavy mace 2d8+9
Space/Reach: 10 ft./15 ft.
Special Attacks: Bone darts, unnatural negative energy
Special Qualities: Create animal skeletons, damage reduction 5/magic and bludgoning, regeneration (see below)
Saves: Fort +4, Ref +5, Will +8
Abilities: Str 18, Dex 12, Con -, Int 11, Wis 10, Cha 15
Skills: Craft (trapmaking) +15, Intimidate +17, Listen +10, Spot +9
Feats: Dodge, Improved Bull Rush, Improved Initiative, Mobility, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 13+ HD (Huge)

The skeletal remains of particularly vile and wicked humanoids are allowed to retain the spirit of their former living person so as to please the malign nether being that is lord of the evil deceased. That deity will imbue the select deceased skeleton with energy, increase its size, and return the spirit in altered form to the remains, as a kind of punishment and reward. Thus the revenant bonewalker comes into being. The spirits of all such things are quite insane, of course, but now operating with evil cunning, and some hate-filled thought processes. Their existence is torture, as the spirit knows what normal life was like, must now exist as a skeleton quite unable to enjoy any of the pleasures of mortal existence.

To punish those that still live the giant revenant bonewalkers craft traps of various kinds to ensnare and mutilate the unwary.

Bone Darts (Su): A revenant bonewalker can launch, to a range of 20 feet, two magically formed and appearing bone darts from its outstretched hand per round at a +7 to its attack roll. Each inflicts 1d4+4 damage. This power can be used in addition to a strike with its melee weapon.

Unnatural Negative Energy (Su): damage delivered by the revenant bonewalker's mace is at +5 due to unnatural negative energy from the undead monster. This is already figured into the damage given above.

Create Animal Skeletons (Sp): Once per week a revenant bonewalker can create animated skeletons of animals as if it were a 12th level sorcerer using the animate dead spell and command them to stand, move, or move and attack.

Regeneration (Su): Unless the revenant bonewalker is so harmed as to be at a negative 10 (-10) or lower hit points, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed the evil force begins restoring 6 hit points per round until full hit points are regained, at which point the creature arises and attacks.

Great Owl Skeleton: CR ½; Medium-Size Undead; HD 1d12; hp 10; Init +5 (+1 Dex, +4 Improved Initiative); Spd 10 ft., fly 40 ft. (poor)*; AC 13 (+ 1 Dex, +2 natural); Atk 2 claws +2 melee (1d8+2); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 11.
Skills and Feats Improved Initiative.
*Leathery scraps of skin cling to the wing bones of this unnaturally large owl allowing it to glide effectively and fly poorly.

Skeleton warriors (6): CR 2; Medium-Size Undead; HD 3d12; hp 19 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+ 1 Dex, +2 natural, +2 large steel shield, +5 breastplate); Atk Heavy mace +3 melee (1d8+2); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 14, Dex 12, Con -, Int -, Wis 10, Cha 11.
Skills and Feats Improved Initiative.

These are "ordinary" skeletons as described in the MM, but they have more HD, a higher strength score and better armor than is usual.

Revenant Bonewalker, Giant (new creature):
H 75 P 45 S 10
Attack: 2 x bone darts for 7-20, and one weapon +5
Defense: 14/8 sp. Living Dead Semi-Cunning
Revenant Bonewalker 46-85 31-60 9-14
2x 7-20 sp./1 weapon +15 14/8 sp.

This particular revenant bonewalker is armed with a great mace:
Harm 11-20 (+5), shock; Range 4; Speed 7; no precision bonus

Certain of the living dead skeletal remains, typical and unusual bonewalkers as it were, are allowed to retain the spirit of their former living person if they were sufficiently wicked so as to please the malign nether being that is lord of the evil deceased. That deity will imbue the select deceased skeleton with

energy and return the spirit in altered form, to the remains as a kind of punishment and reward. Thus the revenant bonewalker comes into being. The spirits of all such things are quite insane, of course, but now operating with evil cunning, and some hate-filled thought processes. Their existence is torture, as the spirit knows what normal life was like, must now exist as a skeleton quite unable to enjoy any of the pleasures of human life.

Attack: A revenant bonewalker can launch two preternatural bone darts that inflict a minimum of 7 and a maximum of 20 (plus usual bonuses for a 20) Harm disregarding all but supernatural armor/protection. In addition one is able to employ any striking weapon, the Harm delivered thus +15 due to unnatural negative energy from the revenant bonewalker. A giant-sized one is able to employ weapons of great size with commensurate harm range.

Powers:

1) A revenant bonewalker can create animated skeletons of animals and command them to stand, move, or move and attack.

This particular revenant skeleton has only 1 such animal skeleton, that of a giant great gray owl of the sort that serve Gwynn, the malign Danneen god of the underworld (see below for stats).

2) A revenant bonewalker can create and/or control up to 6 bonewarriors (stats given below).

This particular revenant bonewalker has four bonewarriors detailed below.

Defense: As an ordinary bonewalker, a revenant sort has unnatural energy that provides 14 protection against most attacks, 7 against blunt (shock Harm) weapons and acid. Consecrated oil/water (3-5 permanent Harm when hitting in 1/3-ounce volume) and Theurgy Ability Powers specific to the living dead have fill effect and disregard the unnatural energy protection. However, a revenant bonewalker is able to wear half armor of any sort, from cloth through full plate so as to gain 3, 5, 7, or 9 added points of protection.

Unless the revenant bonewalker is so harmed as to be at a negative 10 (-20) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative nine (-9) Health, the evil force begins restoring 1 point of Health each one second realtime thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

Skeleton Animal:

The particular animal skeleton the revenant skeleton commands is that of a huge great gray owl, a medium-sized specimen.

Skeleton, animal

small 1 or more

11-20	21-40	13-16	2x 1-20	+3-5 sp. 10/5

medium 1 or more

21-30	21-40	9-12	2x 4-20	+6-8 sp. 12/6

large 1 or more

31-50	21-40	7-10	2x 7-20	+9-12 sp. 14/7

Skeleton Animal:

Small	H: 11-20	P: 21-40	S: 13-16
Medium	H: 21-30	P: 21-40	S: 9-12
Large	H: 31-50	P: 21-40	S: 7-10

Animal skeletons are animated by various dark Powers. They are imbued with preternatural negative energy that gives them a cunning of 11 but no real intelligence. They obey simple commands such as wait, move, attack, etc. Of course they have no fear.

Attack: An animal skeleton attacks twice in an ABC for Harm that varies by size small ones inflict 1-20 +1-2, medium ones 4-20 +3-5, and large ones 7-20 +6-8. Bonus Harm indicated bypasses all but supernatural protection.

Defense: Unnatural energy that provides double protection against most attacks, half against blunt (shock Harm) weapons and acid. Protection provided by size is:

Small: 5 vs. blunt and acid, 10 otherwise.
Medium: 6 vs. blunt and acid, 12 otherwise.
Large: 7 vs. blunt and acid, 14 otherwise.

When an animal skeleton is brought to a negative Health, its energy is dispelled, and the bones fall apart. Otherwise, Harm inflicted will be repaired by the creature's negative force, recovery being at the rate of 10% of normal total health per hour.

Bonewarrior:

The bonewarrior is a human or humanoid skeleton that is invigorated by force drawn from an unspeakable sphere, and this manifests itself in both a glow of a lambent, rotten yellow-gray emanating from the eye sockets of the skull and by a preternaturally detectable shimmer of energy surrounding the bare bones. It differs from the bonewalker as detailed hereafter.

One such living dead creature is created by an Augur Order individual possessing both the Ritual of the Living Death and the special Animate Bonewarrior Spell given following the description of the creature itself. Otherwise they can be created by a revenant bonewalker, such a living dead monster being capable of creating and controlling up to six bonewarriors from skeletal remains that are within 10 feet of the revenant bonewalker at the time, this capacity enabled by the malign negative energy imbued into the living dead thing by the deity creating it. If a revenant bonewalker's bonewarriors are destroyed, these can be replaced at the rate of one per 24 hours,

assuming the skeletal remains are available to do so.

Animate Bonewarrior Spell: Strong:

This vile Spell enables the Augur Order necrourge to animate a human, Alfar, skeleton. In so doing, the animator is drained of 25 Health points, and this loss can be recovered only through normal rest and healing, the rate of recovery being 1 point per day. The subject skeleton is placed in the Circle of Command and the remains must be unhallowed or else the attempt will fail.

The energy cost added is 25 points at the time of activation. After only one minute of time has elapsed the bonewarrior will arise and don such armor and pick up such weapons are also within the Circle of Command.

The newly created creature is subject to the command of the necrourge who created it. It must obey any and all commands given to it regardless of the consequences. It can not attack or seek to harm its master. However, if the one creating a bonewarrior is ever totally powerless in regards to Ability energy points, those being exhausted and at zero (0), any and all created bonewarriors within or coming within a 10 foot radius will sense this weakness. Then, and only then, can they attack—and they will!

Bonewarrior: 6 H: 31. P: 46 (51). S: 13.
Bonewarrior: Appearing: 1 or more
H 26-35 P 36-55 S 12-15.
Attack: Mace for 5-20 shock Harm plus skeleton's bonus of 3-5 points preternatural negative energy Harm disregarding all except supernatural armor; Range 1, Speed 6, precision bonus 5.
Defense: Unnatural energy provides 5 armor protection against all attacks save as noted hereafter, plus shield and armor that provides additional normal protection of 8 (against up to 2 attacks) and 8, 16 total. Note that weapons inflicting penetration Harm will only affect the bonewarrior to a maximum of one (1) point when armor is exceeded or bypassed; but those doing shock Harm, as well as acid, inflict whatever Harm is indicated after protection and armor and shield protection are exceeded or bypassed; consecrated oil/water and Theurgy Ability Powers specifically attuned to affect the living dead have full effect disregarding the protection.
Consecrated water in three-ounce volume, or consecrated oil in one-ounce volume causes 3-5 permanent harm to a bonewarrior, disregarding the creature's Extraordinary protection and restoration.
Unless the bonewarrior is so harmed as to be at a negative 10 (-20) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative nine (-9) Health, the evil force begins restoring 1 point of Health each one second realtime thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

Throne: This seat is made of bones, but an unnatural mold covers it to a depth of several inches. This unwholesome stuff does not bother the skeletal monster that rests upon it, but any living creature that contacts it for more than a brief time (say more than one round) will likely suffer a hideous skin disease from such contact. Unless a Fortitude save (DC 15) succeeds the exposed individual will contract this infection.

(LA game: an Avoidance Roll vs. current Health BR),

No symptoms are manifest for 24 hours. Thereafter the victim becomes flushed, feels weak, and begins losing hit points/Health at the rate of 1 point per day as his or her skin begins to show ever-larger patches of fungal mold. No normal cure is possible, but a cleric can use spells to cure the infection, and magic that eliminates disease will do likewise. Failing such cure, the victim goes into a coma at zero hit points/Health, dies when hit points/Health is at -10% of normal, the corpse then consisting only of the mold.

Strong Room: The throne of mold is set on a seven-foot-square platform that sinks when a bone protruding from its right side is depressed. As noted, the platform it stands on is raised by winches on either wall behind it. The space into which it sinks is a room of cubic shape, 10 feet per side. Immediately before the depressed platform is a flight of steep iron steps that lead downwards to the south for another 30 feet. They end in the strong room, another cubic space that is 15 feet per side. In the south wall is a massive bronze chest. It is seven feet long, three feet wide, and four feet deep. Its weight is far too great for it to be moved.

Poison spike trap: CR 4; the hasp and the two handles flanking it have little poisoned spikes on them, Any touch of them not buffered by thick leather or the like has a 70% chance of poison being insinuated, while bare skin causes that unfailingly. The poison inflicts damage of 6-8 hit points per round, for from 9-12 successive rounds unless a Fortitude save (DC 30) is made; Search (DC 22); Disable Device (DC 20).

The poison inflicts Harm of 6-8 points per ABC, for from 9-12 successive ABCs. Its effect cannot be avoided and only protections specifically designed to counter VT Harm will reduce it.

The wealth within the great coffer consists of:

1,500 ancient gold coins
6,000 ancient silver coins

Gold crown set with big garnets and star smoky quartz stones worth 600 gp

Silver and gold scepter topped by a huge green garnet worth 500 gp

Gold belt buckle set with agates worth 200 gp

Huge longsword (giant-sized) with like garnet in pommel worth 90 gp

Scabbard for the sword set with agates and smoky quartz stones worth 60 gp

+1 heavy flail

Medium scroll with 4 arcane spells thereon

Medium scroll with 4 divine spells thereon

Potion, eight draughts of *cure moderate wounds*

Chaos Diamond, worth 6,000 gp if it is sold in ignorance of its magical nature. It grants each of its special powers once per day.

1,000 ancient gold coins of half-ounce weight

10,000 ancient silver coins of one-ounce weight

Gold crown set with big garnets and star smoky quartz stones worth $100,000

Silver and gold scepter topped by a huge green garnet worth $80,000

Gold belt buckle set with agates worth $35,000

Huge broadsword (giant-sized) with like garnet in pommel worth $15,000

Scabbard for the sword set with agates and smoky quartz stones worth $10,000

Flail, preternatural, adding 5 to Weapons Ability (dice deduction) and 6-8 Harm bypassing normal armor

Memory Tablet with 4 Enchantment Powers thereon

Memory Tablet with 4 Theurgy Powers thereon

Nectar, eight draughts, Mirana's Health Restorative

Ruby Robust, worth $1,000,000 that if crushed and drunk adds 3 points to Health BR and to all Abilities based on Health

Exiting the Dimension: Opening either of the doors at the ends of the iron hall triggers return. This action automatically and instantly sends all of the party away from the pocket plane and back to the spiral ramp within the cylindrical dimensional matrix. As this occurs, the pane through which they accessed this place bursts into brightness, turns to scintillating sparks of orange and green that precipitate and fade, as a gonging sound reverberates around them.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 50 General Merits.

25. GREEN (MOSS)

Invisible Hobgoblins

When the team of adventurers winds up in the midst of a band of ugly-tempered hobgoblins, things look rather dark. On the positive side, magic operates freely here—save that that allows transportation/escape from the cave. When those Malicious Alfar turn invisible, it's not merely perilous, it's downright deadly, unless the team acts quickly and with purpose...

This is the text to read aloud to the players when they enter the pane-portal:

When your party is drawn instantly through the gate contained in the glowing pane, there is a moment of extreme disorientation, and then your senses return. As you blink and look around, it is plain that you are not in a comfortable spot.

The great cave you are in has a central fire pit in which a bed of coals glows a hellish red, and you are not 10 feet from it. There are a pair of massive, round-bottomed iron kettles at the edge of the hot embers. They are large enough to hold two or three persons each—"cannibal pots" comes to mind. This impression is reinforced by the steam that is rising from each vessel.

A dozen flickering torches light the perimeter of the cave. This illumination is sufficient to show that there are close to a score of round-bodied little manikins scattered around the 40-foot-diameter grotto—goblinoids from their look. As you make this assessment, these malign folk are doing the same in regards to your party. Amidst shouts of, "Dinner!" and "Get 'em!" the lot of them spring erect, pick up weapons, and...vanish!

In an LA game add:

Of course! You have heard that hobgoblins can make themselves invisible, until they attack, anyway.

Your mind races. Is there anything we can do to reveal where these little swine are so as to not be taken by surprise? That there will be swordplay is unquestioned, but can you remove their advantage?

The characters have 2 rounds of time to act. If both of the iron pots are tipped—using stout weapons to avoid contact with the hot metal of the pots—the water inside will hit the glowing coals and fill the cave with a fog from the steam that is generated. One round after that happens, the place is "fogged" up, and invisible hobgoblins will be partially visible as non-foggy places with only a penalty of -2 to hit, a modest adjustment.

In the LA game there is an ASP penalty of +10 to hit.

Here is the time breakdown for the situation:

1st & 2nd rounds: Goblinoids jumping up, arming, and then becoming invisible.

3rd & 4th rounds: Goblinoid archers moving into position on flanks of party (3 ea.)

5th round: 6 archers shoot at the party from now on—but they suffer the -2 penalty if the place is foggy

6th round: 4 goblinoids with daggers appear and attack

7th round: 4 more goblinoids with daggers appear and attack

8th round: 4 goblinoid troublers with whips and scimitars appear and attack and shaman advances under the *protection of a sanctuary spell*

9th round: Shaman casts *burning hands* spell (thus terminating his sanctuary)

10th round: Shaman sends forth *shadow blast*, then goes invisible, moves

11th round: Chief becomes visible and attacks—when at 50% or lower hit points, he will swallow a potion of cure moderate wounds.

15th round 4 more goblinoids with daggers appear and attack

22nd round 2 more goblinoid troublers with whips and swords appear and attack

30th round: Shaman casts *produce flame*.

32nd round: Shaman casts *darkness*

Note that these activities allow for the goblinoids to be shifting position and observing, rather than attacking, during much of the time frame outlined.

Common Alfar Hobgoblin (26): CR 2; Small Humanoid (Goblinoid); HD 3d8+3; hp 16 each; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 size, +1 Dex, +3 natural, +2 leather; Atk dagger +5 melee (1d4+2), or short bow +4 ranged (1d6); SQ Damage Reduction 5/+1, Invisibility at will, Spell Resistance 10, Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.
Skills and Feats Climb +3, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness.

Alfar Hobgoblin Troubler (6): CR 3; Small Humanoid (Goblinoid); HD 4d8+4; hp 22 each; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 size, +1 Dex, +4 natural, +2 leather); Atk scimitar +7 melee (1d6+3), or whip +5 ranged (1d2); SQ Damage Reduction 10/+2, Spell Resistance 12, Invisibility at will, Darkvision 60 ft.; AL CE; SV Fort +2, Ref +5, Will +3; Str 16, Dex 12, Con 13, Int 10, Wis 14, Cha 11.
Skills and Feats Climb +4, Hide +3, Listen +4, Move Silently +6, Spot +3; Exotic Weapon Proficiency (whip)

Alfar Hobgoblin Chief: CR 4; Small Humanoid (Goblinoid); HD 8d8+8; hp 44; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft.; AC 20 (+1 size, +1 Dex, +6 natural, +2 leather); Atk scimitar +11/+6 melee (1d6+4); SQ Damage Reduction 10/+2, Spell Resistance 15, Invisibility at will, Darkvision 60 ft.; AL CE; SV Fort +3, Ref +7, Will +5; Str 18, Dex 12, Con 13, Int 10, Wis 16, Cha 13.
Skills and Feats Climb +5, Hide +3, Listen +9, Move Silently +6, Spot +8; Alertness, Improved Initiative
Possessions: Potion of *cure moderate wounds*

Alfar Hobgoblin Shaman (level 3 cleric): CR 6; Small Humanoid (Goblinoid); HD 4d8+4+3d8+3; hp 40; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft.; AC 18 (+1 size, +1 Dex, +4 natural, +2 leather); Atk dagger +9 melee (1d4+3); SQ Damage Reduction 10/+2, Rebuke undead, Spell Resistance 15, Invisibility at will, Darkvision 60 ft.; AL CE; SV Fort +5, Ref +6, Will +6; Str 16, Dex 12, Con 13, Int 10, Wis 14, Cha 11.
Skills and Feats Concentration +7, Climb +4, Hide +3, Listen +6, Move Silently +6, Spot +5; Alertness, Improved Initiative, Scribe Scroll

Cleric spells per day: DC 12+spell level; 0-level: *cure minor wounds x2, guidance, virtue;* 1st-level: *cure light wounds x2, sanctuary, burning hands**; 2nd-level: *darkness, shadow blast (see appendix), produce flame**
**Domain spell. Domains:* Fire (turn water creatures, rebuke fire creatures); Luck (reroll one dice per day)

The shaman reserves his healing magic for himself and uses *darkness* to cover a retreat if the adventurers have been clever enough to combat the goblinoids' invisibility with magic or steam. He makes melee attacks when not casting spells but attempts to hit and run, becoming invisible before striking again.

1st & 2nd ABCs: Hobgoblins jumping up, arming, and then becoming invisible.
3rd & 4th ABCs: Hobgoblin archers moving into position on flanks of party (3 ea.)
5th ABC: 6 archers shoot at the party from now on—but they suffer the +10 penalty if the place is foggy
6th ABC: 4 hobgoblins with hafted hooks appear and attack
7th ABC: 4 hobgoblins with heavy knives appear and attack
8th ABC: 4 hobgoblin troublers with whips and swords appear and attack AND shaman's Phan tom Self image appears and advances to party proximity
9th ABC: Shaman activates Yukking Power (likely)
10th ABC: Shaman sends forth Shadow Blast Power, then goes invisible, moves
11th ABC: Chief becomes visible and attacks—when at 50% or lower Health, he will swallow a bolus of health restoring 20 points—this action will limit him to 1 attack that ABC).
15th ABC (optional) 4 hobgoblins with heavy knives appear and attack
22nd ABC (optional) 2 hobgoblin troublers with whips and swords appear and attack

30th ABC: Shaman sends forth Fiery Bolt Power.
32nd ABC: Shaman activates Extinguish Flame Power

Hobgoblin: 20 to 26 total
Common Hobgoblin, 14 H 32 P 32 S 13
Attack: 12 individuals as follows:
6 lt. bow 1-20 +2 p Harm; range short 50', sp. 1, prec. bonus 5 = P 43
4 hafted hook 1-10* +2 p Harm; range 1, speed 3, precision bonus 0
4 heavy knife 3-20 +2 p Harm; range 1, speed 3, precision bonus 0
Defense: 8 general, 4 against preternatural or supernatural Harm

Hobgoblin Troubler H 38 P 38 S 15
Attack: 4 individuals with two attack actions, one each:
whip 8' 0-2 +4 p** Harm; range 5, speed 5, precision bonus 5 = P 43
saber 3-20 +4 p Harm; range 3, speed 3, precision bonus 10 = P 48
*A score of 10 with the hafted hook means subject is immobilized on the next ABC
**The whip hit immobilizes the subject hit for as many seconds, six maximum, as it's wielder leaves it in place, unless the wielder is slain or the whip is cut before that time.
Defense: 9 general, 5 against preternatural or supernatural Harm

Hobgoblin Chief H 55 P 60 S 17
Attack: Two attack actions, one each: saber 3-20 +6 p Harm; range 3, speed 3, precision bonus 10 = P 70
long dagger 1-20 +6 p Harm; range 1, speed 3, precision bonus 10 = P 70
Defense: 12 general, 6 against preternatural or supernatural Harm

Hobgoblin Shaman H 40 P 40 S 17
Attack: long dagger 1-20 +5 p Harm; range 1, speed 3, precision bonus 10 = P 50
Powers: Enchantment, Phantom Self, activated first while invisible, it being seen moving into midst or party (8 Health, 16 defense),
Enchantment, Yukking, cast next, if image remains, otherwise,
Geourgy, Shadow Blast, is cast, then, going invisible so as to cast the Extreme
Geourgy, Fiery Bolt, is cast as a 12 AEP activation at 36' distance for 6-8 +1-2 (x12) then,
Geourgy, Extinguish Flame, is cast several times to put out fire in pit, and,
Theurgy, Heal (7 AEPs for 6-24 Health restoration), cast on self as needed, interrupting sequence indicated

Shadow Blast: Very Minimal General Power
By activation of this preternatural Power the geourge sends forth instantly a cloud of negative energy that appears as shadow. The wave of shadowy stuff is 20 feet wide, beginning at and centered on the hand of the activator, and extending for a distance of 30 feet. Each subject within this area not protected against negative energy will lose all action capacity for the remainder of the ABC and will suffer an action penalty the following ABC equal to the length of time in the previous ABC they were not affected by the shadow blast, so that altogether the effect is 3 full seconds in duration.
Defense: 10 general, 6 against preternatural or supernatural Harm

Individual Wealth:

Each goblinoid has 18 sp.

Each goblinoid troubler has 6 gp, and one has a potion of cure light wounds another a potion of haste.

The goblinoid shaman has the following: 30 gp, four smallish alexandrites each worth 15 gp, a black Morben's energy node (see Appendix D: *New Magic Items*, p. 257), an immovable rod, plus scrolls inscribed with the 1st and 2nd level spells he currently has memorized (see above).

The goblinoid chief has the following: 60 gp, five large spinels each worth 30 gp, and these magical items: sovereign glue, 3 (remaining) potions of cure moderate wounds, a sustaining spoon, and a ring of elemental resistance, fire, minor.

Each hobgoblin has $300 in coin.

Each hobgoblin troubler has $1,000 in coin, and one has a preternatural Wound Dressing; another a Flashy Performance Sphere, Speed.

The hobgoblin shaman has the following: $5,000 in gold coins, $ 10,000 in four smallish alexandrites, a black Morben's Energy Node, a Sky Hook, plus three Memory Tablets; one with his three Geourgy Ability Powers thereon, one with his two Enchantment Powers, and the last with his Theurgy Power.

The hobgoblin chief has the following: $10,000 in gold coins, $ 25,000 in five large spinels, and these Extraordinary items: Soft Soap, 3 (remaining) Bolus of Health (robustus), a Little Brown Jug, and a Flame-proof Charm.

When the goblinoids are eliminated, the party will discover that there is no exit from the cave. How the Alfar creatures got here and survived should be a question asked—and not answered by the GM. The characters must find the answer for themselves.

Searching (DC 15) will eventually discover a man-sized slab of natural-looking rock against the back wall of the cave in the 5 o'clock possession. If that is examined with success-

ful use of Spot skill (DC 15) then a faint outline of a goblinoid will be discovered. Magic capable of detecting such thing will discover active energy emanating from this stone. The next task is to discover that the slab pivots. Success in use of Search skill (DC 20) will discover the mechanism that causes it to revolve 180 degrees. The side thus revealed shows a green oval. It is a portal back to "the tube," and touching it drawn the party back there.

> Successful use of Luck or Scrutiny Ability will locate the faint outline of the hobgoblin will be discovered. Success in use of Mechanics or Pantology Ability will then discover the mechanism that causes it to revolve 180 degrees.
>
> Note that those lacking the Abilities noted have a flat 10% chance per day of discovering these things when actively searching—the location of the slab, its marking, the pivoting function. Starvation in here is possible.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in chartreuse sparks as a high-pitched ululating note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

> **Award:** Other than addition of the usual Merits for meaningful Ability use and time spent actively participating in the adventure, no other award should be given generally. If an Avatar suggested the pots be pushed over, however, that one should receive 50 General Merits.

26. BLUE (ROBIN'S EGG)

The Demonic Laboratory

If the players hold hack & slash gaming dear to their hearts, then here is where they can get their fill, and more! This huge place is filled with clodregs in greater numbers that the characters can mow down, and the most able of those foes is nothing compared to what will come if the slaughter becomes too great. In short, there had better be some thinking, planning, and clever play here, or else the characters will end up in the recycling vats...

This is the text to read aloud to the players when they enter the pane-portal:

The experience of being sucked into a door to another dimensional matrix is not pleasant, but that's a hero's life, eh? As you mentally dismiss the queasy feelings inside, concentrate so as to again focus your eyes, you decide that the pane selected was a bad choice...

You are in a flat-bottomed basin that is perhaps seven feet deep. As four tall men could lay down head to foot inside here, its diameter must be at least 25 feet. From your particular advantage—or disadvantage—point, it looks as if you are in an endless room of some sort. A strange green-white light comes from long strips set into the ceiling some 15 feet above. By giving one of your fellows a boost, it is an easy matter to survey the area surrounding this vat.

It is about four feet below floor level—that's the first bit of information you garner. Next your comrade says that there are no windows visible, so it is impossible to tell if this place is a building or some vast underground construction. There are large pillars, about two feet square, which support the roof. As these columns are at intervals of 12 yards, they do not obstruct the view in the immediate area, but do interfere with a clear line of sight save in four "cardinal" directions when you move to so align yourself.

"Oh-oh! There is someone coming—looks like a short man wearing a brown peasant smock and sandals." With that he ducks down. "He didn't see me. What are we going to do? I don't like the looks of this vat, of the rest of the place..."

As you whisper to each other in regards to what should be done, there comes a metallic sound and then the loud splash of liquid. A pipe you hadn't noticed before angles over the edge at the far corner of the basin to a point about two feet below the rim. It is now gushing forth a pinkish liquid that has a slightly unpleasant odor, and the stuff is around your feet, already covering the whole bottom of the pan.

A thumping sound makes you turn and look up. There is the little man, visible from the waist up! He is staring stupidly at you, leaning part way over the edge. He wears a brown cap that covers his head and ties under the chin, which makes his appearance quite odd, for his features are blank, unlined, and as immobile as a painted marionette.

Give the team a minute to assess this, exchange a few words, then call for actions for the characters that have not had such specified to you already.

The Avatars should somehow get a hold of the one in the cap, pull him into the vat, and neutralize him. He is a soldier clodreg that is under working instructions, will not fight, and has no weapon. He will immediately go and report an "irregularity" to his supervisor, that one report on up the chain to more and more able types. Once the information reaches a preceptor, that one will call a special guard, a demon, and come to investigate, meantime alerting the rest of the place to be on the lookout for unauthorized life forms in the laboratory vats area. Here are the stats for the various creatures that can be encountered:

Clodreg: These strange and seemingly androgynous humanoids have no known habitat. They all look very much alike, being hairless and pale with huge, silvery eyes. That is, they appear suddenly in some remote and usually wild place, or below ground in a mine, and then disappear. The clodregs attack, pillage, destroy, and thereafter the surviving vanish as

mysteriously as they came. Some have likened then to army ants, although they are not, fortunately, as numerous or deadly, albeit they are remorseless in their attack and unflinching in the face of any threat. The corpses of their dead decompose with a most unnatural rapidity, and in a half an hour or less, the remains are nothing but a fluid mess of putrescence, even bones liquefying in this process.

The advent of a clodreg assault is usually predicated by the appearance of a small party of these things. These clodregs seem to be scouts. If they are promptly attacked and slain, then there is a fair likelihood (c. 65%) that no others will follow. There are three well-known sorts of clodregs. They have been named by those who have survived attacks as "soldiers" (about five feet tall and thin), "monitors" (about five and a half feet tall and muscular), and "wardens" (about six feet tall and very muscular). A scouting party will be composed mainly of soldiers, with one monitor for each five soldiers, and a warden. The latter remains behind and will abandon his "command" and escape if flight is possible and the main body is being slain. There is no means of eliciting information from clodregs, for seemingly they communicate only by chemical scent.

If more than 20 clodregs are encountered, the number will be at least 100 soldiers accompanied by four monitors and two wardens per 100. Clodregs attack mindlessly and fight until destroyed. In large-scale combat, this applies to all sorts of them.

Clodregs are, of course, automaton-like creatures created somewhere in masses to perform duties for whomever it is that is creating them. As these creatures have only recently been discovered, there is little certainty, but it could be that some subterranean race is behind this.

In this locale the adventurers will unearth more facts bout the creation of these strange beings, although in doing so even more questions will come to mind. Here the ordinary clodreg soldiers are unarmed and pose no real threat to the adventurers but two new kinds of clodreg, the "favored" and the "preceptor" will be encountered for the first time.

To save space in this already weighty tome the clodreg statistics are given in stat block form:

Clodreg Soldier: CR ...; Medium-Sized Humanoid (clodreg); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +0; Grapple: +0; Atk: none (but usually club +0 melee); Full Atk: none (but usually club +0 melee); Space/Reach: 5 ft/5 ft; SQ Darkvision 60 ft.; AL LE; SV Fort +0, Ref +0, Will +2; Str 11, Dex 10, Con 11, Int 5, Wis 11, Cha 8.
Skills and Feats Jump +3, Listen +2, Spot +2; Alertness.

Clodreg Favored: CR ½; Medium-Sized Humanoid (clodreg); HD 1d8+2; hp 6; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk: club +1 melee (1d6+1); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +0, Will +2; Str 12, Dex 10, Con 14, Int 7, Wis 11, Cha 9.
Skills and Feats Jump +4, Listen +2, Spot +3; Alertness.

Clodreg Monitor: CR 1; Medium-Sized Humanoid (clodreg); HD 2d8+4; hp 13; Init +0; Spd 20 ft. (4 sq.); AC 14 (+4 hide), Touch 10, Flat-footed 14; Base Atk: +1; Grapple +3; Atk: trident +3 melee (1d8+2); Full Atk: trident +3 melee (1d8+2); Space/Reach: 5ft/5ft; SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +0, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 10.
Skills and Feats Jump +6, Listen +4, Spot +4; Alertness.

Clodreg Warden: CR 3; Medium-Sized Humanoid (clodreg); HD 6d8+12; hp 39; Init +4 (+4 improved initiative); Spd 20 ft. (4 sq.); AC 16 (+6 banded mail), Touch 10, Flat-footed: 16; Base Atk: +4; Grapple: +8; Atk: heavy flail +11 melee (1d10+4); Full Atk: heavy flail +11/+6 melee (1d10+4); Space/Reach: 5ft/5ft; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +8; Str 18, Dex 10, Con 14, Int 13, Wis 15, Cha 12.
Skills and Feats Jump +7, Listen +7, Spot +8; Alertness, Improved Initiative, Weapon Focus (heavy flail).

Clodreg Preceptor: CR 5; Medium-Sized Humanoid (clodreg); HD 10d8+20; hp 65; Init +4 (+4 improved initiative); Spd 20 ft. (4 sq.); AC 17 (+7 half plate), Touch 10, Flat-footed 17; Base Atk: +7; Grapple: +13; Atk: staff +13 or whip +7 ranged (1d2); Full Atk: staff +13/+8 melee (1d6+6) or whip +7/+2 ranged (1d2); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +15; Str 22, Dex 10, Con 14, Int 19, Wis 24, Cha 15.
Skills and Feats Jump +9, Knowledge (science) +10, Listen +12, Spot +15; Alertness, Improved Initiative, Skill focus (knowledge science), Skill Focus (spot).

There are many demons here, they all wear collars of some violet-hued crystalline material. When one is slain, the crystal breaks into pieces and is worthless:

Demon, Vrock: CR 9; Large Outsider (Chaotic, Extraplanar, Evil); HD 10d8+70; hp 115; Init +2 (Dex); Spd 30 ft. (6 squares), fly 50 ft. (average); AC 22 (–1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; Base Atk +10; Grapple +20; Atk Claw +15 melee (2d6+6); Full Atk 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, *summon demon*; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.
Skills and Feats Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack

Clodreg soldier H 15 P 20 S 6
Attack: none herein
Defense: 0 here

Clodreg favored H 20 P 25 S 7
Attack: club 1-20 +2 s Harm; range 2, speed 4, precision bonus 0
Defense: 3 for half cloth armor

Clodreg monitor H 30 P 35 S 9
Attack: bident 4-20 +5 p Harm; range 4, speed 6, precision bonus 0
Defense: 4 for half cloth armor

Clodreg warden H 40 P 70 S 14
Attack: flail 3-20 +10 p & s Harm; range 3, speed 8, precision bonus 0
Defense: 8 for full leather armor

Clodreg preceptor H 60 P 100 S 19
Attack: whip staff 1-8*/1-20 +15 s Harm; range 5, speed 7, precision bonus 0
Defense: 12 for Dockalven full composite armor with Dockalven cuirass
*First Harm stat range is for whip use, second for fighting with staff
Demon, ordinary* H 100 P 66 S 13
Attack: claws for 9-12 p Harm ignoring all but supernatural armor; if target subject held in claws a following ABC bite for 3-5 +17-29 VT harm ignoring all armor
Powers: These demons have only the following sort:
7) Become invisible in one ABC/round
8) Attack twice every other ABC/round when already attacking
9) Come to the presence of a preceptor in 100 feet range in one ABC/round
Defense: 21
*The demons here all wear collars of some violet-hued crystalline material. When one is slain, the crystal breaks into pieces and is worthless.

Magic works here to the extent it does not enable escape by any means, including becoming ethereal. However, any activation/casting will bring a demon to the vicinity within 1-4 rounds, and that demon will actively search for intruders.

The level in which the adventurers find themselves is essentially unbounded. To one direction a careful observer will note that there is a different light, one with a yellowish color. All around are vats identical to the one in which they found themselves on entering this dimensional matrix. Each vat is 25 feet in diameter, sunk four feet below floor level, separated from its neighbors by 10 feet distance, bounded by four square columns of two-foot thickness that meld with the roof 10 feet above. All surfaces are smooth. The floor, pillars, and ceiling look like polished bone but are as hard as granite. The basins are of neutral gray and feel like glass, but they are tough and resilient, and a heavy blow will barely scratch or dent one. To fracture a basin wall area requires 40 points of damage and each blow struck makes a loud noise that echoes through the place.

LA: 100 points of Harm.

To keep them moving, have hulking demon shapes be glimpsed now and then off at the range of vision, and one might be coming in their direction if the team is hesitating and dawdling.

Each vat has the following contents:

1 empty
2 empty
3 empty
4 empty
5 empty with a pinkish residue visible on its sides and bottom
6 empty strong acidic smell coming from it
7 filled with pinkish liquid
8 ditto, and what looks like large, white mandrake roots floating therein
9 ditto, and the floating forms look like featureless human bodies
10 ditto, and the floating forms look like marionettes
11 filled with a reddish liquid
12 filled with a maroon liquid

The party is meant to disguise themselves in brown smocks and caps, then move towards the brighter light. The edges of the vats give good concealment opportunities.

No clodreg soldier will react to characters not disguised, other than to stand and stare stupidly at them, but if attacked and not killed, one will make a hooting sound, and and this gives a 50% chance for an encounter in 2-8 rounds. Again, an encounter indicating soldier means nothing happens, while a favored clodreg will not investigate if he sees nothing where the sound came from.

No clodreg below the rank of monitor will pay any attention to a disguised party.

A disguised party that remains more that 30 feet distant from a clodreg monitor will pass unnoticed.

A disguised party that remains more that 60 feet distant from a clodreg warden will pass unnoticed.

A disguised party that remains more that 120 feet distant from a clodreg preceptor will pass unnoticed.

A disguised party that remains more that 90 feet distant from a demon will pass unnoticed.

Sneaking past closer than the distances indicated is a matter of an opposed check against Disguise, Hide or Move Silently skills. This place has plenty of noise in it from fluid flowing in pipes beneath the floor and a strange humming that mutes slight sounds so Move Silently checks get a +2 bonus.

Sneaking past requires a check against Hunt, Luck, Ranging, or Stealth, Ability, plus addition of Precision BR to the percent chance for success. A disguised Avatar with Pretense Ability can attempt to bluff his way past clodregs close to him.

Encounters: A loud noise is an automatic check, otherwise one per 5 minutes.

13 clodreg soldier, 1-3
14 clodreg soldier, 2-4
15 clodreg soldier, 3-5
16 clodreg soldier, 4-6
17 clodreg favored, 1-2
18 clodreg favored, 2-3
19 clodreg favored, 3-4
20 clodreg monitor, 1
21 clodreg monitor, 1-2
22 clodreg warden, 1
23 clodreg preceptor, 1
24 demon, 1

Alert parties, those specifically noting watchfulness, keeping low and using cover, will see the encounter coming before they are spotted.

Less cautious parties will have a 50% chance of being spotted first by the encountered individual or group, alternatively a D20 GM can make opposed Spot checks.

Careless parties will always be seen before they note that they have been detected.

If the party heads towards the yellow light, in 15 minutes game time they will come to a place where there is a line of low gray walls that are topped with crystal-like panes. The line is about 30 feet distant from the vats to the north of it. The line is divided into rooms. Each such place is 60 feet long and 30 feet deep, with a big double door six feet wide and 10 feet high to the left in front and another to the right on the far wall.

Immediately in front of where the party ends up one of these spaces is brightly illuminated with a harsh yellow glare. Inside the place there are a half-dozen figures in white doing something, moving from workbench to table to some sort of framework of tubes and wires and crystals. This is the place the characters need to enter. The two like labs to either side of the place are empty and relatively dark. The party, or some members of it, can enter one of these unlit places, exit, and then come through the "back door" to attack the group in the illuminated laboratory. On the far side of the labs there is open space to 90 feet, then a wall. There are no doors in it. There are no encounters in the rear area of the laboratory line.

If they wait to move to enter a lab for more than a couple of minutes, an encounter will occur.

There is 1 in 20 chance they will be spotted crossing to the line of laboratory. If spotted, the team will lose one free action as they enter the lab—see below.

Once in the illuminated laboratory, they have 20 action rounds before there is a chance some passing individual or group spots them. Every 5 rounds after that an encounter will occur, ignoring soldier ones, as they will stand and do nothing.

The inhabitants of the laboratory are:

1 clodreg preceptor
2 clodreg wardens
4 clodreg monitors

As the party enters and closes these individuals will assess the matter that round. If the party is disguised, they will have two free actions before the clodregs can get their weapons. If they come in undisguised they have one free action.

Exception: One of the wardens has a small device (a rod of some eight inches in length the thickness of a thumb) in hand and can attack immediately. It sends forth a beam of intense light to a distance of up to two feet from its tip. With it he has a +2 chance to hit and need only make a ranged touch attack. A hit delivers 1d4+16 points of damage. It has exactly 12 charges in it and can not be recharged by the characters.

The warden with the rod has a +10 chance to hit (77). A hit delivers 17-20 penetration Harm to both protection of any sort and to the one wearing it.

When the clodregs in the laboratory are slain, the party can see immediately that the device they were working on has a pane of scintillating rainbow hues with a blue oval in its center. A touch of it and they are all back to their starting place in the cylindrical plane.

Prior to that they can look around, and see immediately six bright bubble devices (see below). By searching for one minute (DC 15) they can also find a flat device the size of normal book that heals wounds (up to 100 hit points/Health points) in 6-10 rounds but is thereafter useless, and another of the "piercing light" rods by searching in the mass of wires, tubes, containers, etc. there for another 6-10 rounds (DC 20). There is nothing else there. If they leave without exiting through the dimensional gateway, other clodregs will come, destroy it, and the party is doomed.

Bright Bubble: This item is an egg-sized sphere of chromium upon which some magical sigils have been engraved. Upon the possessor speaking the words thus indicated, and hurling it where desired, up to 90 feet distance, the object swells in size to become as large as a person's head. The Bright Bubble then floats at ceiling height, or 20 feet above the level of the plane from which it was hurled, whichever is the lower. From it emanates a soft but bright

illumination that spreads to a radius of 30 feet in all directions, and anything within a distance of from 31 feet to 60 feet will also be partially illuminated in light and shadow.

Upon command the item will instantly cease its light, shrink, and fly back to the possessor's hand. However, when it is enlarged and illuminated, the Bright Bubble is vulnerable to harm. It has a hardness of 10 but any single attack inflicting more than 10 points of damage upon it at one time will utterly destroy it.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, daylight, levitate; Market Price: 10,000 gp

These chromium Bright Bubbles are the same as the ones described in Lejend Master's Lore but have protection/Health of 25.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back glows a sickly greenish-white, then seems to ooze away in running droplets of light as a dull clanking series of sounds echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits.

27. INDIGO (BLUE-BLACK)

A Grumpy Forest Giant

When the team ends up here, they soon meet up with a great ogre-like being of cranky and complaining sort that dwells here. He is fed up with being isolated in this dimension and wants everyone to know it. Although not an evil creature, this boreal giant is neither amiable nor particularly fond of humans and Alfar of the like sort—"dirty little pests" is one of his more generous ways of thinking of them.

This is the text to read aloud to the players when they enter the pane-portal:

As you spend a few precious seconds recovering from the trauma of transition from the cylindrical mini-cosmos to wherever this place is, not a little fear is present. You never know what monster might be waiting for such opportunity... However, as your vision clears and other senses come back to normal, it seems you are relatively safe for a time.

Around you is an old-growth forest. The trees are huge, boles of 10-foot diameter are common, some smaller, many larger. There is little undergrowth, so you can see relatively well where the massive tree trunks don't block the view. You see a few small mammals, birds, and the flash of what was probably several deer running in confused flight at your sudden appearance here. There are a few natural sounds from the animals that must abound in this wood, but those, and the occasional soughing of a breeze that doesn't reach down where you are, emphasize the relative quiet of the place. You smell the usual odors of a great forest—plants and decaying leaves.

The survey of your surroundings offers one hopeful sign. There is a track, one about right for the width of a cart, that runs ahead of you, left and right.

(When the party examines the pathway:)

The track is well-beaten clay. There are no ruts in it, nor do you see the prints of hooves—shod or otherwise. It must be a footpath made wide thus by several persons walking abreast along it. The question is, which direction will bring you to something that will give you a clue as to who and what dwells here, and how you will be able to escape. Get back to your own world? You dismiss that probability. To some other challenge? Likely, so that means you'll need to be alert and ready for what awaits here.

(If the path is examined closely and with successful use of Track (DC 15):)

(If the path is examined closely and with successful use of Hunt, Ranging, Rustic, or Scrutiny Ability or some similar skill or capacity:)

At first it isn't apparent, but by dint of careful examination of the ground it becomes certain that some very large biped wearing sandals uses this pathway. The last tracks head off to the right. The creature's foot must be about two and a half feet long and at least a foot wide. That's big, even for a giant or ogre...

Elsewhere in the Forest: Trees, an occasional clearing, a 50% chance for a waterway after one day's travel, and the following encounters (hourly check) with creatures that are 50% larger and have commensurate hit points and damage delivery where applicable:

1. Bear, black
2. Bear, brown
3. Bison 2-12 (LA: 10% bulls)
4. Boar and herd of swine
5. Cougar
6. Deer, 1-10
7. Elk, 1-6
8. Small animal (martin, pOrcupine, rabbit, skunk, squirrel, woodpecker, etc.)
9. Wolf, 1-8
10. Wolverine

Wandering can be endless, and there are possibly savage natives and other sorts of animals here, but no means of leaving the world. All attendant details are in the hands of the GM.

Left on the Path:

After about two miles, the party will come to the shore of a large lake—an oval of some six miles N-S and four E-W, the party on the north shore of the lake, according to the position of the climbing sun that is now visible. Searching for signs there will reveal that some large humanoid creature goes swimming in this place. Off to one side will be discovered a fireplace of big boulders, charred log ends, and some fish bones. These bones are of large size indeed, those of a pike indicating it was at least eight feet in length.

Right on the Path:

By traveling about a half mile in this direction (north) the party will come to what the boreal giant considers a small clearing of about 100 yards diameter. In the middle of this ground is a log "hut" some 44 feet square, 24 high at the front the roof sloping to a mere 21 feet at the rear. The big doorway has a hide curtain, and a big chair next to it. Someone is sitting in this rude seat:

The broad clay path brings you suddenly into a field, a cleared area of some 100-yard diameter. In the center of the grassy place is a rude cabin made of tree trunks. It must be about 40 feet square, about half as high, and the entryway to its interior is 20 feet tall. There is a hide curtain hanging in the opening, and a big chair of logs beside the doorway. The seat is occupied by a very large figure. There is a strange kind of giant sitting there, staring at your party across the intervening 40 or so yards of high grass between you.

Homtanks the Boreal Giant: This fellow is some 19 feet tall, of gray-green complexion, with hair and bushy beard the color of oak leaves in the autumn. He is wearing a leather shirt and britches, a leather sash, big sandals that are currently displayed sole outwards in the general direction of the adventurers, as Homtanks is sitting with his feet outstretched and resting on a tree stump about four feet high.

When the party advances anther 10 yards, the giant will move his feet down but remain sitting. His boulder-missiles are handy just at the right side of his chair, of course. Then, or when the party hails him, Homtanks will speak along the following lines:

"So, what's a bunch of pipsqueaks doing in MY forest! I don't recall invitin' the likes of YOU here. Come fer supper mebbe? I AM hungry..."

(If the party retreats in any fashion:)

"Look at them little varmints skedaddle! Like as not a'skeert of their own shadders like chipmunks—only not so cute!"

(If the party says something insulting or threatening:)

"So's there some sand in them little bodies, eh? Well I'll pound it out of you right smartly, too."

(As he's speaking he is grabbing a boulder, and on the last word said, Homtanks rises and chucks the stone at the most obnoxious offender. He'll heft another on the next round, hurl it, then get his club from where it leans on the cabin wall behind his chair. On the 4th round he'll be on his feet and covering the ground to come to striking range. As noted, this giant is in a very grouchy mood...)

(If the party reacts in a polite and conciliatory manner:)

"Well... I suppose you lot of runts is better than a herd of skunks coma a'callin'. Come on up here so's I can get your measure! And don't be wavin' them itty-bitty weapons around either, or I'll bust them and you up real good."

(Assuming the party complies in reasonable manner:)

"How'd you end up in this here damned woods enneways? All I've ever seed around is critters—and some damned li'l losels off tuther side of the big pond yonder. Where'd you lot come crawlin' in from?"

No matter what the answer, assuming that a generally amicable tone is maintained by the characters, Homtanks will ask their names, then give them his. He will next query about whether or not they've seen any others of his kind anywhere.

If the party members lie about it, he'll catch them by cross-examining them on their claims. He is good at character evaluation, spotting a falsehood. Otherwise:

Thunderation! I just knowed I was all alone here fer'ever. Git! Out of my sight you scrawny bunch of midgets. I don't want no company.

Time to leave in a hurry, camp out of sight for the night, and then try again on the next day.

This particular creature is called a boreal giant (see the appropriate appendix) is called Homtanks, he has the innate powers *hum, summon irritating swarm*, and *stamp*.

Homtanks, Boreal Giant (Giant): CR 19; Gargantuan-sized giant ; HD 10d8+20; hp 65; Init +4 (+4 improved initiative); Spd 50 ft. (6 sq.); AC 28 (-2 size, +18 natural, +2 leather), Touch 10, Flat-footed 28; Base Atk: +15; Grapple: +37; Atk: **:** gargantuan greatclub +25 (3d6+15) or rock +15 (2d6+10); Full Atk: gargantuan greatclub +25/+20/+15 melee (3d6+15) or rock +15/+10/+5 ranged (2d6+10); SA: hum, summon irritating swarm, stamp; SQ Darkvision 60 ft.; AL CG; SV Fort +20, Ref +6, Will +9; **:** Str 30, Dex 10, Con 26, Int 10, Wis 16, Cha 14.
Skills and Feats Listen +7, Sense Motive +20, Spot +7, Survival +6; Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Skill Focus (sense motive), Improved Sunder.

This particular boreal giant is called Homtanks, he has the innate powers hum, summon irritating swarm, and stamp.

Boreal Giant (Homtanks):
H: 268 P: 124. S: 7 attacking/21 moving
See below for details of this creature as a class.
Attack: Hurl up to six boulders up to a 120-foot range causing 1-30 shock plus Physique Ability bonus Harm

of 24; or a giant-sized spiked club for 8-30 p & s plus 24 Physique Ability Harm and precision addition of 24 (+48 total Harm), range 9, speed 9.
Innate Powers: Hum and cause instantly a cloud of dust 10 feet high above the ground around to appear in a 30-foot radius of the one making this sound, this dust blinding all within its for the 2-5 ABCs it persists after the humming is sounded.

Rub hands together and thus summon instantly swarms of crawling, hopping, and flying insects that gather in a cloud of 10 feet height and 30 feet diameter around the summoner, with those within it, other than the boreal giant, affected thus: 1 ABC of blinding, followed by 1 ABC of actions at 50% normal, followed on the 3rd ABC by 1 ABC of suffering 1-2 points of Harm regardless of protection (unless it excludes small creatures). The insects disburse after 3 ABCs thus.

Stamp and cause a portion of normal ground within sight and 45 feet distance to fall downwards and thus form a 10-foot diameter, 10-foot deep, pit into which all who stand where it appears will fall and suffer 1-10 harm.
Defense: 20, 10 general due to thick garments, and 10 against all Extraordinary Harm due elemental nature of such creatures.

When the party returns, Homtanks will be even more irritable and cranky, insult them, try to provoke a fight. If there is combat, and the boreal giant is somehow slain, there goes the chance for the team to escape this dimensional matrix. Time for new characters...

If they are courteous, use mollifying speech, and show interest in the boreal giant's plight, Homtanks will gradually become less abrasive of speech, not as grumpy, and actually ask about, or listen to the volunteered story of, how the party came to be where they are. A D20 GM can ask for Diplomacy checks from the party's spokesman, the DC should be set at a level that reflects the skill with which the conversation has been role played.

Upon hearing the party's tale, the giant will ruminate for a while, then say he thinks he knows how to get them, and himself, out of the place and back to their own worlds:

"Up off them tiny l'il asses, trifles, and come on. We're goin' places."

(Assuming the team follows:)

See up thar in them rocks? That's where we're headin'. A li'l ol' cave's up there, one what you undersized buggers can crawl in ter, see? Me' I done peeked inside, saw the glitter of a gate, I did. Made me so mad I nearly stove in the rock, but I kept m'head. Figgered that maybe one day somethin' would come along that'd 'low me to get it. You lot bein' stuck here too, you won't mind the risk..."

So it comes down to this: The adventurers must crawl into a cave opening after Homtanks boosts each one up to it. The way in is about two feet in diameter, an eight-foot long crawl westwards. The opening is six feet above the floor of a roughly circular cave that is 30 feet in diameter, the roof of the cave 20 feet above the floor. In the west wall, facing the tunnel, is a large formation of crystals that have a green-gold sheen. The place appears to be quite empty otherwise.

As the first character enters the place this will disturb the residents that are concealed in various nooks and crannies of the cave. It will take one round for each subsequent character to enter, those entering will not be affected by the moaning while in the passageway, but it will be seven to one in at least the first combat sequence with:

Fiendish Dire Bat (6): CR 3; Large Magical Beast; HD 4d8+12; hp 30 each; Init +6 (Dex); Spd 20 ft. (4 sq.), fly 40 ft. (good); AC 20 (-1 size, +6 Dex, +5 natural), Touch 15, Flat-footed 14; Base Atk +3; Grapple: +10; Atk Bite +5 melee (1d8+4); Full Atk: Atk Bite +5 melee (1d8+4);Space/Reach: 10 ft./5 ft.; SA Smite good; SQ Blindsight, cold and fire resistance 10, damage reduction 5/magic, darkvision 60 ft, spell resistance 9; AL NE; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 3, Wis 14, Cha 6.
Skills and Feats Listen +11*, Move Silently +11, Spot +11*.

*If Blindsight is negated the bats suffers a –4 penalty to Listen and spot checks.

Fiendish Cloaker: CR 6; Large Aberration; HD 6d8+18; hp 50; Init +7 (+3 Dex, +4 Improved Initiative); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; Base Atk: +4; Grapple: +13;Atk Tail slap +8 melee (1d6+5); Full Atk Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2); Space/Reach: 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf, smite good; SQ Cold and fire resistance 10, damage reduction 5/magic, darkvision 60 feet, shadow shift, spell resistance 11; AL CE; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.
Skills and Feats Hide +8, Listen +13, Move Silently +12, Spot +13; Alertness, Combat Reflexes, Improved Initiative.

Although of large size the bats' bodies are relatively small if the wings are folded in close, thus they can navigate the narrow entry. Likewise the cloaker can squeeze itself along the crawlway and exits by night to fly and hunt.

Springbat: 6
H 4 P 20 S 10a/20m sp. 1-3 VT sp. 4
Springbat, unnatural: 1
H 40 P 40 S 10a/20m sp. 1-6 VT sp. 5

Remember that the poison Harm, VT of 1-3 or 1-6, bypasses half armor 50% of the time, full armor 10% of the time. If VT does affect the target, paraly-

sis will occur, and that one will be ignored thereafter. If all the party is paralyzed, then flowing caveslime will enter and finish them off.

Assuming a happy outcome to this battle, the team must now figure out the trans-dimensional gate and, if they are honorable, some way of moving it from where it is to where Homtanks awaits. If they aren't honorable, the party will be in for a rude surprise. They will be gated to the world of the boreal giants, and there end their days.

The crystals are the obvious objects that empower the portal. They are growing from the wall, two of about one-foot length, two, of a foot and a half length, a pair two feet long, and one big one that's three feet tall. Each has a base portion of cloudy color, and this is where the characters must work, prizing the mineral free by leverage of a blade at this point. A check against Craft (gemcutting), Profession (miner) or a Dexterity check (DC 15) will guide a character in doing that.

A check against Metallurgy Ability, or Pantology at half normal score, or like skill allows for completion of this delicate task.

If the boreal giant is queried, he will tell the party how to free the crystals and tell them in rough terms to hurry it up and get them to him. Having come this far, assume any proper attempt to break them free works, does not break the crystal.

Homtanks will berate the adventurers as "midgets slower than molasses," even as he takes the seven crystals. Then:

"You little fellers want to stay here? If not, then why ain't you goin' through the gate what I just set up? That'll eat up them two small crystals, but I don't need 'em to go to my own place—and no! I don't want no company back home, so git!"

And that brings the team back to "the pipe."

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back cracks as would a shattering mirror, then disappears in green-gold motes as a loud rustling sound echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. If one was particularly instrumental in guiding the group to success, give that Avatar an additional 50 General Merits.

28. VIOLET (PURE)

To Rescue the Oppressed:

On this sphere the only dweomers that function are healing and divinatory ones. All others are not recalled.

Veshoges being exploited, actually forced to labor in silver mines. So what, you and the players might ask. Well, here's what! When the team is transported to this dimension, they are in the bodies of some of those selfsame Veshoges. Right? They have all the characteristics and stats of that race. So they better free the other Veshoges, and themselves, or be doomed to a life of hard labor...

D20 Game Masters should see Appendix A: page 246, for a physical description of the Veshoge race.

If one of the party happens to be a Veshoge, his change will be into a human. The guards will call him "wanna-be oink" and like epithets, for they despise anyone that would associate with the likes of Veshoges, of course. Such a character will be treated worse than the rest.

This is the text to read aloud to the players when they enter the pane-portal:

As you pass through the glowing sheet of force the transition to another dimensional matrix seems unusually traumatic. In fact, you regain your senses feeling rather battered, shaking your head while on hands and knees, hearing a voice laughing harshly as another person speaks, those words slowly penetrating your consciousness:

"Damned pinkers! That'll learn you new lot—jump to it when one of your betters tells you to or it's insubordination. Next time one of your bristle-heads acts up I'll flay your back and maybe serve you up as sausage for the rest to eat."

There is a solid clang of a metal door slamming shut, and that sound brings you to full alertness. You look around in shock. You are alone in the midst of several Veshoges who, like you, are on hands and knees. About 20 other Veshoges in a big cell with walls of solid rock are watching you. (D20 GMs should insert a physical description of the vaguely porcine Veshoge race at this point.)

(**As is appropriate when the players ask questions:**)

Oh-oh! Seems as if your skin looks rather pink, and... good grief! You hear your own voice and realize the truth. The voices of your comrades come from unfamiliar faces, the Veshoges surrounding you. Of course you too are now in that form, a "pinker" indeed, and one in ragged garments and nothing else.

The others in the cell aren't exactly solicitous, but they help you up, are kind enough in their own way. From them you learn that you are now part of a slave labor gang that works 12 hours a day, every day, mining ore. You are in a silver mine, and the owner raids the surrounding land for new workers. Your party have been changed in transportation from the cylindrical mini-cosmos to this place, are now all enslaved Veshoges. The guards and overseers are all humans, and the mine owner is a dwarf by the name of Arnie Purple Shield. He visits once a day and is particularly harsh and cruel, they warn, so be very hard working and inconspicuous when the dwarf is present. You were brought in just after supper was

served, so there will be no food for you until breakfast—bread and water then. After that it's off to load rock into mine cars, push them to the mine entrance, empty them, and get back for another load.

The work with maul and pick, hammer, chisel and drill, is done by dwarfs and humans. A few "trustee" Veshoges are given heavy iron bars to break up large rocks into chunks small enough to load into the mine cars. Your fellow slaves warn not to speak to these turncoats, as they will gladly turn in their own kind to gain extra privileges from their captors.

All here hate collaborating Veshoges more than they do the human and dwarf guards and slave masters, but there is nothing they can do. They must labor or be punished—be killed on the spot if they dare resist.

You are shown places near the door that are now your individual spaces. The chief of the Veshoge slaves in the cell hands you wooden bowls left behind from slaves now dead, and others give you some straw gathered from the other inmates of this prison that you can sleep on.

Veshoge slaves: CR 2; Medium-Size Humanoid (veshoge); HD 3d8; hp 13; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 11 (+1 Dex), Touch 11, Flat-footed: 10; Base Atk: +2; Grapple: +3; Atk: Punch +3 melee (1d3+1); Full Atk: Punch +3 melee (1d3+1), or rock +3 ranged (1d4); SQ Darkvision 60 ft.; AL N; SV Fort +1, Ref +4, Will +1; Str 13, Dex 12, Con 11, Int 10, Wis 10, Cha 9. *Skills and Feats* Appraise +6, Hide +9, Move Silently +9; Endurance, Run

Note: Veshoges receive a +5 racial bonus to Hide and Move Silently checks and a +4 bonus to appraise checks. This has been figured into the statistics given above.

After nine hours in the cell, the iron-grate door is unlocked, and six armed guards watch as a pair of Veshoge females bring in a sack and pail. The former has stale bread, the latter water drunk from a cup attached to the handle by a chain. One hands out a hunk of bread to each person, the other ladles up two cups of warm water in the wooden bowl each slave presents.

After 15 minutes, you and all of the other slaves are marched away about a quarter mile to the mine head. There all work for four hours, get a 15 minute break, work another four and get a half hour to eat some gruel and vegetables with more water. After that only another four-hour stint of labor and it's back to the big cell for supper and rest until the next "day."

The team will have no opportunity for trying anything for a week. The GM must manage the roleplay and description for this interlude. During the initial period, though, a trustee Veshoge will attempt friendly contact with a character, ask questions, suggest escape might be possible. Any agreement to the latter will get that character pulled aside, whipped for "trouble-making," and 6 points damage/Harm that will need to be healed.

Note the following for managing the development of the plot:

1) Each former human or demi humans, now a Veshoge, gains a +5 racial bonus to Hide and Move Silently checks and a +4 bonus to Appraise checks.

> (LA game: added to his normal Abilities the following: Stealth 45 [or 23 added to existing Stealth], Commerce 40 [or 20 added to existing Commerce]. A Veshoge Avatar turned human discovers he's added Chivalry Ability of 50!)

2) The first month's labor increases a character's Strength by one point but thereafter the vigorous work, unpleasant living conditions and lack of proper nutrition cause the loss of 1 strength point each month.

> Each week of labor builds Physique of 1 point for the initial 4 weeks, then it reverses, so that after eight one is back to normal, gets weaker thereafter. Add Ability, or points of score accordingly.

3) A close look at the water shows it has a faint tint of gray color. Drinking the full ration makes the imbiber have a weak will so as to be docile. There is a trickle of water into the cell, and any prisoner with Wilderness Lore

> Pantology, Ranging or Rustic Ability) or similar skill will know a way to channel it to the wooden bowls so as to be able to avoid drinking the drugged water given at breakfast.

4) While drugged, the idea of escape seems hopeless, and no ideas come to mind when the subject is considered. If one of the other prisoners is talked out of drinking the drugged water, he will realize the tactic, talk his fellows out of drinking it, so all 20 of the actual Veshoges will be willing members of a rebellion led by the characters.

5) The Veshoge females are friendly, will listen and answer whispered questions. If promised freedom, one will slip a knife into the bread given to a character, or a garrote wire into the water pail.

6) Each time the slaves return to thee cell, they are searched for weapons, but not when they leave for work in the morning.

7) Arnie Purple Shield appears, a broad dwarf with a battle axe and a round shield upon which is painted a device framed by silver inlays that looks like a faceted amethyst, every day after the meal break to inspect the work. He looks mean, has only one eye, and speaks in a basso voice. The slightest infraction sends him into a rage, and the culprit is brought before him, and Arnie then whips the offender for 3d4 points of damage before ceasing the punishment.

8) During break periods it is possible to be alone and look around if one uses moves with stealth. In a "junk area" of the mine near the privy there is some quantity of wood, and from it can be gained three billets that are usable as weapons, clubs.

9) Anyone can find four perfect chunks of rock around at any-time, these serving as large rock missiles (1-4 damage/4-10 Harm).

10) At the dinner break only two guards remain on duty while the other four go to eat with the human and dwarf miners, then only four guards watch the renewed work as the other two leave for their meal and are gone for half an hour.

11) After two weeks, the biggest and strongest of the characters will be assigned to breaking chunks of rock with a bar. Two armed guards will watch him closely for two days, be less watchful on the third and fourth days, and then resume their normal slackness. The bar can be used as a heavy mace with a –2 penalty to attack rolls due to its unwieldiness.

> The bar is heavy but duplicates many of the qualities of a fighting staff: metal bar: 5-20 shock Harm; range 4, speed 9, precision bonus 0. Any individual bonuses from the

character apply to Harm delivered by a successful attack, of course).

Slave Revolt!

There are 6 guards, and 4 dwarf miners that will attempt to put down a revolt. The Veshoge trustees will cower. The human miners will avoid combat unless attacked, and they will then fight whoever attacked them.

If the initial assault comes during the meal, the other slaves are able to revolt, the two guards will suffer 20 attacks from large stones thrown at them, 10 against each guardsman. These attacks will be at +4 to hit , so assume 50% hit and total damage/Harm delivered thus is 15 points. If the characters also hurl stones, then compute their attacks separately.

Any guard or dwarf miner not engaging a character will be busy fighting the Veshoge slaves. Each will kill three of the latter before being brought down by rocks. Thus the characters will have one opponent to eliminate, can then turn and assist their fellows or the other prisoners.

Guards (6) 5th level warriors: CR 4; HD 5d8+5; hp 30 each; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 13 (+1 Dex, +2 leather), Touch 11, Flat-footed 12; Base Atk: +5; Grapple: +7; Atk: Longsword +8 melee (1d8+2), or whip +7 ranged (1d2); Full Atk: Longsword +8 melee (1d8+2), or whip +7 ranged (1d2); SV Fort +6, Ref +2, Will +1; AL NE; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 11.
Skills and Feats Climb +5, Intimidate +8, Jump +6, Spot +3; Improved Initiative, Weapon Focus (longsword), Weapon Focus (whip)

Dwarven miners (4) 8th level commoners: CR 7; HD 8d4+16; hp 39 each; Init +0; Spd 20 ft. (4 sq.); AC 12 (+2 leather), Touch 10, flat-footed: 12; Base Atk: +4; Grapple: +7; Atk hammer +7 melee (1d8+3); Full Atk: hammer +7 melee (1d8+3); Space/Reach: 5 ft/5 ft; SV Fort +4, Ref +2, Will +3; AL LE; Str 16, Dex 10, Con 14, Int 10, Wis 13, Cha 8.
Skills and Feats Appraise +3, Climb +7, Jump +12, Profession (miner) +13; Skill Focus (miner), Martial Weapon Proficiency (warhammer).

Guardsman 6 H 30 P 35 S 10
Attack: whip in hand for 0-2 +2 special Harm; range 5, speed 5, precision bonus 5 = 40
at hip cut & thrust sword for 4-20 +2 p Harm, range 4, speed 3, precision bonus 10 = 45
Defense: 5, half leather armor

Dwarf Miner 4 H 40 P 25 S 9
Attack: hammer for 2-20 +6 s Harm; range 1, speed 4, precision bonus 0
Defense: 4, half leather armor

Remember that if attack comes while the meal break is in progress, only two guards and none of the dwarfs will be present, four guardsmen and the miners for the half hour following that, then all six guards.

Combat /round 7: any missing guards join the fight
Combat /round 10: any missing dwarf miners join the fight
Combat /round 21: Arnie Purple Shield enters the fray:

Arnie, male dwarf Ftr11: CR 11; HD 11d10+11; hp 72; Init +4 (+4 Improved initiative); Spd 15 ft. (3 sq.); AC 17 (+2 large steel shield, +5 chainmail), Touch 10, Flat-footed: 17; Base Atk: +11; Grapple: +14; Atk: Atk: battleaxe +15 melee (crit 19-20/x3, 1d8+5); Full Atk: battleaxe +15/+10/+5 melee (crit 19-20/x3, 1d8+5); SV Fort +8, Ref +3, Will +6; AL LE; Str 16, Dex 11, Con 13, Int 11, Wis 17, Cha 14.
Skills and Feats Appraise +2, Climb +10, Listen +5, Profession (miner) +7, Spot +6; Alertness, Blind-fight, Cleave, Combat Reflexes, Improved Critical (battleaxe), Improved Initiative, Power Attack, Quick Draw, Weapon focus (battleaxe), Weapon specialization (battleaxe).

Arnie H 65 P 70 S 10
Attack: battle axe for 5-20 +10 Harm; range 3, speed 7, precision bonus 5 = 75
Defense: up to 16, 8 for half steel mail, plus 8 for shield vs. two opponents

When Arnie is slain, any remaining dwarfs and men present will throw down their weapons and surrender.

Arnie wears a gold ring and bracelet, both set with big amethysts, the former worth 6 gp and the latter 30 gp.

If a search is made of the mine, Arnie's chamber will be found in an adit. It is furnished in rather Spartan manner, but there is a big chest of iron with a huge padlock securing it. If it is broken open there will be found inside 200 ingots of pure silver, each weighing 50 pounds, thus worth 250 gp apiece for their metal.

His shield is the real prize. When it is picked up and examined, the silver outlining the gemstone device glows, and from it is projected an amethyst-hued plane of that shape. When that projection is touched, the shield disintegrates but the team is drawn back to "the pipe."

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back breaks into ever-smaller pieces, then vanishes with a puff of purple smoke and a noise like that of the splintering of rock that reverberates through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: No Merits of any sort are awarded. Instead, the characters get to choose which Ability, or Ability score addition, they will retain, Commerce at 10 or Stealth at 5—with a Veshoge Avatar automatically getting in addition 5 Chivalry Ability. If any Physique points were gained, that increase to Physique Ability is retained too.

RECTANGLE-SHAPED PANES:
29. RED (WINE RED

Riders of the Horde:

All forms of magic work in this encounter, save those that would allow transfer to another dimension or to another place here. Flying is possible, but it is slower by half than normal.

This door to other dimensions brings our heroes smack dab into the midst of a barbarian horde akin to that commanded by Timur a'ling. What they need to do from then on is the question to be answered.

This is the text to read aloud to the players when they enter the pane-portal:

The transition from the cylindrical mini-cosmos to this world is surprisingly easy. One moment you were there, the next you are on an open plain feeling fine. Only mentally you are not so sanguine, for a quick glance around shows a sea of tents, men and horses. All are of barbaric sort. What now faces your party is very much the matter of the day. No, make that moment, for a scowling man clad in exotic armor of leather and horn is heading towards you with murder in his eyes!

He stops before you, hooking thumbs into his broad leather belt, glares and shouts: "Krolykki—hah! You 'wild' ones are too much like your cousins the Lokmyrs to be reliable. Why I, Buvrad, a proven warrior of the Auwat am placed as the master of your dung-eating 100 is beyond me, an insult which I do not take lightly."

He is clearly in a rage. His helmet, a bizarre affair of leather, metal strips with spikes, and a crown decorated with a roach of bearskin, shakes as he turns his head this way and that, bobs as he spits at you. Although you are all yourselves here, clad in the same garb as when you left the other plane, this savage warrior sees you as some sort of like sort, "Krolykki," he called you, and referred to you as "wild"—evidently as opposed to others like you, "Lokmyrs," who are what? Tame? The enemy?

"You dog!" A stinging blow strikes your cheek. "You dare to daydream in the face of Buvrad's fury? Good! Now I have the right to properly discipline you. Down on your bellies and crawl like worms."

You can't help but notice the crowd of warriors that is closing in around you. There are nearly 100 tall and lanky men in all who seem to be of the same tribe. They are long-faced, not like the "Auwat" calling himself Buvrad. Their leather armor is brown, not black as is your tormentor's, and their hair is typically in the light-brown range, not black as is his. They don't seem hostile—to you or to the Auwat chieftain—but they are watching you intently.

All here "see" the party of adventurers as Krolykki despite the fact the characters look as they normally do to one another, are dressed in their usual manner, and are armed and armored differently than the nomads around them. This is because of a potent illusionary glamour that covers them while in this dimensional matrix.

It is not likely that the characters will be willing to debase themselves thus, crawl like worms. Should the group actually do so, the surrounding warriors, the Krolykki, will hiss and call them cowards. Then laughing derisively, remarking they are not worthy of bearing weapons, can not be of their tribe, they will spit and walk away. If the characters immediately leap to their feet then, show fight, all will be recoverable. If not, then Buvrad will draw his sword and behead one character on the spot. He will continue thus until all are dead, or the characters fight back. Those killed thus are dead.

Instead, one of the team should step forward, return the insults, and challenge Buvrad to combat. If more than one attempts to attack the Auwat commander of the group, their "fellow tribesmen," the Krolykki, will forcibly restrain them:

"The boasting Auwat is a toad, but do not shame the Krolykki by ganging up on him. If one of you alone can not best the likes of him, then his words have edge and point..."

Of course as these are barbaric nomads, the fight is expected to be with weapons, not using magic. If some character thinks to use such power, the others there will also move to restrain them, unless the power is subtle and virtually unnoticeable: such as a spell memorized with both the Still and Silent Spell feats applied to it, a spell-like ability, a psionic power, or certain supernatural abilities. One will say something like this:

"Do not attempt that sort of thing, brother. Would you bring shame to our whole people—not to mention condemning us all to slow deaths?!"

So the only way to manage the situation is to go one-on-one. It should be a relatively tough match, but one that will go in favor of the team's champion—assuming that one is an able combatant.

Buvrad (Bbn10): CR 10; HD 10d12+10; hp 75; Init +1 (+1 Dex); Spd 40 ft. (8 sq.); AC 14 (+1 Dex, +3 studded leather), Touch 11, Flat-footed: 13; Base Atk: +11; Grapple: +14; Attack scimitar +13/+8 melee (1d6+3); SA (Greater) Rage 3/day; SQ Uncanny dodge (+1 against traps), Damage Reduction 2/-; SV Fort +8, Ref +4, Will +3; AL NE; Str 17, Dex 12, Con 13, Int 8, Wis 11, Cha 13.
Skills and Feats Climb +14, Craft +14 (hide working), Intimidate +13, Ride +10, Survival +8; Cleave, Combat reflexes, Endurance, Mounted Combat, Power Attack.

Rage: Duration 6 rounds; +20 hp; AC 12; Attack scimitar +15/+10 melee (1d6+5); SV Fort +10, Ref +4, Will +.5

Buvrad	62	72	15

Attack: tulwar for 3-20 +8 p Harm; range 3, speed 3, precision bonus 10 (82)
Defense: 9, leather armor

If the team's champion loses, that character is dead, and so are the rest. On the other hand, a victory will bring the

winner healing from a Krolykki shaman, and the following dialog:

"Well done, brother! We all hated that Auwat dog. What are we to do now? Are you going to lead us on the attack against Elash-kad? We like not fighting our cousins, but if we don't we will be killed.

"The Auwat horde moves at dawn on the day after tomorrow. They intend to attack by surprise, and there are spies in the city, armed and ready to open the north gates to let the horde enter without a siege. Ghouti Kahn will kill all the people, burn the place, tear stone from stone, plow, salt the ground, and leave only a tower of cemented bones and skulls where it stood in honor of the demon he serves.

"What are your orders?"

The character who defeated Buvrad is looked to as leader, and the rest of the party as that one's lieutenants. They need to take command of the banner of 100 Krolykki, get to city of Elash-kad, and warn them of the impending assault.

To manage that, they need to order the troop to move quietly to where the horses are, then mount up and ride hell bent for leather to the city of Elash-kad. Alternately some form of trickery can be used according to the characters' capacity and the players' skill. That sort of action is left in the GM's hands. The forthright escape by haste is assumed here.

"There are guards there at the corral, brothers. What if they raise an alarm? We are a hundred, the horde is thousands!"

There are only two guards, so it is up to the party to move silently and catch them napping:

Warriors (2) War7: CR 6; HD 7d8+10; hp 41; Init +0; Spd 30 ft. (6 sq.); AC 13 (+2 leather, +1 buckler), Touch 10, Flat-footed: 13; Base Atk: +7; Grapple: +8; Atk scimitar +9 melee (1d6+1); Full Atk: scimitar +9/+4 melee (1d6+1); SV Fort +6, Ref +2, Will +2; AL NE; Str 13, Dex 11, Con 13, Int 10, Wis 10, Cha 10.
Skills and Feats Intimidate +10, Listen +2, Ride +10, Spot +3; Blind-fight, Combat Reflexes, Toughness, Weapon Focus (scimitar).

Guard Warrior 2 H 30 P 40 S 12
Attack: saber for 3-20 +3 Harm, range 3, speed 3, precision bonus 10 = 50
Defense: 11, 6 for buckler vs. one opponent and 5 for half leather armor

If an attacking character is not detected, that one will strike as if at a helpless opponent. If detected, the attacker will still strike at a +4 bonus to hit and damage. The defending guard will be drawing his weapon, so the character can strike a second time. Thereafter any guard, not unconscious or dead, raises the alarm by shouting.

An undetected Avatar will strike a killing blow 90% of the time, otherwise doing only such Harm as it indicated by the dice roll. Armor will not deduct from such damage, as the target subject will not be actively defending. If detected, the attacker will still strike at a -20 bonus on the d% roll—+4 for Harm determination when rolling d20. There is time for two strikes, if the guards are not then incapacitated the alarm is raised.

All the characters find that they can ride, fight mounted if need be—this so even if normally their personas do not have such capacity each gains a +10 competence bonus to Ride skill checks for the duration of this scenario.

An alarm means that there will be immediate pursuit by 200 Auwat nomads, and this is left in the hands of the GM. Use of magic, perhaps in combination with an ambush, will certainly send the pursuers in retreat if 25% of more of their number are slain.

Krolykki Warriors (92) War8: CR 7; HD 8d8+8; hp 44; Init +1 (+1 Dex); Spd 30 ft. (6 sq.); AC 15 (+1 Dex, +4 chain shirt), Touch 11, Flat-Footed 14; Base Atk: +8; Grapple: +10; Atk scimitar +10 (1d6+2) or mighty composite short bow +10 ranged (1d6+2); Full Atk; scimitar +10/+5 melee (1d6+2), or mighty composite short bow +10/+5 ranged (1d6+2); SV Fort +7, Ref +3, Will +3; AL N; Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 11.
Skills and Feats Hide +0, Intuit Direction +5, Jump +10, Listen +3, Move Silently +1, Ride +12, Spot +3; Alertness, Mounted Combat, Power attack, Weapon focus (bow).

Auwat Warriors (200) War8: CR 7; HD 8d8; hp 36; Init +1 (+1 Dex); Spd 30 ft. (6 sq.); AC 14 (+1 Dex, +3 studded leather), Touch 11, Flat-footed: 13; Base Atk: +8; Grapple: +9; Atk scimitar +9 (1d6+1), or mighty composite short bow +10 (1d6+1); Full Atk scimitar +9/+4 melee (1d6+1), or mighty composite short bow +10/+5 ranged (1d6+1); SV Fort +6, Ref +3, Will +3; AL NE; Str 13, Dex 12, Con 11, Int 10, Wis 13, Cha 11.
Skills and Feats Hide +1, Intuit Direction +5, Jump +10, Listen +3, Move Silently +2, Ride +12, Spot +3; Alertness, Mounted Combat, Power Attack, Weapon focus (bow).

Krolykki Warrior 92 H 35 P 45 S 12
Attack: saber for 3-20 +6 Harm, range 3, speed 3, precision bonus 10 = 55
on horse bow, medium for 2-20 +8 p Harm, range 75/225/450, speed 1, precision bonus 10/5/0 = 55/50/45
Defense: 8 for steel mesh half armor
Auwat Warrior 200 H 30 P 35 S 12
Attack: saber for 3-20 +4 Harm, range 3, speed 3, precision bonus 10 = 45
on horse bow, medium for 2-20 +4 p Harm, range 75/225/450, speed 1, precision bonus 10/5/0 = 45/40/35
Defense: 5 for half leather armor

Assuming that the team gets to the city, the soldiers there will not open the gates, so some persuasive roleplay from the characters will be needed. The captain of the guards will, if in doubt, send out a squad of men to meet two members of the group outside the gate, escort them inside the city for questioning. Of course, the GM should have one officer, not a Lokmyr, nor an Auwat, there to insist they are lying and attempting to trick the city into allowing them to enter so as to then attack. Obviously the number of Krolykki is quite insufficient for that, and if the characters point that out, stress their relationship to the Lokmyrs, their cousins, they will be permitted to enter. A D20 GM can ask for Diplomacy checks, setting the DC at a level reflecting the skill displayed by the party's spokesman.

The team and several leading warriors of the Krolykki force will then be brought before the voyvad of Elash-kad . A Krolykki will point to one of the voyvad's captains, saying:

"I have seen that man speaking to Ghouti Kahn! He is a traitor, my lord. It is he who will have his men open the north gate to your city!"

The guilty man attacks the accuser, such dramatic effects as are desired can be added, but in the end the city is warned, the traitor and his men executed, and Elash-kad is saved. The Auwat are not prepared for a long siege and will leave in a few days when the fifth column fails to allow their entry through an open gate.

When this happens, the ruler of the place offers the team as reward officers' posts in his guard or a scroll his soothsayer has told him the heroes will wish to possess—why the voyvad knows not, as, "It is naught but a picture of a blood-colored window or some such doodling..." Of course this is their means to return to the cylindrical mini-cosmos, and any one of them touching the illustration draws all back there.

The GM might choose to expand this adventure by making the scroll available only after Ghouti Kahn himself is slain. Details will need to be added by the GM. This includes Ghouti's guards, demonic as well as human most likely, and statistics for the nomad leader himself. The means might be trickery and assassination, or the raising of an army and a large-scale battle.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in darting amber motes as a metallic series of horn-like note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter gains the capacity to ride a warhorse, fight mounted. If that capacity already exists, then such character gains an additional 50 General Merits.

30. ORANGE (PALE)

Within a Termite Mound

All magic that does not enable escape from the dimensional matrix, enable immaterial form, or passage from the termite mound in which the team finds itself, other than through the tunnels in it, will work. This is mainly pure hack & slash play, with only a little exploration and judgment needed as to where to go to get out of the place as rapidly as possible. The party is transported to the center of the mound in the location indicated on the map, and from then on it's a matter of fighting their way to the lower portion, finding the queen's nest, beating the guards there, and, after discovering the means, exiting.

This is the text to read aloud to the players when they enter the pane-portal:

When you begin to recover your senses from the strain of being transferred to yet another strange place, the first thing that strikes you is the strong odor of rotting wood. The air is redolent with many scents of the same sort—sawdust, resin, timber, turpentine. The darkness all around prevents a good look, but perhaps you are in a saw mill or some giant carpenter's shop...

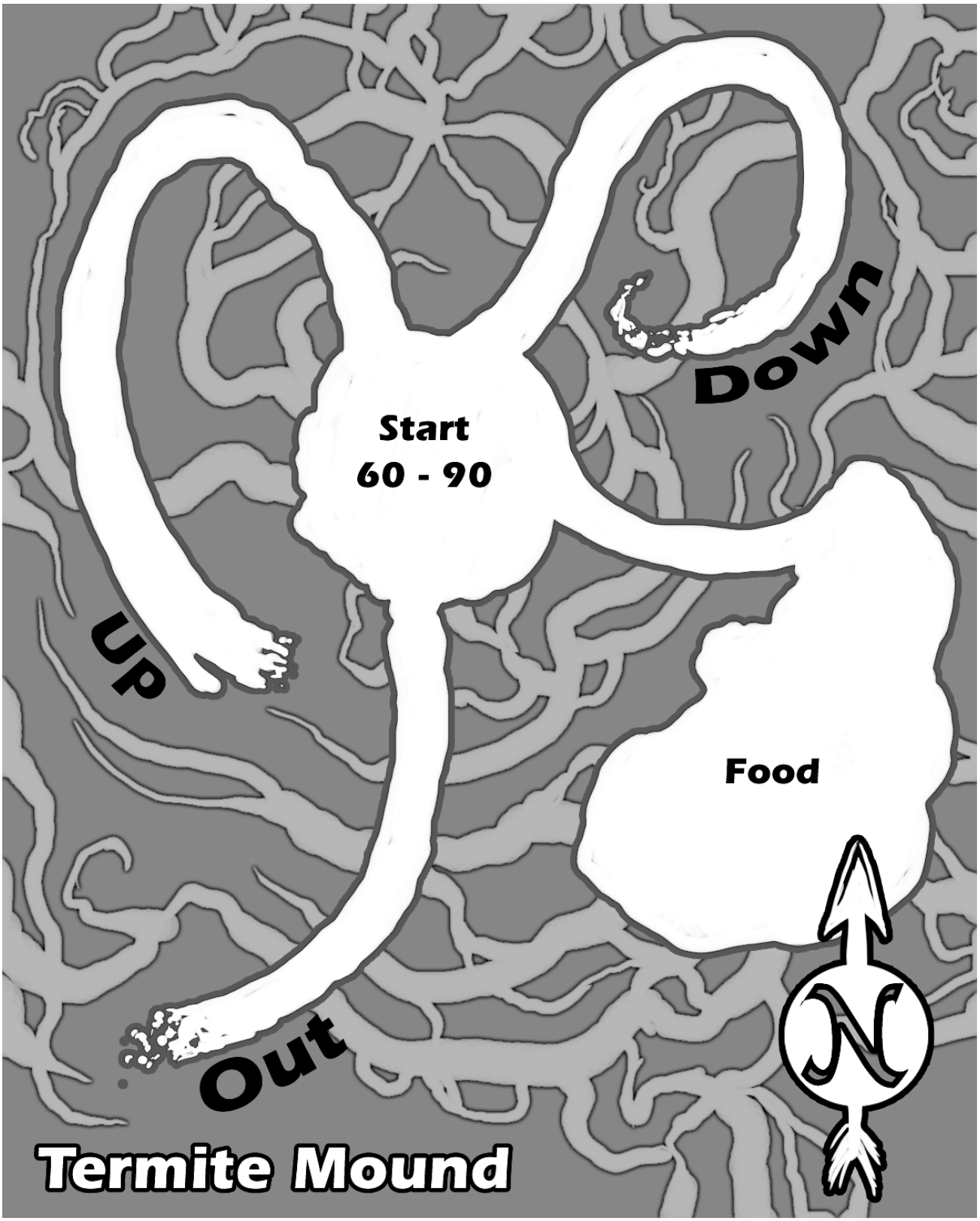
The team is in the central chamber indicated on the map. If they use open flame anywhere in the termite mound there is a chance that they will start the whole mound in fire! This applies if magical flame is invoked, a fire is purposefully set, or if a torch is dropped and left burning for one minute. You, as Game Master, will have to adjudicate the matter if a fire is started. Putting it out will be critical to the survival of the group, as to escape this world they will have to find the queen's chamber and locate the trans-dimensional gate there. If the whole mound burns, they will be roasted and dead. If the team escapes outside, they are as good as dead—no way to leave the world, and they are miniscule creatures in a world of giant insects and flora. The stress in the material read to the players on the various things having to do with wood is meant to impress on their minds the danger of fire as they discover their situation.

The material of the mound is like a mixture of hard clay and soft wood in regards attempts to cut or dig in it. This is a useless activity.

So now to continue the exposition as the characters use whatever is needed to see in the darkness:

Start

As you are able to look around in this otherwise lightless place, you note that the big cave you are in seems to be dug from wood—or at least a mixture of wood pulp and earth, perhaps. The chamber you are in is oval, a space about 60 feet across, 90 feet long, and 20 feet high. There are four oval tunnels leading from it. For sake of convenience, you give their locations compass directions based on an arbitrary "north"—two tunnels in


Down
Start
60 - 90
UP
Food
N
Out
Termite Mound

the north of the chamber, one in the east wall, and one in the south wall. Each tunnel is about 12 feet wide and 9 feet high.

As you observe your surroundings thus, many creatures with long bodies and multiple legs come into the place from the south tunnel.They are heading straight for your party with dangerous-looking pincers clacking as these mandibles open and close.

Before going anywhere, the party gets to meet and slay six worker formians—unless they run headlong into one of the other three passages. There is nothing of note in the central (starting) chamber, other that the chewed up fragments of fresh wood, sawdust-like bits, and general rot everywhere beneath such detritus. Of course these insects have no wealth.

Formian, Worker (6): CR ½; Small Outsider (Lawful); HD 1d8+1; hp 5; Init +2 (Dex); Spd 40 ft. (8 sq.); AC 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15; Base Atk: +1; Grapple -2; Atk Bite +3 melee (1d4+1); Full Atk Bite +3 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA Hive mind; SQ Immunities, resistances, make whole, heal; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9.
Skills and Feats Craft (woodwork) +3, Climb +3; Skill Focus (craft).

Note all giant termites can move along the walls and ceilings of passages and chambers, attack therefrom too.
Worker termite 6 H 14 P 20 S 10 1-12 +2-8 Harm Armor 10

Now to the four possible places for the party to explore:

North Tunnel—northeast: This is the way down leading to the egg chamber occupied by the queen termite, 100 eggs, four male consort guards, and six workers. The passage descends ever more steeply over its final 150 feet (of about 300 feet total) as it curves around and back to the southwest.

As they descend, the party will meet and have to slay:

Formian, Worker (8): CR ½; Small Outsider (Lawful); HD 1d8+1; hp 5; Init +2 (Dex); Spd 40 ft. (8 sq.); AC 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15; Base Atk: +1; Grapple -2; Atk Bite +3 melee (1d4+1); Full Atk Bite +3 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA Hive mind; SQ Immunities, resistances, make whole, heal; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9.
Skills and Feats Craft (woodwork) +3, Climb +3; Skill Focus (craft).

Formian, Warrior (2): CR 3; Medium-Size Outsider (Lawful); HD 4d8+8; hp 24 each; Init +3 (Dex); Spd 40 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; Base Atk: +4; Grapple: +7; Atk Sting +7 melee (2d4+3 plus poison); Full Atk: Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1); SA Hive mind, poison; SQ Immunities, resistances, SR 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.
Skills and Feats Climb +10, Hide +10, Listen +7, Move Silently +10, Spot +6; Dodge, Multiattack.

Worker termite 8 H 14 P 20 S 10 1-12 +2-8 Harm Armor 10
Soldier termite 2 H 25 P 40 S 15 1-12 +2-12 & 3-5 sp. Harm Armor 12

The egg chamber is roughly underneath the starting one, a long oval of 120 feet north-south, 80 feet east-west. As soon as the party enters this place they are engaged by the four guards of the queen. In a D20 game the Queen's Myrmarch guards have carried her bloated body to safety and neither she, nor they, play any part in the adventure unless the party is of high level, in which case Queen and guards can be encountered here or elsewhere in the complex.

Formian, Taskmaster (4): CR 7; Medium-Size Outsider (Lawful); HD 6d8+12; hp 40 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft. (8 sq.); AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +6; Grapple +10; Atk Sting +10 melee (2d4+4 plus poison); Full Atk Sting +10 melee (2d4+4), 2 claws +5 melee (1d6+2); Space/Reach 5 ft./5 ft. SA Hive mind, poison, dominate person, dominated creature; SQ Immunities, resistances, telepathy, SR 21; AL LN; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 14, Int 14, Wis 16, Cha 19.
Skills and Feats Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Multiattack..

The taskmasters have each dominated a giant stag beetle:

Giant Stag Beetle (4): CR 4; Large Vermin; HD 7d8+21; hp 52 each; Init +0; Spd 20 ft. (4 sq.); AC 19 (–1 size, +10 natural), touch 9, flat-footed 19; Base Atk: +5; Grapple: +15; Atk Bite +10 melee (4d6+9); Full Atk Bite +10 melee (4d6+9); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Vermin; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int 0, Wis 10 7

After two rounds six workers will join the fray, 14 rounds later six warriors will join them.

Male consort 4 H 40 P 60 S 12 1-12 +2-16 Harm Armor 12
After two attacks, worker termites will join the guards:
Worker termite 6 H 14 P 20 S 10 1-12 +2-8 Harm Armor 10
After 20 ABCs/rounds of combat, soldier termites will arrive to attack the party:

Soldier termite 6 H 25 P 40 S 15 1-12
+2-16 & 3-5 sp. Harm Armor 12

In a LA game there are no giant beetles present.

When all attackers have been eliminated, the adventurers may examine the chamber. They will note the eggs lined up along the south wall of the place. A character successfully employing Search skill (DC 15) will note that one of the eggs has an orange cast, while the others have a yellowish color.

An Avatar successfully employing Scrutiny Ability notes the odd orange egg.

Otherwise the eggs will have to be broken open, each taking one action with cutting weapon to expose the contents. The orange one, the 30th egg from the right counting east to west along the wall, contains not an insectoid larva but a rectangular portal of pale orange hue. A touch and the team is back to the cylindrical mini-cosmos.

At the conclusion of each four rounds the party is unmolested and examining/opening the eggs, the following action sequence will see the incursion of and attack by four workers and two warriors.

Worker termite 4 H 14 P 20 S 10 1-12
+2-8 Harm Armor 10
Soldier termite 2 H 25 P 40 S 15 1-12
+2-16 & 3-5 sp. Harm Armor 12

North Tunnel—northwest: This passage spirals upwards rather steeply after the initial 100 feet. As the team moves along it they will be attacked every 100 feet, for the total length of 1,000 feet where it ends up in a workers dormitory, by ten workers (see above).

Worker termite 10 H 14 P 20 S 10 1-12
+2-8 Harm Armor 10

The dormitory above is shaped like a four-leaf clover, each "leaf" being some 60 feet in diameter, and in each are 20 workers (see above).

Worker termite 10 H 14 P 20 S 10 1-12
+2-8 Harm Armor 10

This is a dead end thereafter.

East Tunnel: This leads to the termite colony's food storage place. The danger of fire is greatest here, as there is much wood pulp in the great chamber. Besides the insectoids that will attack the party upon entering it, there is nothing else notable, it being a dead end. There are 20 workers and four warriors here (see above).

Worker termite 20 H 14 P 20 S 10 1-12
+2-8 Harm Armor 10
Soldier termite 4 H 25 P 40 S 15 1-12
+2 16 & 3-5 sp. Harm Armor 12

South Tunnel: This is the exit from the mound, and it leads slightly downwards along its 200-foot length. There is a warrior formian (LA game: soldier termite) encountered every 20 feet along the corridor, 20 in all. See above for warrior stats.

Soldier termite 10 H 25 P 40 S 15 1-12
+2-16 & 3-5 sp. Harm Armor 12

The exit is blocked by balls of clay-like pulp, 12 in all, each weighing 100 pounds. These obstructions can be moved aside by lifting and rolling. A Strength check (DC 15) should be made for the one who directs the activity. A failure indicating a mishap, d4 balls coming loose and striking as many characters for 3d10+5 points of damage—no save as there insufficient room here to dodge out of the way.

A check against Speed Base Rating x 4 should be made for the one who directs the activity. A failure indicating a mishap, d4 balls coming loose and striking as many characters for d10 points of shock harm ignoring armor but dealing it Harm as it does the wearer.

Beyond the blockage is the vast outside world. The characters will see a landscape in which they are the size of ants. This should suffice to turn them back. If they venture forth, have a lizard the size of a school bus attack the lead character, with a 50% chance of biting for 2D20 points of damage/Harm, then swallowing the unfortunate one thereafter, for another 2D20...and death thereafter unless some magic is used immediately that can save him.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back seems to have many little pieces "eaten" in mere seconds, then all that remains disappears in deep amber bits that fall away into nothingness as a melodious drum note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, that member of the party who was most active in directing successful conclusion for the encounter should receive 20 to 40 General Merits.

31. YELLOW (LEMON)

In Durance Vile

In this new dimensional matrix the characters will find that most of their magical activations work fine. Only such magic that would remove them from the area, or the world, is non-functional. Much roleplaying and thinking is required before the big climax scene where bloody mayhem erupts.

The party discovers that they are not only stuck in a prison fortress, but that their normal garb, weapons, and equipment is...somewhere not too far distant, hopefully. Unlike a previous adventure scenario, though, the group remains in their normal Avatar form.

This is the text to read aloud to the players when they enter the pane-portal:

You feel cold stone beneath you as you struggle up from the dizzying well of transference from "the pipe"-like place you were sent from to wherever this new location happens to be. The chill damp you feel bodes no good, and in a moment that feeling is confirmed.

You see that all your party is in heavy cloth of gray with inverted triangles of large size on the front and back. These loose smocks and britches are unfamiliar garments, but the cloth feels like that called "durance," cut and pattern is indicative of only one thing—prison!

Gone are your armor, weapons, gear, and all else. The stone walls and iron-bar front wall and door confirm your worst fears. You are indeed in a prison cell. Somehow you can't dismiss the stone walls as not being a prison, the iron bars not a cage. Perhaps your mind is not sufficently quiet to consider this place a hermitage… Before you can discuss the dire predicament, armed men appear at the door to your confinement chamber.

"You there! On your feet," barks a man with a short sword at his hip and a ring of big keys in his hand. "We're moving you buggers to the big pit now. Come along like good little lads, or else you'll be cut down on the spot!"

You see a group of armored men just beyond the turnkey, weapons at the ready. There are four crossbows pointed at your group and a half dozen men with spear points sloped in readiness. There is an officer in steel cuirass and a man in robes beside him, likely a priest. Is there anything to do but comply?

As there is an anti-energy force between the party and those outside the cell, there is little else sensible to do. An attempt to attack the captors by any means will fail, and the air between the bars will flare an angry red as it absorbs magical or mental energy directed outwards. A conical "tell-tale" glows as a pointer directed at the one who attempted to direct the unseen energy, as the anti-energy moves along the line of that force. You can be as gentle or as harsh as suits the party. The commander will certainly scowl, warn that another such try will be met with death for all. Four quarrels, each with a 90% chance of hitting, all directed at the offender, is recommended as the likely reaction.

The captors consist in toto of the following:

Turnkey, male human Ftr5 (1 out of 3 present): CR 5; HD 5d10+5; hp 33; Init +4 (+4 Improved initiative); Spd 30 ft. (6 sq.); AC 13 (+3 studded leather), Touch 10, Flat-footed 13; Base Atk: +5; Grapple: +8; Atk shortsword +9 melee (1d6+5); Full Atk shortsword +9 melee (1d6+5); SV Fort +5, Ref +1, Will +2; AL LN; Str 16, Dex 11, Con 12, Int 14, Wis 13, Cha 12. *Skills and Feats* Intimidate +9, Listen +5, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Improved Initiative, Quick Draw, Weapon Focus (shortsword), Weapon Specialization (shortsword).

The Priest (Balutik) Clr8: CR 8; HD 8d8+8; hp 42; Init -1 (-1 Dex); Spd 30 ft. (6 sq.); AC 11 (-1 Dex, +2 leather), Touch 9, Flat-footed 9; Base Atk: +6; Grapple: +9; Atk: No weapons carried; Full Atk: No weapons carried; SV Fort +7, Ref +1, Will +8; AL LG; Str 16, Dex 8, Con 13, Int 15, Wis 15, Cha 14.
Skills and Feats Concentration +11, Diplomacy +12, Heal +9, Knowledge (religion) +13, Listen +4, Profession (scribe) +9, Sense Motive +7, Spot +4; Alertness, Combat Casting, Endurance, Scribe Scroll.

Cleric Domains: Magic—Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of 4th Level, Protection—generate a protective ward 1/day that adds a +8 resistance bonus to the person's next saving throw.)

Cleric Spells Per Day: DC 12 + spell level: 0-level: *cure minor wounds x2, detect magic, guidance, light, mending*; 1st-level: *bless, bless water, command, detect evil, remove fear, sacntuary**; 2nd-level: *aid, calm emotions, cure moderate wounds, hold person, shield other**; 3rd-level: *cure serious wounds, daylight, prayer, dispel magic**; 4th-level: *discern lies, dismissal, imbue with spell ability**
*domain spell

Balutik is a worshiper of Zegol-xotu, a deity of the Yattemic pantheon (See Appendix A: Glossary, p.245).

Captain Ftr8 (1 out of 2 present): CR 8; HD 8d10; hp 44; Init +4 (+4 Improved initiative); Spd 20 ft. (4 sq.); AC 17 (+5 chainmail, +2 large steel shield), touch 10, flat-footed 17; Base Atk: +8; Grapple: +9; Atk longsword +10 (critical 17-20/1d8+3);Full Atk longsword +10/+5 melee (critical 17-20/1d8+3); SV Fort +6, Ref +2, Will +2; AL LN; Str 12, Dex 11, Con 10, Int 11, Wis 11, Cha 13.
Skills and Feats Climb +5, Jump +5, Intimidate +6, Listen +2, Spot +4; Alertness, Cleave, Combat Reflexes, Improved Critical (longsword), Improved Initiative, Power Attack, Improved Sunder, Weapon Focus (longsword), Weapon Specialization (longsword)

Guards War7 (6 out of 18 present): CR 6; HD 7d8+3; hp 35 each; Init +0; Spd 30 ft. (6 sq.); AC 13 (+3 studded leather), touch 10, flat-footed 10; Base Atk: +7; Grapple: +8;

Atk short spear +9 (1d8+1); Full Atk short spear +9/+4 melee (1d8+1); SV Fort +5, Ref +2, Will +2; AL LN; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Intimidate +10, Listen +5, Spot +5; Blind-Fight, Combat Reflexes, Toughness, Weapon Focus (short spear).

Guard Archers War7 (4): CR 6; HD 7d8; hp 32 each; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk: +7; Atk dagger +7 (1d4) or heavy crossbow +8 ranged (1d10); Full Atk dagger +7/+2 melee (1d4) or heavy crossbow +8 ranged (1d10); SV Fort +5, Ref +3, Will +2; AL LN; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Intimidate +10, Listen +5, Spot +5; Blind-Fight, Combat Reflexes, Point Blank Shot, Weapon Focus (heavy crossbow).

Commander, Lord Remanni, Ftr12 (not present): CR 12; HD 12d10+12; hp 93; Init +5 (+1 Dex, +4 improved initiative); Spd 20 ft. (4 sq.); AC 20 (+1 Dex, +1 masterwork small steel shield, +8 masterwork full plate), touch: 11, flat-footed 19; Base Atk: +12; Grapple: +16; Atk Masterwork rapier +18 (crit 15-20/x2, 1d6+6); Full Atk Masterwork rapier +18/+13/+8 melee (crit 15-20/x2, 1d6+6); SV Fort +9, Ref +5, Will +8; AL LG; Str 18, Dex 13, Con 12, Int 11, Wis 14, Cha 15.
Skills and Feats Climb +0, Diplomacy +8, Jump +14, Ride +16, Sense Motive +4; Blind-fight, Combat Reflexes, Expertise, Improved Critical (rapier), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Mounted Combat, Ride By Attack, Spiritd Charge, Weapon Focus (rapier), Weapon specialization (rapier).

Zegol-Xotu is a 5th Rank Deity. In the LA game system, he is the patron of all those who practice the Extraordinary activation of Enchantment and Georgury.

Turnkey 3/1 present H 40 P 50 S 11
Attack: short sword for 2-20 +6 p Harm, range 3, speed 3, precision bonus 20 = 70
Defense: 8 for full leather armor

Priest (Balutik) H 45 P 40 S 15
Attack: Activations only, as follows:
Blaze of Glory
Scourge the Attackers
Smite the Wicked
Defense: 5 for half leather armor

Captain 2/1 present H 60 P 60 S 9
Attack: cut & thrust sword for 4-20 +10 p Harm, range 3, speed 4, precision bonus 10 = 70
Defense: 16, 8 for shield vs. 2 and 8 for steel half armor

Guard 18/6 present H 30 P 40 S 10
Attack: short spear for 2-20 +4 p Harm, range 5, speed 3, precision bonus 5 = 45
short dagger for 2-20 +4 p Harm, range 1, speed 2, precision bonus 5 = 45
Defense: 8 for full leather armor

Guard archers 4 H 25 P 55 S 11
Attack: heavy crossbow for 3-20 +6 p Harm, range (all short here), speed 4, precision bonus 15 = 70
short dagger for 2-20 +4 p Harm, range 1, speed 2, precision bonus 5 = 60
Defense: 8 for full leather armor

Commander/not present H 90 P 70 S 8
(Lord Remanni) **Attack:** thrusting sword for 3-20 +16 p Harm, range 4, speed 3, precision bonus 20 = 90
Defense: 20, 8 for shield vs. 2 and 12 for steel full armor

If the characters attempt to attack, then they will be dealt with brutally, with all possible force, and deaths are likely to occur. Note initial discharge of crossbows will be at a +4 to hit, as the archers are braced and aiming. If they go quietly they will be taken to the "big pit" as the turnkey said. On the way the priest will speak to the group with encouragement:

"You lot are not doomed by any means. There is hope, so be model prisoners so as to show you are unjustly consigned here. That will not go unnoticed, I assure you."

(If one of the team attempted to attack the guards with some magic, was wounded, the priest will add:)

"I now heal your comrade so as to lend weight to my admonition. Heed this."

Read the following aloud to the players in any case:

After being led about fifty feet along a corridor, taking a right turn and going about 100 feet, past a cross corridor about half way along your walk, you come to a guardroom some 20 feet square. On its end wall is a pair of wooden shutters closed by a bar. One of the spearmen lifts it at the nod of the turnkey, as two more move to open the heavy planks. Behind the shutters is a gate of iron bars. The fellow with the ring of keys uses one to open the lock, pulls the grille-work door inwards, and stands aside. This reveals a narrow flight of stone steps leading down about six feet into a circular room 60 feet in diameter. Light comes in from a semicircle of windows across the chamber, these apertures 20 feet above the floor and barred, of course. There are about two dozen men down there, piles of straw, and you note a pair of little alcoves in the far wall—one that can only be a privy, the other a basin into which water flows from a pipe above it. A grim prospect that place, but not hellish.

The man in metal armor nods, and the priest says: "Down the steps, now, one at a time and without hesitation. You will be treated well by us, but mind the scum down there."

(Assuming compliance:)

As the last one of your group descends the priest whispers, "Trust me." There is the clang of the barred door closing, then the thump of the wooden shutters being closed and barred. You are now confined in "the big pit" with over a score of felons whose crimes and dispositions you know not. At least you are a united party, strong and able...

A short, muscular fellow is waiting near the stairs. He asks, "Which one of you birds leads this sorry little flock?"

The other prisoners are all fanatical cultists, but they won't reveal this immediately. The man who speaks is Mardo, the toady for the cult leader, Etok-the-Seeker. The others there will simply be called by numbers when they are addressed by Etok, or if asked to identify themselves thusly.

Mardo uses his special power of suggestion to urge the one he perceives as the head of the newcomers to view his master, Etok, as a sympathetic figure and an ally.

Psychogenic Power of Thought Insinuation.

Etok-the Seeker, tiefling Rog7/Ftr4: CR 11; HD 7d6+14 + 4d10+8; hp 76; Init +5 (+5 Dex); Spd 30 ft. (6 sq.); AC 15 (+5 Dex), touch 15, flat-footed 10; Base Atk: +9; Grapple +19; Atk club +19 (1d6 +10); Full Atk club +19/+14 melee (1d6 +10); SA Darkness, sneak attack +4d6; SQ Fire, cold and electricity resistance 5, Evasion, Uncanny Dodge (can't be flanked); SV Fort +8, Ref +11, Will +8; AL CE; Str 30, Dex 20, Con 14, Int 18, Wis 16, Cha 10.
Skills and Feats Bluff +13, Climb +20, Decipher script +11, Diplomacy +8, Disable Device +5, Disguise +9, Handle Animal +7, Hide +16, Jump +21, Knowledge (religion) +7, Listen +8, Move Silently +15, Open lock +14, Pick pocket +5, Sense Motive +12, Spellcraft +7, Spot +6, Swim +19, Use Magic Device +6, Use Rope +14; Alertness, Dodge, Expertise, Iron Will, Mobility, Skill Focus (bluff), Spring Attack

Mardo (toady)**, human Rog7:** CR 7; HD 7d6+3; hp 32; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft. (6 sq).; AC 11 (+1 Dex) touch 11, flat-footed 10; Atk club +5 melee (1d6); Full Atk club +5 melee (1d6); SA Sneak Attack +4d6, *suggestion**; SQ Evasion, Uncanny Dodge (can't be flanked); SV Fort +2, Ref +6, Will +4; AL CE; Str 11, Dex 12, Con 10, Int 11, Wis 11, Cha 13.
Skills and Feats Bluff +10, Diplomacy +11, Hide +11, Innuendo +10, Knowledge (religion) +2, Open lock +11, Pick pocket +10, Sense Motive +9, Spot +5, Swim +9, Tumble +7; Blind-Fight, Improved Initiative, Iron Will, Toughness.

***Suggestion (Su):** Mardo has the singular psychic capacity to deliver a *suggestion* up to five times per day as a sorcerer of the 7th level. Resisting this effect requires a Will save (DC 14).

Tough Followers (6), human Ftr8: CR 8; HD 8d10; hp 50; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft. (6 sq.); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk: +8; Grapple: +12; Atk Club +12 (1d6+4); Full Atk Club +12/+7 melee (1d6+4); SV Fort +6, Ref +3, Will +2; AL CE; Str 18, Dex 12, Con 11, Int 11, Wis 10, Cha 10.
Skills and Feats Bluff +2, Climb +15, Jump +9, Move Silently +2, Ride +12, Use Rope +2; Blind-fight, Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Ordinary Followers (16), human War4: CR 3; HD 4d8; hp 23; Init +0; Spd 30 ft. (6 sq.); AC 10 touch 10 flat-footed 10; Base Atk: +4; Grapple: +5; Atk club +5 melee (1d6+1); Full Atk club +5 melee (1d6+1); SV Fort +6, Ref +3, Will +1; AL CE; Str 12, Dex 11, Con 11, Int 11, Wis 10, Cha 10.
Skills and Feats Bluff +1, Intimidate +7, Knowledge (religion) +2, Ride +5, Spot +2; Endurance, Great fortitude, Lightning reflexes.

Etok-the Seeker H 80 P 80 S 20
Attack: Harm bonus +25
Defense: 8 preternatural negative energy

Mardo (toady) H 40 P 40 S 15
Attack: Use of Psychogenic Thought Insinuation at 70
Defense: 0

Follower (tough) 6 H 55 P 55 S 14
Attack: Harm bonus +10
Defense: 0

Follower (other) 16 H 30 P 30 S 12
Attack: Harm bonus +2
Defense: 0

Club: 1-20 (plus bonus) Harm, range 2, speed 4, precision bonus 0

As you relate the details of the meeting with the other prisoners, use terms that suggest camaraderie on the part of the leader of the group, suspicion but respect from the followers. Etok-the Seeker is merely friendly at first, asks for details of who the group is, why they are incarcerated, clucks in sympathy at their plight. "I and my followers are likewise kept unjustly by the despots who rule this land," he will say. After a week's time thus, with the characters shown no special treatment, eating gruel, stale bread, and one by one called forth to be questioned under the whip, brought back showing signs of the cat-o-nine-tails on their backs, Etok will decide they are potential tools.

"You too have been abused by the swine who run this place. Although you seem not to know it, this is where all who threaten the despot who rules the kingdom are sent to languish. Soon now they will be calling us out, one by one, supposedly for trial. Of course, no one tried ever returns. Execution, death by hideous and slow means, is always the sentence.

"I am called Etok-the-Seeker for many reasons, but the prime one is that I have sought aid from a deity of mighty sort, and He will help us, all who would overthrow the current monarch. Join us, strangers, and you too will be heroes! You see, we will soon break out of here. We have friends on the outside. If you are with us, swear fealty to Dhu-kalkhru, then you too will be rescued, be a part of the rebellion that will overthrow the weakling deity Zegol-xotu and his followers, and we will depose King Ragnartuvi. When that happens, you may ask any favor and receive it. Become noble lords here, with estates and many slaves to serve you. Leave with all the treasure you can carry. Such will be your honors for serving me, our cause... Are you with me?"

(Assuming some relatively non-committal response that is not refusal:)

"Caution is wise, for who would join a losing side?" Etok says with a deep chuckle. "Take care, though, for the commander of this stinking prison and his lickspittle priest are clever, use guile and lies with no hesitation. They will have you serving their demon lord thinking you were serving good! If you feel tempted, speak to yourself my name, and I will come into your mind to bolster it against their machinations."

As for the whippings, the character will recall nothing of it as their memories will be altered, and thanks to healing salve provided to the prisoners, the wounds will heal in four days, and no scars will remain. Thus there is some small reason for the characters to be somewhat skeptical of Etok's offer. The wise will be careful in their agreement, recalling what the priest said to them as they were incarcerated here.

Soon after Etok speaks thus, the turnkey will call for the character who is the spokesman for the team. If that is not an established matter, then the most influential/powerful member will be summoned. When the guards escort that character to a small cell some distance from the "big pit," the commander of the prison and the priest (see above) will be there to speak with that one:

"I am the commander of this prison, Lord Remanni by name. You have already met our Chief Priest, although not by name, the Surprising Balutik—'Surprising' is the honorific is given to the clerics of Zegol-xotu."

The ecclesiastic smiles, waves in a gesture of dismissal clearly meant to play down the honorific, and says, "Thank you my Lord Remanni. I have managed only to convey to this one and his (or her) fellow unfortunates a whispered word of hope and patience. It is now time for me to explain this seemingly unjust treatment you have undergone at our hands. Please forgive us.

"We are faced by rebels who serve a most wicked deity, Dhu-kalkhru. They would overthrow the king, bring that entity to the fore as chief of the land, and by human sacrifices bring Dhu-kalkhru near. Then would begin a terrible time both here and in the lands around, as the armies of the kingdom go forth with demonic minions leading them to conquer the adjoining realms.

"Thankfully, Zegol-xotu is both strong and well prepared. It was through his good connections with other mighty ones that you were sent here, sent to aid us. It was necessary to treat you as we have done so as to establish you as potential tools in the eyes of the near-demon who calls himself Etok.

"Simply put, if any of us strike him down, we elevate him to the ranks of deityhood, and he will then be enabled to leave this place to lead the rebellion with his new and greater prowess. All the followers of Dhu-kalkhru will be encouraged, and the day will be lost to the cause of right.

"Only heroes not of this land can slay Etok, send him to the hells where he belongs. So we have used you wrongly, but for a just cause. Will you serve as the champions of Zegol-xotu?"

(Assuming some relatively positive response:)

The master of the place, Lord Remanni, nods: "I can well understand your confusion, for no doubt Etok has used his wiles, spoken to you of his plans. You are free to choose which side you will believe and support. It is now in the hands of the gods. You are their instruments, and for good or ill, that is immutable.

"Soon there will be an assault on this fortress, as the servants of the Vile Kraken come to free their leader, Etok. We can hold them at bay for only a limited time, and while we are thus engaged, Etok and his henchmen 'prisoned here will make their move to escape, attack us, and thus win no matter what happens.

"If you are of good heart, when the time comes, fight against Etok. Slay him, and his heanlings will be dismayed, give up, and the matter will be settled on behalf of light. Fight for the rebels, and darkness prevails.

"I would arm you now to assure your victory, but that would alert the enemy. If Etok suspects you as our agents, he will turn you against one another, and his followers will then kill you.

"When Etok makes his break, look for your things.They will be left where you can get them with ease. When armed, attack Etok!"

If the party's spokesman makes suggestions for an earlier attack upon Etok or questions the nature of the magic that prevents the summary execution of him, the Surprising Balutik counters by saying:

"Have you yourselves not experienced some of the multiverse's many mysteries and the capricious nature of its Lords? There are forces at work here we cannot fathom, all must be done in the subtle fashion Lord Remanni and I have suggested for it was the celestial Zegol-xotu who revealed this plan to us."

The decision the team must make isn't all that difficult. The word choices used for each side in the matter should be sufficient to make them fight against Etok despite the fact that the opposition is the side that has imprisoned them.

The following day there will be alarm horns blown that all in the circular prison chamber will hear. At that Etok will raise his arms, his men will cheer. The fellow will stride up the steps to the iron door, grab it, and with a great effort tear it from its hinges.

"The tentacles of of Dhu-kalkhru have touched me, and my strength is great!" Etok shouts as he smashes the wooden shutters with a single blow. "Follow me!"

The whole band rushes up the stairs, and the characters must be with them as they do so. Following close on Etok's heels, they will see that his minions are picking up billets of wood from the flindered shutters, so that many are now furnished with clubs. Further along the corridor, where the party's original detention cell is, all of the characters' equipment will be seen. Again, Etok will use his strength, this time to bend the bars of the cell.

"Now is my first thanks to you, outlanders. Those are your things, surely. Arm yourselves. We will wait. Give your swords and like arms to me and my six stalwarts, for they need better weapons than these, and it is us who will bear the brunt of the combat at hand. Keep the daggers and lesser weapons so as to use them to effect when you can. It will be a hot fight, but thanks to your help, there is no question that I shall triumph."

When equipped with their things, the characters should exit the cell, keep their weapons, and attack Etok and his six tough followers (stats above). If they do not, then the commander, the priest, a captain, a turnkey, and 6 guards will come in and fight Etok, the six tough followers, and the party, here. When the priest is slain, great tentacles of black will reach up from the floor, encircle the characters, and poof! Game over.

If they attack Etok, when he is slain any surviving minions of his will meet the tentacle fate described above. Even as that happens, three rings will appear. From one comes a hand that touches any characters that are dead, and this restores life and full hit points/Health. From another of the three circles comes a golden ray that not only restores full hit points/Health to the wounded, but also adds one point to an ability score of the player's choice. The third ring glows a rosy color, expands to portal size, and a touch carries the team back to "the pipe."

2 points of Health, 1 of Precision, or .05 Speed Base Rating according to the base of each Avatar's first Ability).

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back forms into three portions that slowly fade while bright golden horn notes echo through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: The usual Merits for meaningful Ability use and time spent actively participating in the adventure.

32. GREEN (SEA)

Atop a Tower

In this place magical and psionic powers work in limited form. In addition to those that would enable escape from the dimension, those that allow movement from one place to another don't function. This includes flying and levitation as well as limited-range transference, teleportation, or bodily structure change—this includes feather fall.

Borghasta's Flatness.

It is not possible to summon elementals of any sort on this plane.

The party finds itself on top of a huge tower with no way down save to attempt a descent of most perilous sort. There are means to allow this, but they must be searched for, discovered, and used. Each challenge area will be treated separately as the stage above has been negotiated.

This is the text to read aloud to the players when they enter the pane-portal:

Wind blowing strongly enough to make you sway a bit from its force brings you quickly to full senses after the transition from "the pipe" demi-cosmos to the new dimensional matrix you accessed through a pane's gate.

This is not a pleasant prospect to view. Your party is on a stone platform 40 feet square. As you peer over the edge of the platform you see that you are on top of a column of what appears to be solid rock. It is smooth-sided, and the distance to the larger block below is great, 200 feet or more! Clouds obscure your view to what might lie below the step on which this column rests, but there is a wide ledge there, far below, one of some 20 feet, so that seems a possible route of escape.

There is a great wooden pole in the center of the platform your party stands upon. It is like a ship's main mast, and at its top some 90 feet above you can see a great banner of white with a four-lobed leaf emblem on it that streams out to a full 20 feet at its swallow-tailed end as the stiff breeze makes it lash and snap.

There is nothing else to see save clouds in the distance around you.

The sides are too smooth for any chance of climbing down. Anyone attempting such a feat will slip and fall to a bloody and broken death, the body striking the ledge 200 feet below, bouncing, and disappearing into the clouds as it plummets further. That character is dead and gone, retrievable only by use of some magical operation like a wish or miracle.

Hearts Desire or a Wished-For Ring.

There is a thumb-thick line that runs up to the flag, but nothing the characters possess can cut it or free it from its pulley at the bottom of the mast. The means to escape this portion of the tower is to climb up the flagpole and from

there the line can be loosed from a block at the top, and line and flag will fall down around the mast's base, as the cord is very heavy. An examination of the line will discover a spliced section that can be undone, so the party then has a very strong rope of 180-foot length, when tied around the flagpole's base and let over the side, effectively 155 feet. To the end of the line can be tied rope from characters' equipment, sashes and belts, or the pennant—it being silk and thus possible to make into four strips of cloth, each adding 18 feet of length to the line when tied thus.

A climb check (DC 10) is required to climb the mast. Undoing the line requires that a character make a second Climbing check (DC 15), a failure here indicates a fall for 9d6 points of damage unless the character succeeds in a Climbing check to catch himself (DC 30).

> Any Avatar able to climb well, possessing Minstrelsy, Ranging, Rustic, Savagery, or Waterfaring Ability in exces of 20 score, can ascend the mast with no problem. At the top there is a check for success in loosening the line. Any score above 90 rolled on d% indicates a fall. Disaster Avoidance check applies, this being against the Ability used plus Speed Base Rating, if this fails the resulting fall will almost certainly be fatal—see Falling and Impact Harm in the Lejend Master's Lore book for details.

After about 10 minutes of time has passed, and every 10 minutes thereafter, there will be an attack: the creature or creatures swooping down out of the clouds.

Griffon (2): CR 4; Large Magical Beast; HD 7d10+21; hp 60 each; Init +2 (Dex); Spd 30 ft (6 sq.)., fly 80 ft. (average); AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk: +7; Grapple +15; Atk Bite +11 melee (2d6+4); Full Atk Bite +11 melee (2d6+4); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.
Skills and Feats Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)

Chimera (1): CR 7; Large Magical Beast; HD 9d10+27; hp 77; Init +1 (Dex); Spd 30 ft. (6 sq.), fly 50 ft. (poor); AC 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; Base Atk +9; Grapple +17;Atk Bite +12 melee (2d6+4); Full Atk Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach: 10 ft./5 ft.; SA Breath weapon (blue-headed dragon); SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +4; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.
Skills and Feats Hide +1, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack.

Manticore (2): CR 5; Huge Magical Beast; HD 6d10+24; hp 57 each; Init +2 (Dex); Spd 30 ft. (6 sq.), fly 50 ft. (clumsy); AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk: +6; Grapple +15; Atk Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20); Full Atk 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20); Space/Reach: 10 ft/ 5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.
Skills and Feats Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, Track, Weapon Focus (spikes).

If a character is climbing the flagpole when one of these attacks is made, they are 50% likely to be the target of it. Refer to the climbing skill rules in the PHB for guidelines on how to conduct combat in such risky conditions.

> Because of the sudden dive from the clouds Initiative is even, a simple d10 roll, the higher score acting first:
>
> **Gryffon** 1 H 40 P 70 S 12a/25f
> swoop1-12 +1-20/bite 1-20 +12 10
> **Serref** 2 H 50 P 50 S 20 a & f
> swoop 1-10 +1-10/bite 7-20 +1-10 8
> **Gryf** 1 H 50 P 60 S 16a/20f
> swoop 13-16 +1-20/bite 1-20 +10 12
>
> If an Avatar is climbing the flagpole, the initial attack is 50% likely to be made in such person, and a success indicates the Avatar is knocked off and falls, Disaster Avoidance check at 4 x Speed Base Rating.

If the party is very strong, like a fantasy film with a vaguely similar scene in it, then have a great roc or several appear, suggesting: "Look! Those might be giant eagles come to rescue you."

Roc: CR 9; Gargantuan Magical Beast; HD 18d10+126; hp 225; Init +2 (Dex); Spd 20 ft. (4 squares), fly 80 ft. (average); AC 17 (-4 size, +2 Dex, +9 natural); Base Atk/ Grapple: +13/+37; Atk: Talon +21 melee (2d6+12), Full Atk 2 claws +21 melee (2d6+12) and bite +19 melee (2d8+6); Space/Reach: 20 ft. /15 ft.; SA -; SQ: Low-light vision; AL N; SV Fort +18, Ref +13, Will +9; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.
Skills and Feats Hide -3, Listen +10, Spot +14; Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

> **Rukh** 200 50 10a/20 2 x talons for 50% of 36-50 6*
> *Immune to acid, electricity, and flame.

Once the line has been taken from the flagpole, extended and then lowered towards the ledge below the descent is an easy matter, Climb check (DC 5).

Unless one of those descending the line is acrophobic, or below 50% normal Health, there is no check for success. In the latter case, a Disaster Avoidance roll against 6 x Speed Base Rating will serve to lend tension but likely allow survival of the character.

When the team has descended to the first ledge read aloud the following text:

Amazingly, you have succeeded in getting off the top of this incredible structure, descended 200 feet, so as to now be that much closer to the ground. Even here, though, you can not see what lies below, for layers of cloud persist just below the 20-foot-wide ledge you stand on. Unfortunately, the wall below is as smooth as that of the upper column from whose top you have escaped. Now what to do...

If the inner side of the 20-foot-wide ledge is examined carefully, it will be seen that there is a shallow concavity there, about six inches deep over a two-foot breadth. This trough in the stone exists on all sides of the ledge. In the center of each face there is a series of 12 slit-like openings about an inch wide and four long, set three deep four long, four inches apart. These piercings indicate drains, of course.

Careful inspection (Search DC 15) will find where the pierced stone block can be pried up—with any strong metal instrument from a knife, dagger or sword to a spike or spikeed tip of an axe. The first three blocks so raised will reveal a shaft plunging straight down. The space is ample for any character to fit into. If any character attempts to slide down, it will be disaster, for the sides are slick, and the unfortunate individual will plunge to certain death striking the 10 feet of water in the cistern below at sufficient velocity to kill him—perhaps a combination of shock damage, unconsciousness for many minutes, and drowning, The fourth stone prized up will reveal a drain opening that angles away and downwards. This is more a slide than a shaft. It is the means of escape.

When the latter route is followed, read aloud:

You are torn between shouting from the thrilling sensation of flying along the long course of this stony slide and shrieking in fear of what might happen along the course, where this ride might end in dreadful climax—a plunge into an abyss, passage over razor-edged blades, a dead end, or into the waiting maw of some monstrous unseen abomination. The longer you slip downwards, the more fearful you become as images of horrible fates that might await flash endlessly through your mind...

Drag it out if you like. Of course at the bottom of the exhilarating but surely frightening passage down this chute, the characters splash down into the center of the reservoir. All is black, the water 10 feet deep, the chamber 30 feet square. If there is no panic, any character able to swim will quickly strike a wall. Feeling upwards from there, the clever adventurer will discover a ledge of two feet width just a foot above the surface of the water. Once this ledge is gained, feel or some character able to see in total darkness will discover a small iron door. The latch is rusted, but can be forced open (DC 20).

There is a 5% chance that any attempt to lift it will free it. Luck and/or Physique Ability add 1% per five points of score to the chance.

Only one person at a time can attempt to lift the latch.

There is also a metal platform in the middle of the chamber, five feet above the water, and 10 feet below the ceiling. See hereafter for more about this.

When opened, the door reveals a three-foot wide, six-foot high passage that ends in 28 feet. It opens onto a ledge of 30-foot width. At this juncture read aloud:

Looking upwards one sees only clouds. No telling how much lower down on this colossal structure the party has come, certainly at least 300 feet though. The walls below the ledge angle outwards ever so slightly, so looking down the 400 feet to where there is a wider step below, it appears that the base of this portion is about 10 feet wider than it is here on the ledge, a width of 160 feet per side there, 150 up here the party now stands. The wall below is rough-hewn, but there appear to be too few projections and indentations large enough to allow even a very able mountain climber to descend safely, and there are no cracks and crevasses in which pitons could be hammered in. It runs through your mind that you don't think a meeting with the builders of this place would be a good idea... The stone seems to be one, even though parts are granite, others above marble.

There is no way to escape over the edge. Any character attempting a descent along the outer face on any side will slip and plunge to his death.

The means of escape lies back in the cistern. In the middle of the pool there is a floor drain. By feeling around this area a character will come in contact with it, but there is no way to open it from under the water. In the middle of the cistern chamber there is a metal platform four feet square, it affixed to the ceiling 10 feet above by metal bars. It is five feet above the cistern's waters. There are jaw-like protrusions on the bottom of the platform. It will take two persons swimming, and then cooperating, the larger helping the smaller to leap upwards from the water to grab the platform's edge—or a character with an incredible standing broad jump ability—to get to this place. (Allow ingenious means of reaching it to work, of course.)

Once on the platform a character can work a wheel. Spinning it counter-clockwise lowers the platform one foot per 2 rounds. By taking a deep breath, the character can attain the bottom in about 48 seconds submerged, and then reverse the wheel, raising the platform at the same rate. Meanwhile the "jaws" will have closed on the drain plug, raising the platform pulls the plug free, and the water drains out at one foot per 4 rounds rate.

When it is gone the team needs to get down to the bottom of the cistern, and look into the two-foot diameter drain. There are rungs on the side that enable a long and exhausting climb downwards some 200 feet. The descent brings the party to:

Your feet touch stone, and you see that you are in what appears to be a natural cave of great size, as least 90 feet diameter, the walls, floor, and ceiling above of some translucent green stone that gives off a pale radiance. The smooth stone floor is slick from the water that cascaded from above, and the center of the cavern is awash, the pool there overflowing its brim so that water extends nearly to the edges of the whole space. The large and oddly shaped stone seats that were sculpted from the living rock in a series of four rings around the pool range from half-submerged to dry.

Across the space there is a carven archway 10 feet wide and 20 high, sea serpent forms defining the sides and top of the opening.

There is nothing in this place that is useful, other than an exit. Going to the archway leads the party to a flight of granite steps the same width as the archway and of one-foot height each that turn left and then spiral downwards. Following this lightless staircase for another 200 feet brings them to another seemingly natural cavern.

There is another great cave here, this one a place of bizarre formations of agate evidently made by the mineral deposits left from water dripping down for decades or even centuries. The place is but 100 feet in diameter, the roof 50 feet overhead and dripping with stalactites. Many of the formations are ominous looking, appear to be giant, misshapen forms of huge gargoyles from some madman's nightmare.

Thankfully they do not move as you make your way across the smooth but uneven floor to the opening from which daylight comes. The passage from the cave is about 20 feet long, as wide and high. You are now standing on a ledge that is 50 feet broad, it encircling the base of a massive spire of stone that is 160 feet long per side, that whose height you have managed to descend safely. What more lies ahead?

Peering over the edge of this ledge makes your hearts sink. Below is at least 1,000 feet of sheer rock, obsidian, and smooth as glass as it sweeps down and away in pyramid-like shape.

Far below there is a bowl-like place. It looks small, but it must be 100 yards across. It has in its center a tower about 60 feet in diameter and 120 feet high. In its flat roof is a green rectangle. For a moment there is the insane thought that perhaps diving from here could bring you to that mark, for surely that shape of emerald hue is the portal that will take you from this place. Could that work? Most doubtful, and free-falling to strike the rectangular gate would be most unlikely, perhaps a 1 in 100 chance...

The escape means is again back the way the party came. Within the cavern are as many giant gargoyles as there are adventurers. Each creature is far too large and strong to even consider fighting. If any character decides to attack one, simply relate that the monstrous gargoyle reaches out, strikes the attacker, and (dice roll) manages only to knock the offender unconscious.

When the party re-enters the cave read aloud the following text:

As you step back into this cave from the passage that leads to the outside, you are startled to see that the nightmarish shapes, the monstrous, gargoyle-like things of stone are surrounding your party. One speaks in a voice that sounds like boulders grinding against each other:

"So, soft ones, you have nowhere to go, do you? Thus you won't object to us eating you for a snack, eh? After all you are vile things anyway, deserve death, don't you?"

(**Pause to allow the players to have their characters object vehemently, argue for life, plead their goodness, etc.**)

"Well, perhaps...but we are hungry. Give us one of your number. We will eat him only, and then we'll carry the rest of you down to the Tower of Return. That's quite fair, isn't it?"

If the players actually agree to hand over any member of the party, character or NPC, the creatures scowl, make scornful sounds, and then slay the lot saving the chosen victim, who they carry down to the tower without speaking further. If they have their characters protest, refuse that, offer other things, etc., then the chief of these massive things will say:

"You are perhaps worthy of life after all, for at least you are loyal to one another. We will carry you down to the place you seek at no charge whatsoever."

So the gigantic gargoyles do just that, and the party is dropped, one after another onto the green lozenge atop the tower. There is no impact, but instead the sensation of falling and then...

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back shimmers like the surface of a pond when the wind ripples it, then disappears in emerald drops that fall away into nothing as a pattering like rain falling on metal echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

In addition to awarding experience points for the monsters encountered the Game Master should carefully review the part played by each character in overcoming the challenges the team has faced and award additional experience points accordingly—refer to the variant rules for XP in the DMG for details.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits, another 25 to each Avatar that initially correctly deduced the means of moving downwards from one section to the next.

33. BLUE (SPARK BLUE)

Back Where You Started From

In this encounter all magic functions in exactly the same manner as it does in the actual fantasy world of "the pipe."

Keep track of each player's suspicions during this adventure, each one voiced will earn experience for the character when the matter is concluded.

This is the text to read aloud to the players when they enter the pane-portal:

When you pass through the portal touched there is little sensation, nothing like the usual disorientation and discomfort. Instead, after a moment of blindness, you find yourselves... standing on the ramp way! Have you run out of gateways to other places? Or is it that at last you are on the right track, the way leading from this place back to your own world?

There is something different about the strange cylindrical space. There are now but four of the floating panes in the shaft, and these are of a different shape and color than what existed before.

The panes are trapezoids. Each lumineses dully, one a blue-black, one a red-black, one a gray-black, and one a leaden gray.

Otherwise, the place seems absolutely unchanged.

The team is in a different dimensional matrix, although it seems the same as "the pipe," save for the floating panels. These, and the "bottom ends," are different.

Touching a pane brings damage to the party as follows:

Blue-black: Thunder rolls and lightning flashes and strikes. The one touching the pane suffers 3d6 electrical damage/13-16 (d4+12), and all the other members of the party take 2d6 electrical damage/9-12 (d4+18), no multiplier for contact with conductive substances, all damage ignoring protection save that specifically against electricity unless a Fortitude save (DC 30) is made.

Red-black: A roaring sound fills the whole area as a terrific blast of wind comes forth and knocks the whole party flat. Each character suffers 1d4 points of damage, all protection notwithstanding and must succeed in a Fortitude saving throw (DC 17) or be blown along for 3d4 feet distance, that distance also equaling the additional damage received, again all protection notwithstanding.

Avoidance check against 3 x Speed Base Rating.

Gray-black: Thunder of loudest sort breaks with a clap, stunning and deafening the party for 4 rounds as large hailstones pelt the lot, the one touching the panel suffering points of 2d6 damage/9-12, those behind, all 3d6 damage/13-16 ignoring protection save that specifically against ice.

Leaden Gray: A chill pervades the area, icy sleet pelts down all around the party. Each character must succeed in a reflex saving throw (DC 19) or slip, fall, and slide-tumble down along the ramp way for 1d20 feet distance, that distance also equaling the damage/Harm received, all protection notwithstanding.

Avoidance check against 2 x Speed Base Rating.

The real fun begins when the players decide to check in to see if the "bottom" rest areas are still the same:

Upper "Bottom Floor": When the party arrives here everything looks the same. Use the descriptive material from above if you like to describe it again exactly as they first saw the area. The invisible sprites are not in this place, however. Instead there are invisible imps impersonating the sprites rather badly.

As you begin to move into the fair gardens of this place an irritating voice from below says sarcastically:

"What are you sacks of crap doing back here? Ain't-cha got a home? Get outta here and go find some decrepit old monster or something to beat up on."

As the party asks questions, wonders amongst themselves what is going on, whatever, the imp has disappeared, gone off invisibly to round up his fellows. Any character looking around sees the plants don't look right up close, smell bad, taste awful, have thorns, stinging leaves, etc. Then in about five minutes of their being left alone, the same voice rasps forth again:

"You buggers deef or sumthin'? I told you to beat it!"

With that the demon imp attacks one of the group with its nasty stinger (LA game: the Avatar is spun around as the imp bites with an 90% chance of success, becoming visible as it strikes by surprise:

There is a nasty-looking sprite attacking—at least it might be a sprite... As it does so you hear other irritating and harsh-sounding voices calling:

"Smack the crap outta that smartass, Wrutzel!"

"Come on boys, let's get 'em!"

"Stinkin' do-good human trash!"

"Here comes Frubbat attcha!"

The party is assailed by four more imps on the round after Wrutzel attempts to sting his chosen victim. This should be a difficult fight, as the imps will attack without fear. The only way they can escape this place is to be "slain," for that will return them to the "bliss" of the nether dimensions.

Devil, Imp (5): CR 2; Tiny Outsider (Evil, Extraplanar, Lawful)HD 3d8; hp 15 each; Init +3 (Dex); Spd 20 ft. (4 sq), fly 50 ft. (perfect); AC 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17; Base Atk: +3; Grapple -5; Atk Sting +8 melee (1d4 and poison); Full Atk Sting +8 melee (1d4 and poison); Space/Reach: 2-1/2 ft./0 ft.; SA Spell-like abilities, poison; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse (sting).

The imps will use hit and run tactics, attacking under the cover of invisibility and then swiftly retreating once visible to unleash a *suggestion* against a hapless character (DC 13). *"Look, your friend isn't your friend at all, it's one of us imps polymorphed into his shape!"* might work nicely as the imps will indeed change form, becoming spiders, birds or the like to distract and confuse the party. A *suggestion* to dive into the pool will be affective too, for although it looks clear and refreshing it is actually acidic muck (see below). About midway through the fight one clever imp hides in some bushes, polymorphs into a colorful parakeet, then reveals itself and cries, *"Bold adventurers, these imps are but illusions, sheathe your blades and cease fighting and they shall vanish!"* The remaining imps immediately set upon anyone foolish enough to comply.

To refresh your memory... A demon imp, a monstrous little creature just under two feet tall, with a toad-like body covered with black bristles, spidery limbs with hooked claws, a rat-like visage with bulging eyes of disgusting green, and small mandibles protruding from its mouth.

Demon imp 5 H 10 P 60 S 15

Attack: Malign energy powered claws inflicting 1-2 points of harm disregarding all except Extraordinary protection and in any case spinning target hit 180° around and causing loss (non-cumulative) of 10% of Precision for 4 ABCs or time thereafter, followed by bite for 1-2 harm and a VT for 9-12 harm ignoring all armor protection (save that versus poisons) as it is delivered from what is now behind the opponent.

Defense: 20 armor protection against material attacks, so harm inflicted must accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and activations.

Powers:

1) Shape-shift in 1 ABC to the form of either a robust blackrat, a large poisonous toad, or a 10-inch diameter jumping spider, taking the attack capacity of the form assumed, but retaining Extraordinary armor protection.

2) Instead of dematerializing at will, these demon imps are able to become invisible or visible at will in 1 ABC of time.

As an imp is slain there appears a large fire opal where it fell, vanished in a blaze of flames. Each such gem is worth 40 gp $6,000.

When the last of the imps is eliminated, the whole place begins to change. In only one minute of time the vegetation rots, the pool turns into a bubbling cauldron of sulfurous stink, and the ground underfoot becomes slime and manure. Oh how the imps would have loved such surroundings, but too late!

If the party has previously been to the Lower "Bottom Floor," defeated the gang waiting for them there, the boiling cauldron will send forth blue bubbles now and then. There is a 20% chance per round that any character looking in its general direction will notice this—it is automatically apparent to one making a Spot check (DC 15). If the adventurers wade through the knee-deep muck to look into the pool they will see there is an electric-blue rectangle therein, and diving into it transports them back to the actual cylindrical mini-cosmos of their testing. Otherwise, the pool of bubbling stuff is scalding, acidic filth that will inflict 17-20 points of damage per round of immersion in it, all protection notwithstanding.

Upper "Bottom Floor": Upon arriving in this location, the team will again find things look very much as they do in "the pipe," so they'll not notice anything wrong. Use the descriptive material from above if details are needed.

The servants are not Brownies, here, but a gang of Dunnies disguised to look as much like the former as possible. Only is a character uses Spot skill (DC 15).

Evaluation or Scrutiny Ability successfully will that one notice that the "Brownie" in questions looks as if something is wrong with it.

If someone asks for or mentions Jeefths:

"That useless brown-nose don't work here any more. My name is Mordock, so when you need something you ask for me, and make it Master Mordock, hear?"

That should alert the team that everything isn't as it should be. Little else will, but... Their food and drink will be managed as before, but the food isn't too good—heavy, greasy, tepid, flat, that sort of thing—and the drink is off—flat beer, muddy ale, sour wine, harsh brandy, etc. If someone looks around the cottage carefully noting things, that person will see that it is not really as clean and neat as it was, and that it is actually rather dirty and shabby. These things in conjunction should be sufficient to make the clever suspicious.

When the party has eaten and is ready to retire:

As you are ready to retire, Mordock comes stumping in, puts his hands on his hip, and squints at your equipment:

"That armor and them weapons is looking all beat and dull-like. Forget those duds—who cares what you're sporting when its time to beat the crap out of the other guy, eh? So what say I have the lot carted off for repair? Have the tin all pounded smooth, good as new come morning, links fixed, leather replaced, rents sewn tight, all the usual damned drudgery done willingly and for nothing. As for the shives, pig-stickers. and choppers, the grindstone's awaiting to fix 'em good. Say, is there are any hammers and maces that might need hafts replaced—

don't want them breaking, do you?—toss them onto the pile of swords and axes. We'll take care of everything."

That should warn all that something is up. If not, too bad. In the middle of the darkness here, six dunnies come creeping into the cottage and Attack:

Dunnie Boss: CR 4; Small Humanoid (dunnie); HD 8d8+16; hp 52; Init +8 (+4 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 19 (+1 size, +4 Dex, +3 natural, +1 padded), touch 14, flat-footed 15; Base Atk: +6; Grapple: +2; Atk hand axe +10 (1d6+4); Full Atk hand axe +10/+5 melee (1d6+4); SA Trick; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +12, Will +2; Str 18, Dex 19, Con 14, Int 9, Wis 11, Cha 9.
Skills and Feats Bluff +8; Hide +6, Move Silently +7; Improved Initiative, Lightning Reflexes, Skill Focus (bluff)

Dunnie (5): CR 3; Small Humanoid (dunnie); HD 8d8; hp 36; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 17 (+1 size, +3 Dex, +2 natural, +1 padded), touch 13, flat-footed 14; Base Atk: +6; Grapple: +2; Atk hand axe +8 melee (1d6+2); Full Atk hand axe +8/+3 melee (1d6+2); SA: Trick; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +11, Will +2; Str 14, Dex 16, Con 10, Int 8, Wis 10, Cha 8.
Skills and Feats Bluff +8; Hide +5, Move Silently +6; Improved Initiative, Lightning Reflexes, Skill Focus (bluff)

Trick (Su): Each of these dunnies can use *one* of the following tricks once per day: Convey hiccoughing to all within 10 feet, thus reducing their attacks and saving throws by -2 for four rounds (Fortitude save DC 18). Cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one round (Reflex save DC 18).

A full description of the dunnie race can be found in appendix A. This group of dunnies can not vanish back to their lair. They are committed to fighting once engaged.

Dunnie Boss H 45 P 60 S 20 2 x HV +1-10 sp. 10
Attack: battle hammer for 6-20 +10 s Harm, range 2, speed 6, precision bonus 10 = 70
Defense: 10 for preternatural energy, garments, size and speed.

Dunnie 5 H 25 P 33 S 18 2 x HV +1-10 sp. 8
Attack: cleaver for 3-20 +5 p Harm, range 1, speed 4, precision bonus 0
Defense: 8 for preternatural energy, garments, size and speed.
As noted above this group of dunnies can not vanish back to their lair. They are committed to fighting once engaged. However, all six of them have one Power each, found randomly from the limited list below:
Powers: Each dunnie will have one of these, usable once per day only.

1) Convey hiccoughing in one second to all within a 10-foot radius, thus reducing their capacities by 10% for one AB of time.
2) Convey sneezing in one second to all within a 10-foot radius, thus making it impossible for them to act/react for one ABC of time.
3) Cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one ABC.

As a dunnie is slain there falls from the air where it vanished in a puff of smoke, 5-20 gold pieces. This might well tempt a character to pick them us instead of attacking other foes still not finished. In one round an chracter will be able to get from 3-5 coins.

When the dunnies are eliminated there is a sudden shaking of the ground beneath the place. The cottage begins to sway as the structure shows signs of falling apart. The party has one minute total to exit the place. It collapses thereafter, and anyone still inside will suffer 12-30 damage regardless of protection. As they look around the party will see the vegetation withering away, the ground becoming hard, cracked, and lifeless. Only the five pools in the rock remain seemingly unchanged.

If the party has previously been to the Upper "Bottom Floor," defeated the imps waiting for them there, the largest pool will send forth blue vapors now and then. There is a 20% chance per round that any character looking in its general direction will notice this—the vapors are seen automatically if Spot skill (DC 15) is used. If the adventurers look into the pool, they will see there is an electric-blue rectangle therein, and diving into it transports them back to the actual cylindrical mini-cosmos of their testing. Otherwise, the central pool is acid that will inflict 21-25 points of damage/Harm per round of immersion in it, all protection notwithstanding. The four smaller pools are all now poison that does nothing immediately but after one minute of bodily immersion inflicts 3-5 damage/Harm per 4 rounds thereafter, 10 times in all, before the toxin is through working.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back flares, then shrinks slowly into nothingness, as a brassy, braying note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 10 General Merits, plus 10 for each time that individual was suspicious, noted something was not right.

Legendary Adventure™

d20 system™

Hall Of Many Panes

by Gary Gygax

3.5



Troll Lord Games

THE HALL OF MANY PANES

AN ADVENTURE OF SIGNIFICANT PLAYING LENGTH

BOOK THREE
(Panes 34 - 51 & Appedices)

FOR SIX OR MORE EXPERIENCED PLAYERS
IN A WELL-BALANCED ADVENTURING TEAM

(For six D20 player characters of levels 8+)

BY

Gary Gygax

WITH

Jon Creffield

Designed for use with the D20 or
Lejendary Adventure Role-Playing Game systems.

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Cover Art: Rick Sardinha
Interior Art: Peter Bradley and Eric Wilson
Cartography: Jason Walton
Layout & Design: Darlene

Published by:

Post Office Box 251171 • Little Rock, AR 72225
www.trolllord.com

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First Printing February, 2005. *Printed in the United States of America.* **ISBN 1-931275-33-5.**

34. INDIGO (BLUE-VIOLET)

Fetch Me a Villainy!

This is another hopefully fun-filled little adventure in problem solving that might call to mind one or another other pieces of entertainment. In the pocket-universe to which the team is sent all forms of magic that do not allow them to escape the place will work—as well as they do function in here. Although some skill use is possible, ratiocination and wit are the means to win the day.

Keep track of each player's ideas and suggestions during this adventure, each meaningful or apropos one made will earn experience for the character when the matter is concluded.

Read aloud to the players the following text when they enter the pane-portal:

The passage from the place you are beginning to think of as "the pipe", your private, not so wonderful mini-cosmos, and whatever plane you have been transported to by the inter-dimensional gateway in the glowing sheet of energy you touched is typical. There is a sensation of being stretched, falling, being disintegrated, then crammed back together, followed by feeling "back somewhere" with pervasive dizziness and nausea that pass in a couple of heartbeats or so. Gritting your teeth and ready for the worst, you look around quickly, weapons ready.

Your party stands on a road, actually a rather narrow and rutted track, but surely it is called a road hereabouts. There is forest all around. Ahead the track runs in an S-curve up a steep and rocky hill. Behind you the road curves gently, so that you can see only about 100 paces that way before trees hide whatever lays further along it...probably more trees.

As usual, someplace here, and likely not too far distant, there is located another magical portal that will send you elsewhere. You wouldn't take bets against that inter-dimensional door not taking you back to the usual place, either. The good part is that each time you return, one of the portals is destroyed. Eventually, you'll strike the proverbial mother lode, find the one that will return you to your own world. Right now the task at hand is to find the transference point that will get you out of here.

Not that the "here" is so awful. The woods are redolent with pleasant odors—pine and growing flora. Birds sing, insects hum, and small animals scamper in the clutter of the forest floor making rustling sounds. The air is warm, a faint breeze comes and goes in puffs, and the dim light here is pierced in places by golden shafts of sunshine breaking through the leaves and needles.

There is another sound too, a sort of chuckling off to your left. Sure enough, there is a little brook there, its crystal waters plashing and making laughing sounds as they play around the smooth stones of its bed. Forget-me-nots cluster thickly along its course, and the small green leaves of watercress nestle in the water below the blue flowers. Long bent grass and thyme compete with moss along a swale, and that looks like a most comfortable place to recline and rest a bit...

Properly suspicious players will have become ever more tense and wary as you read that description. No place the GM describes thus can be anything but some sort of trap. So, play it up. Add some nearby fruit trees, perhaps, the flash of fat trout just begging to be caught in the brook, whatever else you can that is pleasant, suggests relaxation, comfort, safety and the idyllic. This particular place is indeed just that, a haven. Ahead and behind things aren't so nice.

In the daytime gangs of bandits are 50% likely to be encountered anywhere along the road but not at this spot. A bandit gang will be composed of a mix of outlaws such as:

Chief with sword, Ftr8: CR 8; HD 8d10+16; hp 60; Init +4 (+4 Improved initiative); Spd 20 ft. (4 sq.); AC 17 (+6 banded mail, +1 buckler), touch 10, flat-footed 10; Base Atk +8; Grapple: +9; Atk longsword +10 melee (critical 17-20/x2, 1d8+3); Full Atk longsword +10/+5 melee (critical 17-20/x2, 1d8+3); SV Fort +8, Ref +4, Will +4; AL NE; Str 13, Dex 11, Con 14, Int 11, Wis 10, Cha 14.
Skills and Feats Climb +6, Hide –2, Listen +2, Spot +4, Move Silently -2; Alertness, Combat Reflexes, Improved critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Mounted combat, Weapon Focus (longsword), Weapon Specialization (longsword)

Lieutenant with Axe, Ftr7: CR 7; HD 7d10; hp 40; Init +5 (+1 Dex, +4 improved initiative); Spd 20 ft. (4 sq.); AC 17 (+1 Dex, +6 banded mail), touch 11, flat-footed 16; Base Atk +7; Grapple: +9; Atk: battleaxe +10 melee (1d8+4); Full Atk: battleaxe +10/+5 melee (1d8+4); SV Fort +7, Ref +5, Will +7; AL CE; Str 15, Dex 12, Con 11, Int 11, Wis 16, Cha 14.
Skills and Feats Hide –3, Listen +10, Move Silently –4, Spot +10, Survival +9; Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (battle axe), Weapon Specialization (battle axe)

Bandits with Clubs (4) 5th level warriors: CR 4; HD 5d8+5; hp 30 each; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 15 (+1 Dex, +1 small shield, +3 studded leather), touch 11, flat-footed 14; Base Atk: +5; Grapple: +7; **Attack:** Club +8 melee (1d6+2); Full **Attack:** Club +8 melee (1d6+2); SV Fort +5, Ref +2, Will +1; AL NE; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 11.
Skills and Feats Climb +3, Intimidate +4, Jump +2, Move Silently +4, Spot +3; Improved Initiative, Skill Focus (Move Silently), Weapon Focus (club)

Bandits with Slings (4) 5th level warriors: CR 4; HD 5d8; hp 22 each; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk: +5; Grapple: +7; Atk: sling +7 ranged (1d4) or dagger +7 melee (1d4+2); Full **Attack:** sling +7 ranged (1d4) or dagger +7 melee (1d4+2); SV Fort +4,

Ref +2, Will +1; AL NE; Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 11.
Skills and Feats Climb +4, Intimidate +4, Jump +3, Move Silently +5, Spot +3; Improved Initiative, Skill Focus (Move Silently), Weapon Focus (sling)

Chief with sword (I) & 7-10	51-60	55-60	13-15	HV by weapon
Lieutenant with axe I & 6	36-45	31-40	11-12	HV by weapon
Bandit with clubs, 4 I & 5	21-30	25-30	8-9	HV by weapon
Bandit with slings, 4 6	16-25	30-35	10-11	HV by weapon

By night hellcats and nightmares stalk the roadway:

Devil, Hellcat: CR 7; Large Outsider (Evil, Extraplanar, Lawful, Devil); HD 8d8+24; hp 60; Init +9 (+5 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 21 (–1 size, +5 Dex, +7 natural), touch 14, flat-footed 16; Base Atk +8; Grapple +18; Atk Claw +13 melee (1d8+6); Full Atk 2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3); Space/Reach: 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+3; SQ Scent, invisible in light, SR 16, damage reduction 20/+2, fire resistance 20; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10.
Skills and Feats Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; Dodge, Improved Initiative, Track.

Nightmare: CR 5; Large Outsider (Evil, Extraplanar); HD 6d8+18; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft. (8 sq.), fly 90 ft. (good); AC 24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22; Base Atk +6; Grapple +14; Atk Hoof +9 melee (1d8+4 plus 1d4 fire); Space/Reach: 10 ft./5 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +8, Ref +7, Will +6; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12; Skills/Feats Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks); Alertness, Improved Initiative, Run.

In the nighttime one of three sorts of Animal Evil Spirits will be encountered prowling its length.

Nightgrim	H 50	P 50	S 15sp	Attack 1-2 sp. 6 sp.
Phantom	H 45	P 30	S 13sp	Attack, special 4 sp.
Specter	H 55	P 35	S 17sp	Attack, special 5 sp.

(See the *Beasts of Lejend* book, pages 110-11 for the details.)

There will certainly be some back-and-forth traffic along this lane, so be prepared for encounters.

The Road Ahead up the Hill: If the team heads for the hill ahead within an hour playing time of their coming to this place, that without moving back away from it any considerable distance, they will ascend without incident, meet The Creature as described hereafter. Otherwise, there must be a random encounter check made as the party reaches the base of the hill—bandits in the daytime, evil spirits at night, 50% likelihood of an encounter occurring.

The Creature

As you crest the hill you see something huge sitting in the middle of the way ahead. If someone trebled the size of a bull elephant, gave it a greatly enlarged boar's snout in place of a trunk, made its torso man-like but with a chest plated like the back of a crocodile, then stuck on four ape-like arms, elongated the body so as to accommodate eight elephant legs, and ended that with a long tail like a python that had a big hand at its tip, that would pretty well describe it. Of course the trio of yard-long eyestalks amidst the tall spikes crowning the monster's massive head seem really out of place, not so much because they look like those of a crab, but because the eyes therein are the size of saucers and have a strange glow to them. In fact, those orbs are fixed on your party even now, and the barrel-sized mouth full of gleaming tushes is wide open. It is speaking!

"So, you are the piddling little monkeys that keep me here, are you?!

(Pause to allow a character response. If it doesn't come immediately, add:)

"Well...ARE YOU?!"

Trembling despite your brave front, compelled by some force to stand where you are, what can you say to placate the all-too-evident ire of this mighty creature? You don't know what it is, and it's not likely a good idea to ask... So you answer...what?

(Pause to allow a character response. If it doesn't come immediately, add:)

"You are the worthless midges that seek to pass from this place back to whatever miserable and filth-bestrewn heap you came from, aren't you?!"

(Fill in whatever is needed, and when the matter is settled, continue with:)

"So you want to go just a little ways on down this path and to the stele on which there is a trans-dimensional door eh? WELL YOU CAN'T! Not until you bring me a villainy! I want a villainy, and you shall bring me one, or else you shall not pass.

(If asked about the "villainy":)

"YOU DARE QUESTION ME? I should line you up and trample you to mush for such effrontery, but—ahem!—I will show mercy. As a—harrumph—matter of fact, I have never seen a villainy. That is why I want one brought to me. GO! Find one somewhere—at that squalid village back along the road perhaps—and don't come back until you have it."

No amount of further conversation will serve. If the characters linger, beams will flash from the eyestalks of The Creature, hit three characters automatically, inflict d6 damage/Harm (it is not attempting to slay with the full force of 10d6 it can emit thus). It will repeat this each time the characters say anything further. They need to turn and leave. If there is some magic used to attack it, The Creature will glow brightly as an energy field around it absorbs from 50% to 100% (d6) of the force, any getting through not affecting it. In response, The Creature will either use its long tail and hand to pick up and shake thoroughly the offender (assume a reach of 16 feet ahead to either side of it) inflicting 1-20 + 40 points of damage/Harm in the process, or else using that same hand to pluck two spikes from its head, throw them unerringly, each striking the offender for 1-20 +20 damage/Harm. Oops! Too bad if that killed someone.

If the characters try to circumvent this portion of the road, leave the path and cut across country, try magical distance warping, flying or otherwise attempt to circumvent The Creature, that attempt will seemingly work. However, after some time spent thus the party will find itself back on the road by the little brook, the place from whence they started. There is no way to go save one way or the other along that track!

The Gently Curving Road Back:

If the team heads this way within an hour playing time of their coming to this place, that without moving ahead towards the hill any considerable distance, they will wend their way along this gently twisting road for five miles without incident, come into Woodsham as described hereafter. Otherwise, there must be a random encounter check made as the party reaches the community—bandits in the daytime, evil spirits at night, 50% likelihood of an encounter occurring.

Eventually the party will be heading down this road seeking a "villainy" and wondering what the hell they are going to do to find such an impossible thing. If they are clever, this can indeed be managed in:

Woodsham

When the team enters this community they will see 12 places that might prove worthwhile to visit, meet four people in the street who will speak with them. There are another 26 buildings in the thorp, but they are clearly private residences and barns. Going to them is fruitless, and the GM is left as how best to convey such to the players.

Here is what the players must figure out: A villainy can be synonymous with "dirty deed," but that is a noun for an act, not a thing. However, there is a kind of deed that is a material thing, a contract conveying property. Also, as dirty means "not clean," a soiled property deed can be presented to The Creature, called a villainy. Of course the creature will demand proof that a piece of paper is a villainy. To establish the validity of that assertion, the team will need to have with it a lexicon that defines the terms named—"villainy," "deed," and "dirty." Puzzled, nonplussed, and quite at a loss to object further, with the proof staring it in the face, The Creature will stand up, tell the party to pass under and run to their magical portal, all the while fingering the soiled deed and trying to figure out if it has been duped. See the paragraph after the description of hamlet encounters in this regard.

PLACES:

Ale House: A typical tavern with slack-jawed locals to talk at. The party can get into a brawl here if that's desirable. At some point they will see a man caught cheating at gambling, using loaded dice. Someone calls him a villain! If the party hauls the sharper off to present to The Creature as a villainy, they will get eye-rayed lightly for their trouble, that monster saying: "I know a villain well enough. It's a villainy that you must bring me!" Rooms can be had here for 3 sp ($50) per person per night of lodging, continental breakfast (bread and water) included.

Bakery: A place that smells great, and there are many tasty goodies here. The proprietor, Elsie Buttner, will chat with the characters, and if they mention their quest, she will suggest that a few baskets of her goods might just do the trick, make the stupid monster forget about whatever silly thing it thinks it wants. The cost for the "proper amount of treats" for The Creature is 3 gp ($500)—it's big after all. If offered the baked goods, it will eat them readily enough, then order the party off on their true mission.

Bibliotheca: There are many books, manuscripts, maps, and the like here. The elderly owner, Tomas Reader, will gladly sell them any sort of material they want—all non-magical and of no use. Prices range from 3 sp ($50) for a small chart to 30 gp ($5,000) for a big lexicon...a surcharge of 3 gp ($500) if sent by philosopher Ernest Ponder (see below) added to cover his overdue bill for purchases.

Butcher: As with the bakery, the butcher here, Clarance Rausch, will listen, suggest sending "good meat and sausages" to placate The Creature. The cost for "a hearty feast for so huge a monster" is a mere 6 gp ($1,000). If offered the meat and sausages, it will eat them readily enough, then order the party off on their true mission.

Fortune Teller: Crossing her palm with three silver pieces ($50) will get a "reading" like this from Crystal Guessner: "I see much travel in your future. Now there is confusion and a great obstacle blocking your path to adventure. There is uncertainty, and you might not prevail. Have you considered farming as an alternate career?" If each member of the party gets a "telling" of this sort, the last to have it done will gain the following tidbit: "I see a schoolmaster, a jester, and the alphabet all mixed together. The letters swirl around a strange beast and confuse it."

Gaol: The local constable, Hardy Locke, is garrulous, and he will happily talk and swap stories for hours. He immediately mentions the man in his lockup. If paid 6 gp ($1,000) he will take his only prisoner, a chap named Eay who is a felon guilty of sheep stealing, out of his cell and

escort him to The Creature—this assuming the team thinks to pass off a felon as a villain, thus squeak past the massive monster by giving it a villain…Eay. See the Ale House for results of attempting to palm off a mere villain on The Creature.

Law Office: Although likely to hold the worst of villains, this place is where solicitor Able E. Cheatum is found. For a mere 60 gp ($10,000) he will furnish them the soiled deed to the Granny Needy's cabin and its one-acre garden patch. After all, she is behind in her mortgage payments... Of course if his friend Ernest Ponder directs clients to him the attorney adds a 10% surcharge to all costs so as to repay the favor with a finder's fee for the philosopher.

Slavers: These vile fellows are named Ville and Knee, as their sign proclaims. Of course they won't willingly go anywhere with the party. Both are able criminal rogues with these stats:

Ville, Rog10: CR 10; HD 10d6+20; hp 56; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 17 (+3 Dex, +4 dockalven armor (see appendix)), touch 13, flat-footed 14; Base Atk: +7; Grapple: +11; Atk bastard sword +12 melee (1d10+6); Full Atk bastard sword +12/+7 melee (1d10+6); SA Sneak attack +5d6; SQ Evasion, slippery mind, uncanny dodge (can't be flanked); SV Fort +5, Ref +10, Will +4; AL CE; Str 18, Dex 17, Con 15, Int 11, Wis 12, Cha 10.
Skills and Feats Appraise +13, Bluff +13, Climb +17, Escape artist +16, Heal +4, Hide +3, Intimidate +11, Jump +12, Listen +12, Move silently +3, Pick pocket +16, Spot +14, Tumble +4, Use Rope +10; Alertness, Blind-fight, Improved Initiative, Martial Weapon Proficiency (bastard sword used in two hands), Weapon Focus (bastard sword).

Knee, Rog9: CR 9; HD 9d6+18; hp 50; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +1 buckler, +2 leather), touch 11, flat-footed 13; Base Atk: +6; Grapple: +10; Atk Rapier +11 melee (1d6+4); Full Atk Rapier +11/+6 melee (1d6+4); SA Sneak attack +5d6; SQ Evasion, uncanny dodge (can't be flanked); SV Fort +5, Ref +7, Will +3; AL CE; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 11.
Skills and Feats Appraise +5, Decipher Script +11, Disable Device +11, Gather Information +12, Hide +1, Innuendo +6, Intuit Direction +8, Listen +13, Move Silently +12, Pick pocket +13, Search +11, Spot +2, Swim +11; Alertness, Blind-fight, Run, Shield Proficiency, Weapon Focus (rapier).

Ville H 65 P 60 S 12
Attack: cleaving sword for 7-20 +10 p Harm, range 2, speed 4, precision bonus 15 = 75
Defense: 10, Dockalven composite full armor

Knee H 60 P 65 S 13
Attack: rapier for 3-20 +10 p Harm, range 4, speed 3, precision bonus 80 = 85
Defense: 12, buckler for 6 vs. one opponent and 6 for half leather armor

Of course The Creature will not accept them, even with the sign brought along as proof that they bring it a "Ville and Knee." It will devour both noting that "Keeping the environment free of pollutants is everyone's duty."

Smithy: This is a typical village smithy, and if you like have the smith, "Mighty Mann," working under a spreading chestnut tree. Work of usual sort can be done here. If the team queries the fellow about anything, mentions The Creature, their search, the smith will respond: "Look you well. I shape iron, not deeds..." That he mentions the latter is more than ironic.

Tutor: The sign shows a book, a pointer, and a ruler. Inside is the scholarly philosopher Ernest Ponder. He will need to know all the details of the encounter with The Creature, of course. His private consultation fee is 6 sp ($100) per hour and well worth it. If told the full tale, this man will then note he needs time to consider things. 20 billing hours later he will arrive at this conclusion: "Clearly this monster is an intellectual pygmy. There is no such object as a villainy, that being a metaphor representing a disreputable act. However, as your subject seems oblivious to that fact, one must do what one must, eh? ..."

(When the characters are impatient, urge him on, continue:)
"Why of course you must trick this massive dolt. If it is a villainy it wants, then you must furnish something to it that is demonstrably just that, and in so doing have irrefutable proof that what furnish is what you claim."

(How do we do that?)
"Ah, well, a pithy question indeed! That is another matter entirely. Please come back tomorrow, and I shall have the answer."

(The next day he says he has not arrived at a conclusion, but next day he will have an answer, so on the morrow, continue:)
"Eureka! I knew my keen intellect would triumph. 12 gp (LA game: $2,000 worth of coins) please for the hours I have lucubrated, gone sans rest."

(When the money is paid over:)
"Attend! You must dupe this beast through words. What, pray tell is a 'villainy'?"

(Allow various definitions to be offered, and when at least one has, then the fellow will say smugly:)
"The proper definition you want is, 'A villainy is a dirty deed,' as short and neat as that. If you acquire a lexicon—my dear fellow Tomas Reader has one for a mere 30 gp (LA game: $5,000 in coins)—you can show The Creature just such a definition in print, proof in stark black and white.

(Pause until questions come that will fit the following:)
"What good that? Why, when you present the great cloddish thing with just that, a dirty deed. A simple matter, all this, what? Why any English schoolboy might have caught—I mean solved it. No matter. I must needs guide you, there being none of that ilk hereabouts. High thee hence to Lawyer Cheatum. Buy from

him such deed as he has available, soil it, and armed with such document and the lexicon smite The Creature hip and thigh—not literally, of course. I speak metamorphicly. As I recall the Good Solicitor has one available now at the reasonable cost of 66 gp." ($11,000 in coins).

PEOPLE

Jester: This juggler, joker, and mime will certainly do his best to use one-liners, japes, and miming to annoy the party. If they engage Morey (this fellows given name) in conversation, he will actually have a good suggestion: "This is so stupid it must be a joke, so come on back with one of your own. Say, did you ever hear the one about the sheep the dancing girl and the horny gamer? No? well, never mind—likely to strike too close to home anyway."

Noble: When the party speaks to Lord Loftus: "Away with you, villains! How dare you speak to your betters. You should be in gaol, the lot of you. If I catch you up to anything, rest assured that is where you will wind up, and in shackles too...rotters." If attacked, this fellow gives a cry, and four knights, four squires, a high priest, a wizard, and a score of men-at-arms (half with heavy crossbows) come running. If the characters don't break off and flee immediately, they will be killed—no question! If they run away, they escape. This attack, though, will come back to haunt them later, as you'll see.

Runaway Peasant: After begging alms, this fellow named Claud Hopper will listen, and if the story is told, he will say as he hastens away, saying: "Lookee here, you nasty buggers. I am a villein, not a villain, so don't go and think to haul me off to serve up to that awful monster!"

Vagabond: Another masterless, unnamed man who wanders along and will beg for a few coins. If you wish, have him pick a pocket or cut a purse in the process. If the team's sad tale of woe is told to the vagabond, he says: "Dirty as I am, I am neither a villain nor a villein! Leave me be!"

Duping The Creature

When the party gets the material together, presents the lexicon, gives the soiled deed, and the monster stands so as to allow the characters to pass under it's body—and this they must do—have the players give their order of precedence, first chracter to last, as they line up to pass single-file under the belly of the beast. Then proceed. If they assaulted the noble in Woodsham, that worthy and his entourage will appear just as the first of the team is moving under the monster. The characters will see he has the philosopher, lawyer, and bookseller in tow.

The noble shouts loudly: "Stop those villains!"

(At this point pause, ask what the party is doing as they hear that. Then continue:)

"They are criminal miscreants guilty of attempted murder, mayhem, and deceit! You have no tangible villainy there, only the villainy of their tricking you. Stop them from escaping. Sit upon those varlets—knaves all!"

If the team begins moving at full speed immediately upon the noble beginning to shout, all get away from under The Creature as it hears and decides to do as demanded.

Should any character have hesitated, there is a Reflex saving throw necessary for that individual and all behind him. The first in line will avoid being crushed to death if succeeding on a roll against DC 15, the next at DC 17, then 19 and so on. If there is a sixth character that one must save against DC 25. Those failing "Stumble and fall."

> Disaster Avoidance checks are necessary for a tarrying individual and all behind him. The first in line will avoid being crushed to death is succeeding on a roll against 6 x Speed Base Rating, the next at 5 x, and so on. If there is a sixth Avatar that one is doomed unless a normal check against Speed BR succeeds. Those failing "Stumble and fall."

After progressing about 100 yards further along the track, the party will see a monolith of lapis lazuli, a tall stele upon which there is chiseled an intaglio rectangle, their gateway back to "the pipe". If any one of the team happens to check the reverse side of the monument, they will see an inscription:

"Those heroes who were so strong of stomach as to fight through the quest deserve more reward than merely escaping with their lives. Press the treasure chest for a monetary sum. Hit the wizard's hat for an magical item as recompense.

"One button per customer only. Violators will be punished instantly."

Each monetary reward will be found by rolling 1d10. 1-7 = three times that number +5d10 gold pieces. 8-10 gains that number of gems, each with a value of 3d10 gp.

> Each monetary reward will be found by rolling d10. 1-7 = that number +5d10 in gold coins of $500 value each. 8-10 gains that number of gems, each with a value of d10 in $1,000s.

A magic item reward also uses d10: 1-6 = a minor grade magic item, 7-10 = a medium grade magic. Roll on the appropriate tables in the DMG or select something that you find appropriate for the character receiving the item.

> A magic item reward also uses d10: 1-2 = Grade II, 3-4 = Grade III, 5-6 = Grade IV, 7-8 = Grade V, 9 = Grade VI, and 10 = Grade VIII. Roll on the tables in the LML or select something that you find appropriate for the Avatar in question.

Any character seeking a second reward of any sort will lose the one given, and that one will also suffer 6-8 points damage/Harm. A third attempt brings double that damage/Harm.

Exiting the Dimension: When the party exits thus, they

are back on the ramp way. The pane-portal that they entered some time back blazes into nothingness, a bellow ending in a horse-laugh echoes through the cylindrical space, and that's that. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

In addition to awarding experience points for the monsters encountered the Game Master should award additional experience points for clever suggestions made during the adventure – refer to the variant rules for XP in the DMG for details.

> **Award:** As stated initially for this particular scenario, in addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits for each clever suggestion made during the adventure.

Note: if Pane #16, Seven Keys to Bald Pate, has not been activated before this one and the players failed to appreciate the puns in this encounter, the Game Master should make that, pane #16 the next pane they enter.

35. VIOLET (PURPLE)

More Panes

In this place the only magical activations that will function are those employed against the idols or mirror-image opponent that will be generated as the team proceeds through the hall. Until an opponent is there, no spell will function. Once it is bested, all activations in effect (or awaiting activation) are negated.

A note on gameplay: Since these are mostly races common to the Alfar dimension and the Lejendary Earth campaign setting, if you are playing the D20 game system, for the purposes of this adventure you should assume the Ilf and Wylf archetypes are variants of the Elvish race or a Half-Elf, Kobolds or Trollkins would be a variant with the Halfling race, and Oafs, Orcs, and perhaps even Vesoghes to be compatible with Half-Orcs or Orcs. We've also provided suggestions below if you wish to translate the creatures into the more direct D20 standard races).

This is the text to read aloud to the players when they enter the pane-portal:

The usual disorientation comes and then leaves you a few seconds after you have made the transition from the mini-cosmos of "the pipe" to the new dimensional matrix you are in. What the whole of the latter is you have no idea, but you see that you are in the interior of a vast building.

The domed ceiling above is at least 90 feet high and painted or inlaid with a mural that depicts deities of celestial nature. The slate floor underfoot is inlaid with a mosaic of cut and polished stones. You stand in a triangle set into a circle—a thaumaturgic triangle. Surrounding this device are the mosaic depictions of deities of nether sort. The walls are of various colors of marble—the six different hues being pale rose, golden, pale green, tan, dove gray, and orange-brown. Again, more deities are shown in mosaic inlays here, these being elemental and nature gods and goddesses of many pantheons. In the center of each differently colored wall segment there is an opening 10 feet wide and 20 feet high as its apex.

There are thus six corridors radiating outwards from this central rotunda. As you are in the central portion of the big chamber, each of the six archways is equidistant, about 45 feet away. The entrance arches are semicircular in form, and on each keystone you see that some inscription has been chiseled into the marble rock, inlaid with gold so that the writing stands out.

The inscriptions above the archways and their position are as follows:

- **Pale rose at 12 o'clock:** "The Hall of Veshoges" (see Appendix A, *Glossary*, p. 246]
- **Golden at 2 o'clock:** "The Hall of Dwarfs and Gnomes"
- **Pale green at 4 o'clock:** "The Hall of Kobolds and Halflings.
- **Tan at 6 o'clock:** "The Hall of Humans"
- **Dove gray at 8 o'clock:** "The Hall of Elves and Half-Elves
- **Orange-brown at 10 o'clock:** "The Hall of Orcs and Half-Orcs

> - **Golden at 2 o'clock:** "The Hall of Dwarfs & Gnomes"
> - **Pale green at 4 o'clock:** "The Hall of Kobolds & Trollkin"
> - **Tan at 6 o'clock:** "The Hall of Humans"
> - **Dove gray at 8 o'clock:** "The Hall of Ilfs & Wylfs"
> - **Orange-brown at 10 o'clock:** "The Hall of Oafs & Orcs"

Each archway corridor leads 10 feet and then gives into a great hall. The hall is in tones of the color with which it is associated, the floor darker, the ceiling lighter, the walls the same color, and pillars the lightest of all the hues therein.

A hall is 40 feet from floor to ceiling, 60 feet wide, 150 feet long, and has three-foot-diameter columns flanking a central aisle of 20-foot width between pillars. The pillars at the beginning and end are half-ones, merging with the wall, and all are at intervals of 10 feet from center to center, so that between the 15 on either hand there is a seven-foot space that gives to the side aisles of 17-foot width and 150-foot length. High above to left and right are clerestory windows that give sufficient light to give a dim illumination akin to twilight. (The Game Master can sketch this out if desired, but it is a simple floor plan that can be managed with a mental picture and reference to this section.)

Along the side aisles, centered in the 10-foot spaces defined by the pillars, are statues of various sorts, these sculptures depicting persons of the race or races represented in the hall. There is one heroic (or villainous) statue per space, 15 to either hand, 30 in all.

At the end of a hall, centered there beneath a "halo" of nine differently shaped windows (sun, disc, hexagon, lozenge, oval, square, rectangle, triangle, star) in a semi-circle is a colossal

figure, or pair of statues, representing the race or races specific to the hall, all deity-like depictions. Note the nine different shapes of windows give a clue to the two "hidden panes" that will be discovered only when many, and then all, others have been eliminated through entering their portals and then exiting.

Using the above to describe each hall, here are the specific details you need to differentiate the encounter possible in each.

The Great Statue(s)

At the end of each hall in the main aisle is or are the 15-foot-tall sculpted figure or figures of the race featured therein. When a party enters a hall and stands before such figure(s), this generates its animation. Despite the varying appearance from statue to statue, all have the same stats, essentially those of stone and clay golems but with minor modifications, the "clay golem" idols do not go berserk:

Lone Idol (Stone Golem):

CR 11; Large Construct; HD 14d10; hp 77; Init -1 (Dex); Spd 20 ft. (4 sq., can't run); AC 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 25; Base Atk +10; Grapple +23; Atk +18 melee (2d10+9)*; Full Atk 2 +18 melee (2d10+9)*; Space/Reach: 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Paired Idols:

CR 10; Large Construct; HD 11d10; hp 61 each; Init -1 (Dex); Spd 20 ft. (4 sq. can't run); AC 22 (–1 size, –1 Dex, +14 natural), touch 8, flat-footed 22; Base Atk: +8; Grapple: +19; Atk +14 melee (2d10+7)*; Full Atk 2 +14 melee (2d10+7)*; Space/Reach: 10 ft./10 ft.; SA Cursed wound **; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

*The actual weapons wielded varies (see below) but for game purposes damage and attack bonuses remain the same.

**This special attack is used only in deadly combat – see below for details.

Essentially these idols have the same stats as deital minions, but with Base Rating alterations:

Lone Idol H 120 P 100 S 17 special 14 sp.
Attack: any weapon: 1-30 +10 Harm, range 5, speed 3, precision bonus 0. Note that is opponents fall back out of hand-weapon range, groups of 1-4 "glowing balls of force" will be hurled to a range of 120 feet, all aimed at one target, each inflicting 1-12 points of supernatural Harm when it hits.
Defense: 14 supernatural energy against all attack forms; immune to fear, mind altering effects, and BR point leeching,

Paired Idols H 70 80 S 15 special 12 sp.
Attack: any weapon: 1-30 +5 Harm, range 5, speed 3, precision bonus 0. Note that is opponents fall back out of hand-weapon range, groups of 1-2 "glowing balls of force" will be hurled to a range of 70 feet, all aimed at one target, each inflicting 1-10 points of supernatural Harm when it hits.
Defense: 12 supernatural energy against all attack forms

As the party causes it or them to activate, read aloud:

You are within 20 feet of the great figure(s) at the end of this hall. As you move nearer the stone ripples, the statue(s) comes/come alive. A step off the plinth, a weapon of gigantic size in hand, as a voice speaks (or two, one after the other):

"I am the archetype of the (name of race applicable—dwarf, gnome, human, etc.) hero. Is there one of my race come to challenge me to a duel? If so, step forth!"

The animate colossus wields a mighty (see below) as he speaks thus:

Dwarf: battle axe, grant a permanent +1 circumstance bonus to a Strength-based skill of the player's choice.

Gnome: battle hammer, grant of a permanent +1 circumstance bonus to an Intelligence based skill of the player's choice.

Human: heavy falchion, grant of a permanent +1 circumstance bonus to a Dexterity based skill of the player's choice.

Elf: flail, grant of a permanent +1 circumstance bonus to attack rolls with a single weapon of the player's choice.

Kobold: rapier, grant of a permanent +1 circumstance bonus to Move Silently skill.

Half-orc: spiked club, grant of a permanent +1 circumstance bonus to Wilderness Lore skill .

Orc: great cleaver, grant of a permanent +1 circumstance bonus to Pick Pockets or Open Lock skill.

Halfling: military pick, grant of a permanent +1 circumstance bonus to Perform skill.

Veshoge: mace, grant of a permanent +1 circumstance bonus to Appraise skill.

Half-elf: long sword, grant of a permanent +1 circumstance bonus to Spot or Search skill.

Dwarf: 1 point of Physique Ability.
Gnome: 1 point of Mechanics Ability.
Human: 1 point of Luck Ability.
Ilf: 1 point of Weapons Ability.
Kobold: 1 point of Stealth Ability.
Oaf: 1 point of Ranging Ability.
Oak: 1 point of Stealing Ability.
Trollkin: 1 point of Minstrelsy Ability.
Veghoge: 1 point of Commerce Ability.
Wylf: 1 point of Scrutiny Ability.

(**If no like-race character does that, then:**)

"Well, in that case, puny ones, is there any of you that has courage to fight, will face me?"

Of course if a like-race character steps forth to brave combat thus, the archetype colossus will laugh, reach out and touch that one with his weapon, and say, "A possible hero, indeed. Accept this small benison and be on your way, little one!" Then award the point indicated above.

If a character of another race dares the contest, and only one such may do so without fear of death, then the combat will be normal, but damage delivered by the animate statue will be 10% actual, 90% subdual/stunning when the first statue or pair thereof are fought thus, and when the character is defeated, the figure will lift him, banish the subdual points, and speak to and award the daring character as indicated above. After the initial contest so fought, the next three will be at 20% actual, 80% subdual damage. The last fought will be at 30% actual, 70% subdual/stunning damage—indeed dangerous for the character participating.

Note that if there are two figures speaking, they will not fight serially. That is, the second will call for an opponent, and if none is forthcoming immediately, it will say, "Very well then, no one will contest against me later save in dire peril of their life!" If challenged after a contest is over, it will be a fight to the death.

If more than one character attacks a single archetype figure, it will fight normally, deliver full damage, and no character involved in the melee will gain any reward.

If a character defeats a statue, it vanishes in smoke, then it reappears and gives it's benison to the victor, steps back onto the plinth, and is again stone.

The Blank Statues in the Side Aisles of a Hall

There are one or more mirror-like sculptures in each hall, these being at the end of the place on one of the side aisles. Describe them as featureless humanoid sculptures of the appropriate race covered in mirrored glass. For each character of the race depicted in the hall above one, there will be another mirror-paned figure, these being across and/or beside the one that is always thus.

The racial-duplicate statue will become a duplicate of the character of the same race as soon as such a character is within 20 feet of it. Read the following aloud to the players when this situation occurs:

As you near the mirror-like sculpture that appears vaguely to be sculpted in imitation of one of your own kind, it suddenly springs to life, steps near to you. It has become a mirror image of you!

"So, you think yourself heroic, do you? If so, prove your mettle, your right to proclaim you are a valiant member of our kind! Fight and best me, and the ancestors will reward you. Fail, and suffer the consequences..." As you hear that, the magically engendered kinsman, or whatever it is, steps menacingly nearer.

To avoid undue work, it is recommended that the Game Master use here, as is called for below, the player's character's own stats and actions for those of the duplicate. For this you'll need the attack bonus/score of Weapons Ability and whatever other ones are used to attack the mirror image antagonist. However, be sure to have the foe do more damage, at least 10% more, than the actual character inflicts—even "roll" a critical/special success when the character does not. Make it seem very likely that the duplicate will triumph. This is because all the damage being inflicted upon the character is illusory, but by no means will the character be able to determining that while the fight rages.

If the character refuses or eventually runs from combat, then damage inflicted is actual, and the cowardly character loses five hit points permanently!

A successful stand, even if "killed" in the process, brings a different result. However, for the nonce the winner will simply seem to have suffered considerable damage, or been slain, while the opponent vanishes in a puff of smoke. Only when all the racial figures of this sort have been faced by appropriate team members, or the party is preparing to leave the place via the transference, will the figure or figures reappear. Each will have with it the "fallen" if the "corpse" is not with the party. Each will send forth a ray of the same color as in its hall to touch the former opponent that faced it. Life and/or all seemingly lost hit points/Health will be restored in an instance. Furthermore, the character will permanently gain eight additional hit points (four points of Health or Precision, or one point of Speed Base Rating) in the process. The duplicate figures congratulate the daring member of their race, tell them their award, then vanish. The party is instantly transported back to "the pipe" at this time, so there is no going back to seek further combat of this sort.

One in each hall not attuned to a particular race because that sort is not present in the party will be the exact duplicate of the character who comes nearest to it, is reflected thus in its surface. If there are six or more characters in the group, make sure each has only one such confrontation. The contest is simply managed, the character is challenged thus:

As you near the mirror-like sculpture, it suddenly springs to life, steps near to you. It has become a mirror image of you!

"In order to ever leave this place you must best me! Fail, and remain to become a statue in place of me..." As you hear that, the person or creature or whatever it is, sneers and readies to attack.

Of course any attack will be the same as that which the character launches. Simply have the reflected character do what the actual one does. This guarantees a victory for the character, of course, albeit at some cost. To make it more tense and uncertain to the perspicacious player, the GM can roll for successful actions, just as the player does for his character. This allows the character initiative always, but the

outcome then becomes much more uncertain. When "killed" the duplicate vanishes and leaves behind the metal piece detailed below.

Should the character refuse to attack, the mirror-image figure scoffs, and sure enough, as it disappears, the reluctant character is turned into a statue like it was!

Whether defeated or freed, the image vanishes leaving behind it either one or another, or two, of the following:

1) One of three thin isosceles triangles of light purple metal, the long base of the triangle being about three feet in length. One of these objects can be picked up and carried easily, its weight being similar to titanium metal of that size.

2) One of three thin curve-topped shapes of dark metal, its arc about one-foot from base to apex, the straight base of the shape being about three feet long. One of these objects can be picked up and carried easily, its being similar to titanium metal of that size.

If there are only a few characters in the party, be sure that two or more pieces are left, so that the whole six of them can be gained by the party.

When fitted together the isosceles triangles form a larger equilateral one, and the three curved pieces fit around that, all six forming a thaumaturgic triangle like the one in the rotunda in which the team arrived upon. To escape the place, this must be assembled on the inlaid thaumaturgic triangle noted. The pieces will then merge together, form a dimensional gate, and back the whole team goes to "the pipe."

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in golden motes as angelic harping notes echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who fought a like-race figure or a mirror image one should receive 25 General Merits for each such combat. For fitting the metal pieces into a thaumaturgic triangle each person involved should receive a share of a total pool of 300 General Merits.

SQUARE-SHAPED PANES
36. RED (FUCHSIA)

Stranded in the Jungle

Magical activations in this dimensional matrix work in the main only insofar as attack and defense goes. No teleportation or transference to any distance will function. Invisibility and levitation are possible, for instance, but becoming aethereal/non-corporeal and flying do not. As usual, no power that would enable leaving this world by means other that a dimensional gateway will operate successfully.

Although the team will not realize it immediately, they are on a small island in a river that cuts through the surrounding jungle. The islet is only about 90 feet long and 50 feet wide in its central portion—where they enter. It is teardrop-shaped, with the larger portion facing upstream, the "tail" about 25 feet long and sandy and barren of vegetation.

This is the text to read aloud to the players when they enter the pane-portal:

With spinning head and heaving gut you manage the transition from world to world. A deep breath, a steeling of nerves, your senses return to normal in a few heartbeats. The deep breath was of warm air reeking of decayed vegetation, and your eyes tell you that you are in a jungle. It is hot and damp. Saw-toothed grass a yard plus high and a riot of other vegetation obscure vision beyond the little clearing you stand in, but both ahead and to the sides of you are a dozen large trees—mangroves from the way their trunks and vertical limbs grow.

At this point in your initial observations of your surroundings something causes you to be distracted. Perhaps it is the gust of wind that swept over the area. Storm clouds are piling up overhead.The leaves and other foliage all around are now stirring.That must be it...

Assume the island is north-south, and thus the tail portion of it is to the south. That is where the threat comes from. It isn't just the wind stirring the grass, of course. The keen players will certainly suss that out, immediately have their characters be on the lookout for something coming through it. That something is a monstrous salt water crocodile, a beast of 25-foot length, bent on enjoying a meal of tasty human before his smaller fellows notice that there is prey upon the little island. It has crawled up on the sand, heading north through the grass to the little clearing where the characters stand. It is now only 10 feet distant from the team, and moving with care at slow speed so as to get to the edge of the grass and then lunge to attack by surprise.

If the characters beat its Hide check with an opposed Spot roll it will not surprise the adventurers. The able party will likely be able to deal with this threat handily, even though the reptile is a monster indeed.

Avatars successfully employing one or more of the following Abilities will detect the beast before it attacks: Hunt, Luck, Savagery, Scrutiny.

If it is not seem immediately, the huge croc will attack, and some unlucky character is likely to be in some considerable trouble.

Crocodile, Saltwater Giant: CR 6; Huge Animal (Aquatic); HD 14d8+56; hp 119; Init +1 (Dex); Spd 20 ft. (4 sq.), swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Atk Bite +16/+11 melee (2d8+12), or tail slap +16/+11 melee (1d12+12); Space/Reach: 20 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills and Feats Hide +0*, Listen +5, Spot +5.

*If it submerges the massive croc has a +12 bonus to Hide checks, here on the island the profuse vegetation grants it a +10 bonus to Hide.

Salt water croc H 70 P 40 S 20w/5L
Attack: Bite for 5-20 +15 Harm, range 3 (lunge), speed 1 penalty, surprise bonus 30 = 70; chance of continuing Harm 50%
Defense: 8 for hide

The ensuing fight will attract the attention of the many other crocodiles that dwell in and around the river. If the combat continues, after 10 rounds one each regular crocodile and salt water crocodile will come into the middle of the island to get their share of dinner, and every 10 rounds thereafter another pair will likewise enter the fray. See below for the stats of these creatures. If this is occurring, the party is likely doomed, of course, with two crocs attacking each person in time, the characters surrounded with no escape route.

It is more likely the team will finish the huge reptile before that much time elapses. The other crocodiles will be swimming for the island to see what is happening, but they won't crawl up on it for a time. Thus, the adventurers should have opportunity to do a quick survey of their surroundings. In such case read aloud the following text to the players:

With that massive croc now history, your party has opportunity to look around, do a quick survey of the surroundings. Bad news as usual. This is a small island—less than 100 feet long and maybe 50 feet across—of teardrop shape. The tail end of the islet is sandy, points downstream, providing a perfect place for crocodiles to come ashore, Crocs? Never have you seen so many! You see dozens around the island and flotillas more heading for it.

The left side of the island, "ahead" being upstream, of course, is flanked by about 100 feet of water, the main channel of the river, and there you see 30 or more of the scaled creatures. A hasty check to the right is better....and worse. The water is only about 30 feet from the islet's shore to the river's bank, but in it are no fewer than 60 big crocodiles, with more splashing off the bank and into the water. Soon these hungry monsters will surround your refuge, and then it is only a matter of time before they clamber onto it and attack.

What to do...?

Crocodile (150): CR 2; Medium-Size Animal (Aquatic); HD 3d8+9; hp 22; Init +1 (Dex); Spd 20 ft. (4 sq.), swim 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk: +2; Grapple +6; Atk Bite +6 melee (1d8+6), or tail slap +6 melee (1d12+6); Full Atk Bite +6 melee (1d8+6), or tail slap +6 melee (1d12+6); SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.
Skills and Feats Hide +7*, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide)

Crocodile, Giant (50): CR 4; Huge Animal (Aquatic); HD 7d8+28; hp 60; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Base Atk: +5; Grapple: +21; Atk Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12); Full Atk Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12); Space/Reach: 15 ft./10 ft.; SA Improved grab; SQ SQ Hold breath, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills and Feats Hide +1*, Listen +5, Spot +5, Swim +16; Alertness, Skill Focus (Hide).

*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Crocodile: 150 H 35 P 20 S 20w/5L
Attack: Bite for 1-20 +10 Harm, range 2 (lunge), speed penalty 1, surprise bonus 30 = 50; chance of continuing Harm 50%
Defense: 8 for hide
Salt water croc: 50 H 50 P 20 S 20w/5L
Attack: Bite for 3-20 +12 Harm, range 2 (lunge), speed penalty 1, surprise bonus 30 = 50; chance of continuing Harm 50%
Defense: 8 for hide

The answer is simple. If the party remains on the island, they will be overwhelmed and devoured—after a valiant struggle, certainly, dead all the same. They must go for derring-do and run across the 30-foot-wide stretch of water using the backs of the many crocs there as stepping stones. If the party hesitates tell the players that six of the reptiles have clambered up the right bank of the island's shore, three big ones are on the sand at its end, heading for the middle portion, more are about to follow. That should make them hasten.

A Balance check is required to cross safely (this is easier than it looks and has a DC of only 5, but don't tell the players that!), a character with a Speed of 30 can reach the far bank in a single round, all others will require two rounds, and thus two balance checks, to cross. Normally a failure indicates that the character has made no progress in that round and that another check is required to cross but a failure by five or more means that the character falls into the croc infested waters! Allow a Reflex save (DC 20) to see if the unlucky character avoids the fall. A failure will likely doom the character for two crocodiles will attack at once but if neither of these hit allow another such save (DC 22) for the character to escape their jaws, success allowing the character to get back up on the crocs' backs and continue on. Give a +2 circumstance bonus if other characters are attempting to aid the unfortunate character in the water and an additional +2 if characters on the bank are using magic or missile weapons to attack his scaly assailants.

Any Avatar with Minstrelsy Ability of 20 or higher score or like skill makes it easily. Any one with Luck, Ranging, Rustic, Savagery, or Stealth Ability (or like skill) has a 95% chance of crossing thus without mishap, one check only. All other characters must check with a 90% chance of success, once if they move at an adjusted movement speed of 15 or higher, twice if their rate of movement is less than 15.

Any character that fails a check has a last chance, Disaster Avoidance check at 2 x Speed Base Rating. Failure there means the Avatar is most probably lost, for that one has fallen into the water and is immediately attacked at 50 precision by two crocs. If both miss, allow another Disaster Avoidance roll, this time at Speed BR minus five on the result for each other character assisting—trying to pull their comrade out, firing missiles at the crocodiles near to him, using magical attacks likewise.

The reptiles will turn and head for the river bank upon which the characters have gained possible safety. As the last of them makes the mainland, inform the party that the reptiles are now coming towards them where they stand. That will move them off—or the three lunging attacks made on then the next round, the nine more crocs climbing out of the water towards them, will...if they are able to run away then.

What a harrowing experience! But you are now off the islet, away from the water, and the crocs will not follow you inland. The jungle around is thick, but at least it isn't filled with scores of those vicious reptiles. As you pause to draw breath in the oppressively hot and muggy tropical forest, you hear the hollow sound of what might be the drumming of some person on a hollow log. From the position of the sun, just visible behind you, the noise came from ahead and left, the northeast where the land seems to rise into jungle-covered hills.

You can follow that direction or else seek to find some other way to escape this jungle.

If the team decides not to follow the sound of the tapping, they can wander around for as long as you care to put up with such foolishness. They will have a random encounter every four hours then, three during the day, a like number at night.

Random Encounters
1 giant ant (6-11 workers and 2-4 soldiers)
2 dire ape (5-8)
3 assassin vine (2-4)
4 giant stag beetle (2-5)
5 deinonychus (3-6)
6 erttercap (1-2 plus 2-4 medium-sized monstrous spiders)
7 monkey (10-40)
8 girallon (5-8)
9 giant preying mantis (1)
10 constrictor snake (1)
11 tendriculous (1)
12 leopard (1-2)

Use jungle random encounter tables for this. (Table #12, page 191-2 in the LA game LML.) When any result is inappropriate for a jungle, then substitute an encounter with savage natives. (Table #9, page 191, encounter 91-00, in the LA game LML.)

Do not be gentle after an encounter or two. They will not hear the native drumming sound until they are back on the northeast track heading towards a group of hills there some miles ahead.

Progress in the thickly overgrown forest is at the rate of about three miles per day. As the team moves towards the sound of the drum, they will have the following encounters by day:

DAY 1, NIGHT: This snake will creep up on a sleeping character, not one on guard, to keep warm. The sleeping character has only a 10% chance of awakening before the snake is in close proximity, if he does wake up he can take an action before the snake attacks, otherwise it strikes with a +4 bonus to hit as soon as the character moves and the unlucky victim loses any Dex benefits accruing to AC.

Snake, Medium-Size Viper: CR 1; Medium-Size Animal; HD 2d8; hp 9; Init +3 (Dex); Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Atk Bite +4 melee (1d4–1 plus poison); Full Atk Bite +4 melee (1d4–1 plus poison); Space/Reach: 5 ft./5 ft.; SA Poison (Fort save DC 11; initial and secondary damage 1d6 temporary Con); SQ Scent; AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse (bite).

Have the player roll a die 10 for the reaction of his Avatar. On a 1 the character can do something to avoid the attack, otherwise the mamba strikes as the person moves, the chance of being struck by the bite at 65% instead of 35%.

Mamba H 10 P 35 S 13
Attack: bite for 1 p +21-25 VT Harm, no avoidance
Defense: 6 for size and speed

DAY 2, MORNING: As a clear area is being crossed, an angry bull cape buffalo charges. The team has one round to react. There are trees nearby, and a Climb check (DC 15) allows a character to scale one before the bull attacks if they have a higher initiative score than it does.

Those with climbing skill (Minstrelsy, Ranging, Rustic, Savagery, and/or Waterfaring, or Luck Ability above 20 score) and with adjusted Speed BR of 10 or better can climb up a tree before the bull attacks and get out of danger thus.

All others are subject to attack. The buffalo will move away if there are no ready targets, then come back for another attack after from 1-10 minutes, this continuing until it, or the characters, are slain.

Cape Buffalo Bull (Bison): CR 3; Large Animal; HD 5d8+20; hp 42 (37 female); Init +0; Spd 40 ft. (8 sq); AC 14 (-1 size, +4 natural), Touch 9, Flatfooted 13; Base Atk: +3; Grapple: +13; Atk: Gore +8 melee (1d8+9); Full Atk: Gore +8 melee (1d8+9); Space/Reach: 10 ft./5 ft.; SA Stampede, charge; SQ Low-light vision; scent; AL N; SV Fort +7, Ref +4, Will +1; Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4.
Skills and Feats Listen +7, Spot +5; Alertness, Endurance.

Stampede: A charging group of Cape buffalo delivers an additional 1d12 damage per 5 members if it charges over a target..

Cape buffalo 70 35 14 13-16\+11-30 sp. 4
Attack: Horns for 13-16 p and charging impact for 11-30 s Harm; if the character is hit there will follow an additional 17-20 trampling s Harm bypassing, and charging swathe is four feet in width.
Defense: 4 for hide and hair.

DAY 2, NIGHT: Again, this snake will creep up on a sleeping character, not one on guard, to keep warm. Both attacks will succeed, and then the action begins. If the victim has a knife or dagger, counter attack is possible, otherwise no.

Snake, Constrictor: CR 2; Medium-Size Animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft..; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +2; Grapple +5; Atk Constrict 1d3+4, improved grab; Full Atk Constrict 1d3+4, improved grab; Space/Reach: 5ft./5 ft.; SA Improved grab, constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.
Skills and Feats Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Boa constrictor H 50 P 25 S 10
Attack: Bite for 1-2 p and constriction for 3-5 s Harm; if the constricting attack succeeds, each turn thereafter it continues automatically
Defense: 4 against all other attacks other that blunt-weapon ones at 18, and Penetrating ones at 10.

DAY 3, PRE-DAWN: The character standing guard, or any one if no guard is kept, will be attacked and surprised by a:

Leopard: CR 2; Medium-Size Animal; HD 3d8+6; hp 22; Init +4 (Dex); 40 ft (8 squares), climb 20 ft.; AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; Base Atk _+2; Grapple +5; Atk Bite +6 melee (1d6+3); Full Atk Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1); SA Improved grab, pounce, rake 1d3+1; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6; Alertness, Weapon Finesse (bite, claw).

Leopard (huge) H 45 P 50 S 19
Attack: Paw strike and bite for 1-10 +1-12 p Harm, and a bite for 1-20 +1-8 p Harm.
Defense: 7 hide and speed.

DAY 3, MORNING: When in a heavily overgrown area the party will be attacked and surprised by a:

Massive Girallon: CR 7; Huge Beast; HD 14d10+56; hp 133; Init +2 (Dex); Spd 40 ft. (8 sq.), climb 40 ft.; AC 18 (-2 size, +3 Dex, +7 natural), touch 11, flat-footed 15; Atk claw +22 melee (1d4+12); Full Atk 4 claws +22 melee (1d4+12), bite +17 melee (1d8+6); Space/Reach: 10 ft./15 ft.; SA Rend 2d4+18; SQ Scent; AL N; SV Fort +13, Ref +11, Will +5; Str 34, Dex 15, Con 18, Int 3, Wis 12, Cha 7.
Skills and Feats Climb +20, Move Silently +11, Spot +10, Alertness, Endurance, Iron Will, Toughness (2). 10.

Gorilla, bull H 85 P 65 S 15
Attack: Hands-arms for 13-16 +2-20 s Harm, followed next ABC by a bite for 13-16
Defense: 4 hide and hair

DAY 3, AFTERNOON: When in the middle of a field of thorn scrub the party will be attacked by a raging rhinoceros. The team has one round to react. There are trees nearby, and a Climb check (DC 15) allows a character to scale one before the rhino attacks if they have a higher initiative score than it does.

Those with climbing skill (Minstrelsy, Ranging, Rustic, Savagery, and/or Waterfaring, or Luck Ability above 20 score) and with adjusted Speed BR of 10 or better can get out of danger by climbing a tree.

Incidental damage from climbing these thorny trees will be d6 points ignoring all protection. All those not up a tree are subject to attack. The rhino will move away if there are no ready targets, then come back for another attack after from 1-10 minutes, this continuing until it, or the characters, are slain.

Rhinoceros: CR 4; Large Animal; HD 8d8+40; hp 76; Init +0 (Dex); Spd 30 ft. (6 sq.); AC 16 (–1 size, +7 natural), touch 9, flat-footed 16; Base Atk +6; Grapple +18; Atk Gore +13 melee (2d6+12); Full Atk Gore +13 melee (2d6+12); SA: Powerful Charge; SQ: Low-light vision; Space/Reach: 10 ft./5 ft.; AL N; SV Fort +11, Ref +6, Will +3; Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2.
Skills and Feats Listen +14, Spot +3; Alertness, Endurance, Improved Natural Attack (gore).

Rhino, white H 120 P 30 S 14
Attack: Horn for 9-20 +1-12 p & s Harm, if charging impact 9-40 (d40, 9 minimum Harm) +1-12 p & s Harm ignoring all protection; a subject struck squarely by a charge also suffers 26-35 trampling s Harm likewise ignoring all armor, and any Avatar within four feet of the mid-point of the rhino's head is subject to a trampling attack chance.
Defense: 6 for hide.

DAY 4, MIDNIGHT: The character standing guard, or any one if no guard is kept, will be attacked and surprised by a:

Dire Animal, Lion: CR 5; Large Animal; HD 8d8+24; hp 60; Init +2 (Dex); Spd 40 ft. (8 sq.); AC 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grapple +17; Atk Claw +13 melee (1d6+7);Full Atk 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3); Space/Reach: 10 ft./5 ft.; SA Improved grab, pounce, rake 1d6+3; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.
Skills and Feats Hide +2*, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw)

*+8 bonus in areas of tall grass or heavy undergrowth

Lion H 70 P 45 S 16
Attack: Paw strike for 1-12 +2-16 p & s Harm, and bite for 3-20 +2-12 p Harm.
Defense: 4 hide and speed.

DAY 4, NOON: The party will be in an open forest of mixed large and small trees with 20 to 50 feet space between boles, when a huge bull elephant (loxidont) attacks. The team has one round to react. There are trees nearby, and a Climb check (DC 15) allows a character to scale one before the elephant attacks if they have a higher initiative score than it does. If a large tree is selected, and the climb check succeeds, the individual is out of reach and safe.

Those with climbing skill (Minstrelsy, Ranging, Rustic, Savagery, and/or Waterfaring, or Luck Ability above 20 score) and with adjusted Speed BR of 10 or better can possibly get out of danger by climbing a tree thus. If a large tree is selected, and a final check against adjusted Speed BR plus the Ability/skill used to climb high up in it succeeds, the individual is out of reach and safe.

If a small tree is chosen, then climbing is normal, but there is a 90% likelihood that the elephant will uproot it. A character in such a tree suffers 2d10 damage from the fall and is on the next action be subject to attack. All those not in a large tree are subject to attack thus. The elephant will move away if there are no ready targets, then come back for another attack after from 1-10 minutes, this continuing until it, or the characters, are slain.

Elephant: CR 8; Huge Animal; HD 11d8+55; hp 105; Init +0 (Dex); Spd 40 ft. (8 sq.); AC 15 (–2 size, +7 natural), touch 8, flat-footed 15; Base Atk +8; Grapple +26; Atk Gore +16 melee (2d8+15); Full Atk Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15); Space/Reach: 15 ft./10 ft.; SA Trample 2d8+15; SQ Low-light vision, scent; AL N; SV Fort +12, Ref +7, Will +4; Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7.
Skills and Feats Listen +12, Spot +10; Alertness, Endurance, Iron Will, Skill Focus (Listen).

Elephant, bull H 175 P 55 S 14
Attack: Tusks for 21-25 p and charging impact for 1-30 p & s Harm thus ignoring all protection; if the character is hit there will follow an additional 36-50 trampling s Harm likewise ignoring all armor, and any Avatar within six feet of the mid-point of the elephant's head is subject to a trampling attack chance. When not charging, the elephant can strike with it's tusks (75% chance and inflicting 21-25 Harm) or grab a character with it's trunk (25% chance), and hurl him away for 1-30 or down for 1-10 s Harm,

both ignoring all armor, and on the next ABC/round trample attack the prone subject with a 75% chance of success.
Defense: 5 for hide.

Once the elephant is slain, the hills sought for are within sight, it will take until twilight for the team to climb to the top of the nearest and highest. There they will see:

As you crest the big hill the vegetation thins to mere grass of knee height. Ahead you see the ruddy light of a bonfire, a man-like figure seated with his back to you outlined by the light. As this is observed, there is a rapid series of resonant tapping sounds, then a rather loud boom-alay, boom-alay, boom! The figure was moving, certainly making that noise on a log drum.

In a blink of an eye the drummer is facing you across a big bonfire, no longer 120 feet distant with his back to you, now but 30 feet away. You can see he wears a wooden mask of hideous aspect—a skull-like visage, huge eyes that seem to start from the head, savage fangs like those of a boar, a fringe of stiff bristles surrounding the whole as would a corona.

"Thump-te-dum-dum-tat," the log drum sings. Into your minds come these words: "Know I am the one who sent the beasts of this jungle against you."

More taps and thumps follow in rapid succession. These sounds convey the following scenes and thoughts to you: The river where you first appeared is a throbbing red artery along whose banks dance savage warriors as you hear, "These are my people, and they will prevail! A dark and mighty spirit aids me, and you will now be sacrificed so that it will empower me to command and become a conquering army to sweep this whole land."

"Listen now, and DIE!"

The drummer's hands rise above his head in what might be a dramatic gesture...or else in preparation to beat out some murderous rhythm. His action causes a wave of terrible foreboding to sweep over you. If he sounds the drum you fear instant death!

The party has exactly one round to strike the drummer with a successful attack—a missile or with some magic that delivers damage/Harm to him—or else each must make a Fortitude saving throw (DC 23) or fall over dead, heart no longer beating.

Unless they strike the drummer, Avatars must succeed in a Disaster Avoidance roll against Speed Base Rating or die.

Native Shaman, Rgr9: CR 9; HD 9d8+9; hp 72; Init +4 (+4 Dex); Spd 30 ft. (6 sq.); AC 14 (+4 Dex); Base Atk: +13; Grapple: +17; Atk +13 melee or +8 ranged; Full Atk +13/+8 melee, or +13/+8 ranged; SA damage to favored enemies (humans +4; elves +2); SV Fort +9, Ref +9, Will +6; AL CE; Str 19, Dex 19, Con 12, Int 13, Wis 13, Cha 12.

Skills and Feats Craft (drum making) +8, Handle Animal +11, Hide +4, Jump +13, Listen +13, Move Silently +4, Perform +9, Search +9, Spellcraft +3, Spot +5, Survival +14; Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Survival), Skill Focus (perform), Track.

The shaman has cast his two ranger spells already, they are *resist energy (fire)* and *resist energy (electricity)* granting him 12 points of protection against the specified energy types.

Native shaman H 60 P 50 S 18
Defense: 10 for negative energy shield.

Special Attack: Drumming as follows (Su)

2nd round: Drum for 1-20 damage to each person within 60 feet distance, the damage ignoring all protection.

3rd round: Drum for creating a light penalty of (GM choice) to rolls to attack the drummer.

4th round: Drum to summon next round vipers/mambas (see above), one for each living foe opposing the shaman.

5th round: Drum to create instantly two duplicates of the drummer and drum.

6th round: Drum to create instantly flying clubs, two attacking each character simultaneously with the shaman's attack chance, and inflicting 2-16 damage Harm ignoring protection if striking.

7th round—or anytime the shaman is seemingly slain: Frantic beating that causes the log drum to shatter, this explosion inflicting 4d6 damage on all within 20 feet, 2d6 damage on all within 21-40 feet, and 1d6 damage on all within 41-60 feet. This damage ignores all protection.

If the adventurers seek to attack the drum rather than the drummer they will find the instrument impervious to their spells or blows, even a *silence* spell or the like fails to prevent its supernatural sound. (This device is considered a ***major*** artifact.)

Wrestling the shaman away from the drums is a good option but if he can free himself he will continue his frenetic playing regardless of the damage dealt to him.

When the savage drummer is slain, the party will find nothing on his remains or in the immediate area. Drum and mask are both blown to bits. Leaning against a tree some 30 feet behind where he sat and drummed there is a spear and a shield.

The spear is a +3 *distance* weapon. There is also a shield on which is painted a red square. If the shield is touched before a character has the spear in hand, the party is drawn from the place, back to "the pipe' without that magical weapon.

The spear is a preternatural weapon that increases precision by 15 and Harm by 6-8 points that always bypasses normal protection. Note that this spear can be thrown to double normal range (60 feet distance).

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back becomes a fan of green-gold flames, then disappears as a series of drum-like tappings and animal calls and roars echo through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 1 point of Savagery Ability (5 if this Ability is aleady possessed) and 1 point of Repute.The Avatar that struck the drummer to prevent his death drumming should gain a bonus of 100 General Merits.

37. ORANGE (APRICOT)

O Ye Whale!

In which some characters are cast in the role of harpooners and others aboard a whaling ship. This is one of three like scenarios that you might want to separate or have the players engage in sequentially. If you do manage them, this is the likely best presented as the first.

Magical activations that do not enable escape from the ship or this sphere will function at the Game Master's discretion.

This is the text to read aloud to the players when they enter the pane-portal:

Instead of some unpleasant transition, you awake feeling groggy from sleep but otherwise fine. As you sway to and fro in rhythm, it strikes you immediately: You are aboard a ship at sea. A glance around shows this is so. You are all lying in hammocks, and beneath each is a sea chest. As you are clad in seamen's garb, nothing will do but to check those boxes now! What a relief to find in them all your normal possessions.

Just at this moment the hatch opens and an unfamiliar face appears. The leathery countenance peering in grins with what might be a hint of malice as the sailor barks: "Cap'n orders all hands on deck. Time for you big-time harpooners to earn your keep, eh? The great white whale has been spotted!"

So now the action begins. Explain to the party that their characters are evidently in the role of harpooners aboard a whaling ship. All characters with a ranged attack bonus of +8 or higher are indeed hired on as such.

All Avatars with Weapons Ability at 50 or higher score are considered to be harpooners.

As they appear on deck above, each will be assigned to a separate whaling boat, set off with a crew of oarsmen and three harpoons to strike and kill the great white whale.

Characters not able with weapons (ranged attack bonus of +7 or less/chance to hit under 50%) will be boat's helmsmen, sit in the rear at the tiller to direct the vessel in pursuit of the quarry. The sole exception will be a priestly class character. Such individual will be in the role of ship's priest, remain on board and watch the action from afar. If there are two or more such individuals, the most able will serve in this capacity, the others will be steersmen as noted.

For this scenario, all the characters will have 10 ranks in the Profession (boating) skill.

All Avatars have sufficient Waterfaring Ability to manage such tasks without difficulty.

The stats for harpooners are given below, but of course the characters will be in such roles, so their own stats are used save in the last portion of the adventure. There, when pirates attack the ship, there will be four other harpooners in the crew fighting the raiders.

Of course the players will assume the whale is the challenge. It is a challenge, but not the challenge. There are two, and they will come after the hunt. Don't tell them that though. The team should do for the whale easily enough, and in such case there will be some considerable celebration thereafter. It is then that the real action begins...

There is a flurry of activity on deck. The captain is shouting orders, and all the officers and men aboard are hastening to obey. From their expressions and the way they are going about things, it seems likely that the bellowed commands are not really necessary. No matter, for you have your own concerns.

As if you know instinctively what to do, each of you who is a harpooner heads to the place where your "own" whaling boat is being swung out on its davits, lowered into the water. Along with a crew of oarsmen and a steersman, a dozen in all, each boat begins racing for the last place the prey was sighted.

Attacking the Whale

Caution players that their characters know that the prey they seek is to be taken for its valuable carcass, and that no magic that will affect the value should be used on pain of being thrown overboard by the outraged mariners. Also, any spellcaster not doing proper service at the helm is in trouble, for the boat will certainly capsize if a harpoon line is attached to it, or otherwise not be prepared to be moved in pursuit of the whale when it surfaces. In short, only powers with a 1 action casting time might be used without enraging the seamen.

It is assumed that unlike typical sailors, all whalers are able to swim! For this adventure swimming capacity then

applies to the characters. In a D20 game assume all characters receive a +10 competence bonus to their Swim skill for the duration of this scenario. Of course being tossed overboard by the other sailors means their eventual death.

Determine which of the boats arrives in position for the harpoon-wielding character to get an attack chance by random roll. After all, who knows where the whale will surface? From that point, each other boat will be from 4-7 rounds rowing distance, and the whale will sound in 3-6 rounds after being attacked, hit or not.

The whaling harpoons have the following statistics: Damage 1d8+4; Critical 19-20/x2; Range Increment 10 ft.; Weight 8 lb.; Type piercing.

A whaling harpoon is an exotic weapon however the characters are proficient with them for the duration of the adventure.

> Give no adjustment for the initial attack, the Avatar's adjusted Weapons Ability score is the percentage chance to hit, and Harm of 10-30 penetration, plus the attackers additions, minus 8 for protection.

Any hit scoring less than 10 points of damage is merely a glancing strike that does not lodge the harpoon in the whale. That will then bring an attack in 5 rounds by the whale on the boat that holds the failed harpooner. The attack will smash the boat. In 5 rounds thereafter, and every 5 rounds following that, the whale will circle back and attack a swimmer unless it is harpooned before then.

Each harpoon lodged in the target inflicts an additional 1 point damage every 4 rounds of time.

For our purposes the harpooned whale will sound for 2-5 minutes of time, initially and then a second time if able, losing thus an additional 10-25 hit points in the total process. As it surfaces after sounding, there is a 1 in 4 chance of one of the whaleboats being upset. When it surfaces there is also a 1 in 4 chance that that each lodged harpoon will be dislodged.

Sounding means the whale dives to a great depth, then comes back to the surface.

Assume that each boat afloat is within 2-5 rounds of time distant from the surfaced whale, and that it will sound again in 3-6 rounds.

Follow this routine until the whale is slain or else all the whaleboats are overturned and the prey escapes—an unlikely event, but possible.

Whale, Cachalot: CR 6; Gargantuan Animal (Aquatic); HD 12d8+84; hp 138; Init +1 (Dex); Spd Swim 40 ft. (8 sq.); AC 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15; Base Atk +9; Grapple +33; Atk ; Full Atk Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6); Space/Reach: 20 ft./10 ft.; SQ Blindsight 120 ft., hold breath, low-light vision; AL N; SV Fort +15, Ref +9, Will +6; Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6.
Skills and Feats Listen +15*, Spot +14*, Swim +20; Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness

*A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

> **Whale, sperm** 1 H 260 P 70 S 35w
> **Attack:** Bite for 36-50 p & s Harm on d50. Note: An opponent of up to 12 or so feet length is swallowed whole after being bitten if the attack roll scored for the whale is 35 or less! Internal acid within the whale delivers 1-2 harm per ABC thereafter, this ignoring all armor protection not specific against acid. Interior armor protection is the same as exterior for these purposes. A whale will stay afloat for no more than 10 ABCs of time with its interior breached.
> **Defense:** 8 for skin and blubber.

If the whale escapes, the party is in disgrace, but nevertheless things continue on as noted below. However, assuming success, read aloud the following:

There is much celebrating aboard as the great white whale is hauled beside the ship and made fast. The process of flensing its blubber, gathering its oil and the rest of the carcass gets underway. You are the heroes so excused of this duty.

The challenge was considerable, but not all that great. A grin and a wink exchanged between your fellows confirms that this was relatively easy, so now all that's needed is to find the orange-colored, square-shaped magical gate that will take you from this place.

Just as you are thinking thus, fate rears an ugly head. Worse still, the head's mouth opens and vomits forth a cloud of scalding steam!

Attracted by the commotion and the blood in the water, a dragon turtle has come up undetected. This massive beast is more interested in eating men than chunks of whale. As the party is loafing on deck, they are its prime targets. One ship's officer, one petty officer, and four crewmen with long pole-arms will arrive to assist in the battle after 5 rounds.

Dragon Turtle: CR 8 (due to reduced breath weapon damage); Huge Dragon (Aquatic); HD 12d12+60; hp 138; Init +0; Spd 20 ft. (4 sq.), swim 30 ft.; AC 25 (–2 size, +17 natural), touch 8, flat-footed 25; Base Atk: +12; Grapple +28; Atk Bite +18 melee (4d6+8); Full Atk Bite +18 melee (4d6+8), 2 claws +13 melee (2d8+4); Space/Reach: 15 ft./10 ft.; SA Breath weapon, snatch, capsize; SQ Darkvision 60 ft., immunity to fire, *sleep,* and paralysis, low-light vision, scent; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.
Skills and Feats Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21; Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch.

* this specimen is native to northern waters and has a bluish cast to its scaly hide, its breath weapon is less potent that the typical dragon turtle delivering only 10d6 damage and having a save DC of 18.

*+8 Hide bonus when submerged

Two adjacent Avatars will be in the center of the steam-cloud attack, and they can not avoid it. Any of their fellows directly behind them are also caught thus. All other party members can escape full Harm, take only one-half the amount indicated, if they succeed in an Avoidance check at 3 x Speed Base Rating.

Sea Serpent, small 1 H 70 P 50 S 6a/24w
Attack: Initial steam-cloud of 10-foot diameter and 25-foot length for 21-25 Harm ignoring all but supernatural armor, followed thereafter by bite for 17-20 +1-8 p Harm, or flipper blow for 1-20 +10 s Harm.
Defense: 12 for very thick scales and skin

When the creature is defeated, read the following aloud to the players:

That was a battle all right, but even a sea dragon is no match for heroes, eh? That's the way the captain and all the others are treating you, as saviors of the day.

Grog for all hands, then the work of taking in the whale oil—along with trophies from the dead monster—is finished. It seems that frills and scales from sea monsters are prized commodities too.

There follow several days of routine sailing, the ship heading for port where the trophies can be disposed of at advantage. Being the ones primarily responsible for the extra haul, and needing to recover from the severe handling the monster gave you, rest and relaxation are your "duty." Not bad, life at sea...

Of course when the team is fully recovered from their wounds, and the vessel is nearing an island port, what should happen but a pirate attack!

Have the characters now on watch duty, one in turn standing thus in two-hour period for the whole of the night from say midnight on. In the second watch the pirates will come up in their smaller vessel and attack. This will be a boarding action. One-quarter of the pirates will come in the initial wave, those followed in 4-round waves. Each wave consists of 1 officer (captain, then lieutenants), 3 mates, 10 regular crew, 14 total. The pirate Enspeller comes on board with the second wave, making it total 15. There are 6 regular crew remaining behind on the pirate schooner who will surrender if faced with a fight.

What else to expect than this, pirates attacking your vessel just before dawn.

You see these villains swarming up and over the larboard rail, swinging down from their rigging to land on the deck of the whaler. All are clad in dark, likely black, garments. Only two stand out. The man leading the attack has a big white skull embroidered on his tunic, and another man peering from the raider's deck wears a skull mask of phosphorescent orange.

Use the following guideline for character on watch:

1. Able to see well in darkness—the enemy vessel seen so all crew will be armed and ready

2. Able to see well in darkness but not alert (1 in 4) or not able to see well in darkness—enemy vessel closes when only characters and "fellow harpooners" are armed and ready, other mariners coming in groups as explained below.

3. Not able to see well in darkness and not alert (1 in 4)—enemy first wave aboard and attacking with initiative against only the characters armed and ready.

Note that the pirates are all clad in black for identification.

The opponents in this battle, other than the characters, are:

Pirate Captain, Ftr12: CR 12; HD 12d10; hp 72; Init +3 (+3 Dex); Spd 30 ft. (6 sq.); AC 15 (+3 Dex, +2 leather), touch 13, flat-footed 12; Base Atk +12; Grapple +16; Atk Atk masterwork shortsword +17; Full Atk masterwork shortsword +17/+12/+7 melee (critical 17-20/x2, 1d6+6); SV Fort +8, Ref +7, Will +4; AL CE; Str 19, Dex 16, Con 11, Int 10, Wis 10, Cha 14.
Skills and Feats Climb +13, Craft (carpentry) +7, Jump +16, Profession (sailor) +9, Swimming +8; Blind-Fight, Cleave, Combat reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (shortsword), Power Attack, Quick Draw, Skill Focus (profession), Improved Sunder, Weapon focus (shortsword), Weapon Specialization (shortsword).

Pirate Enspeller, Wiz8: CR 8; HD 8d4+8; hp 33; Init +0; Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk: +4; Grapple +3; Atk dagger +4 melee (1d4-1); Full Atk dagger +4 melee (1d4-1); SV Fort +5, Ref +4, Will +6; AL CE; Str 9, Dex 10, Con 12, Int 18, Wis 11, Cha 5.
Skills and Feats Escape Artist +2, Knowledge (navigation) +13, Knowledge (arcana) +15, Profession (sailor) +11, Scry +15, Search +6, Spellcraft +12, Spot +3; Great Fortitude, Lightning Reflexes, Scribe scroll, Silent Spell, Spell Penetration, Weapon focus (dagger).
Wizard Spells Per Day (DC 14 + spell level): 0-level: *Dancing Lights, Flare, Ghost Sound, Light*; 1st-level: *Magic Missile x3, Shield x2*; 2nd-level: *Acid Arrow, Blur x2, Ghoul Touch,*; 3rd-level: *Dispel Magic, Hold Person, Lightning Bolt x2*; 4th-level: *Bestow Curse, Enervation, Scrying*

Pirate Lt. (3), Ftr8: CR 8; HD 8d10+8; hp 51; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk +8; Grapple +10; Atk longsword +11 (critical 17-20/x2, 1d8+4); Full Atk longsword +11/+6 melee (critical 17-20/x2, 1d8+4); SV Fort +7, Ref +3, Will +2; AL CE; Str 14, Dex 13, Con 12, Int 11, Wis 10, Cha 12.
Skills and Feats Climb +8, Jump +8, Listen +2, Profession (sailor) +8, Spot +2, Swim +11; Alertness, Expertise, Im-

proved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Skill Focus (profession), Weapon Focus (longsword), Weapon Specialization (longsword).

Pirate Mate (8) War7: CR 6; HD 7d8+3; hp 33; Init +0; Spd 30 ft. (6 sq.); AC 11 (+1 padded), touch 10, flat-footed 11; Base Atk: +7; Grapple: +8; Attack scimitar +9 melee (1d6+1); Full Attack scimitar +9/+4 melee (1d6+1); SV Fort +5, Ref +4, Will +2; AL CE; Str 12, Dex 10, Con 11, Int 11, Wis 10, Cha 10.
Skills and Feats Climb +6, Craft (sail making) +5, Jump +8, Profession (sailor) +6, Swimming +5, Use Rope +2; Lightning Reflexes, Skill Focus (profession), Toughness, Weapon focus (scimitar).

Pirate (46) War5: CR 4; HD 5d8; hp 23; Init +4 (improved initiative); Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Atk +5 melee (½ armed with scimitars for 1d6 and ½ armed with daggers for 1d4) or +5 ranged (dagger 1d4); Full Atk +5 melee (½ armed with scimitars for 1d6 and ½ armed with daggers for 1d4) or +5 ranged (dagger 1d4); SV Fort +4, Ref +1, Will +1; AL CE; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +4, Craft (sail making) +4, Jump +6, Profession (sailor) +5, Swim +5; Endurance, Improved Initiative, Skill Focus (profession).

Pirate Capt. 1 H 80 P 75 S 15
Attack: thrusting sword for 2-20 +14 p Harm; range 4, speed 3, p bonus 20 = 95
Defense: 8 for leather garments

Pirate Enspeller 1 H 50 P 50 S 15
Powers: Activated at 70 score, in order:
Shadow Bolts (5-6 Harm each, 80% for like Speed Base Rating loss)
Bone Splinters
Reaper's Scythe
Defense: 8 for leather garments

Pirate Lt. 3 H 60 P 60 S 13
Attack: cut & thrust sword for 4-20 +10 p Harm; range 3, speed 4, p bonus 10 = 70
Defense: 5 for leather garments

Pirate Mate 8 H 40 P 40 S 12
Attack: cutting sword for 6-20 +8 p & s Harm; range 3, speed 5, p bonus 10 = 50
Defense: 4 for cloth garments

Pirate 40 (+6) H 30 P 35 S 11
Attack: 23 x long dagger for 1-20 +2 p Harm; range 1, speed 1, p bonus 10 = 45 and
23 x cutting sword for 6-20 + 2 p & s Harm; range 3, speed 5, p bonus 10 = 45
Defense: 2 for cloth garments

The compliment of the whaling ship consists of:

Captain, Ftr8: CR 8; HD 8d10; hp 45; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +8; Grapple: +11; Atk longsword +12 melee (1d8+5); Full Atk longsword +12/+7 melee (1d8+5); SV Fort +6, Ref +3, Will +6; AL LN; Str 16, Dex 13, Con 11, Int 11, Wis 18, Cha 12.
Skills and Feats Climb +7, Jump +7, Profession (sailor) +12, Profession (whaler) +10, Swim +8; Exotic Weapon Proficiency (whaling harpoon), Expertise, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus (profession), Skill Focus (profession), Weapon Focus (longsword), Weapon Specialization (longsword).

Ship's Priest, Clr7: CR 7; HD 7d8+7; hp 40; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk +5; Grapple +7; Atk unarmed +7 melee (1d3+2); Full Atk unarmed +7 melee (1d3+2); SV Fort +6, Ref +4, Will +8; AL LN; Str 15, Dex 11, Con 12, Int 13, Wis 16, Cha 14.
Skills and Feats Concentration +8, Diplomacy +12, Heal +11, Listen +3, Profession (sailor) +10, Spellcraft +9, Spot +3; Blind-Fight, Brew potion, Combat Casting, Lightning Reflexes
Cleric Domains: Healing (cast healing spells at +1 caster level), Water (turn fire creatures, rebuke water creatures)
Cleric Spells Per Day (DC 13 + spell level): 0-level: *cure minor wounds x2, light x2, mending x2*; 1st-level: *cure light wounds x3, command x2, obscuring mist**; 2nd-level: *aid x2, cure moderate wounds x2, fog cloud**; 3rd-level: *bestow curse, cure serious wounds x2, water breathing**; 4th-level: *cure critical wounds, control water**
*domain spell

Ship's Officer (2), War7: CR 6; HD 7d8; hp 32; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +7; Grapple +10; Atk longsword +10 melee (1d8+2); Full Atk longsword +10/+5 melee (1d8+2); SV Fort +5, Ref +4, Will +2; AL LN; Str 14, Dex 10, Con 11, Int 11, Wis 13, Cha 12.
Skills and Feats Climb +7, Jump +9, Profession (sailor) +7, Profession (whaler) +10, Swimming +5; Lightning Reflexes, Skill Focus (profession), Skill Focus (profession), Weapon focus (longsword).

Petty Officer (6) War5: CR 4; HD 5d8; hp 22; Init +0; Spd 30 ft. (6 sq.); AC 11 (+1 padded), touch 10, flat-footed 11; Base Atk: +5; Grapple: +7; Atk Battle axe +7 melee (1d8+2); Full Atk Battle axe +7 melee (1d8+2); SV Fort +4, Ref +1, Will +1; AL LN; Str 14, Dex 11, Con 11, Int 10, Wis 10, Cha 12.
Skills and Feats Climb +6, Jump +8, Profession (sailor) +5, Profession (whaler) +6, Swim +7; Skill Focus (whaler), Skill Focus (profession)

Mariner (50), War4: CR 3; HD 4d8; hp 18; Init +0; Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk: +4; Grapple: +5; Atk +6 melee (30 using club for 1d6+1, 20 using glaive for 1d10+1); Full Atk +6 melee (30 using club for 1d6+1, 20 using glaive for 1d10+1); SV Fort +4, Ref +1, Will +1; AL LN; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +4, Jump +6, Profession (sailor) +5, Profession (whaler) +4, Swim +6; Skill Focus (profession), Skill Focus (profession), weapon Focus (club or glaive)

Harpooner (4), Ftr8: CR 8; HD 8d10; hp 45; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk: +8; Grapple: +11; Atk dagger +11 melee (1d4+3) or whaling harpoon +10 (critical 17-20/x2, 1d8+9); Full Atk dagger +11/+6 melee (1d4+3) or whaling harpoon +10/+5 (critical 17-20/x2, 1d8+9); SV Fort +6, Ref +3, Will +4; AL N; Str 16, Dex 13, Con 11, Int 10, Wis 15, Cha 11.
Skills and Feats Climb +7, Jump +7, Profession (sailor) +8, Profession (whaler) +10, Swim +8; Exotic Weapon Proficiency (whaling harpoon), Expertise, Improved Critical (whaling harpoon), Improved Initiative, Improved Trip, Skill Focus (profession), Skill Focus (profession), Weapon Focus (whaling harpoon), Weapon Specialization (whaling harpoon).

Captain 1 H 60 P 60 S 13
Attack: cutting sword for 6-20 +12 p Harm; range 3, speed 5, p bonus 10 = 70
Defense: 6 for cloth garments
Ship's Priest 1 H 50 (70) P 50 S 19
Powers: Activated at 60 score, in order:
Bolster (health of self by 20 just before activating Rebuke)
Rebuke (just before entering melee)

Health Benison (to nearby wounded person)
Defense: 6 for cloth garments

Ship's Officer 2 H 40 P 50 S 12
Attack: cutting sword for 6-20 +8 p Harm; range 3, speed 5, p bonus 10 = 60
Defense: 5 for cloth garments

Petty Officer 6 H 35 P 40 S 11
Attack: axe for 5-20 +6 p Harm; range 2, speed 5, p bonus 5 = 45
Defense: 4 for cloth garments

Mariner 50 H 25 P 30 S 11
Attack:
30 x club for 1-20 +2 s Harm; range 2, speed 4, p bonus 0
20 x long pole-arm for 2-20 +2 p Harm; range 9, speed 9, p bonus 0
Defense: 2 for cloth garments

Harpooner 4 H 65 P 80 S 10
Attack: whaling harpoon 10-30 +10 p Harm; range 10/20/30, speed 3, p bonus 5/0/0 = 85/80/80
then
long dagger for 1-20 +10 p Harm; range 1, speed 3, p bonus 10 = 90
Defense: 2 for cloth garments

The whaler crew will come in the following groups if all are not alerted before the pirates **Attack:**

5th round of action: 4 harpooners
7th round of action: captain, 2 petty officers, 10 mariners
9th round of action: 1 officer and 10 mariners
11th round of action: ship's priest and 2 petty officers
15th round of action: 2 petty officers and 10 mariners
20th round of action: 1 officer, and 10 mariners

Defeating the Pirates

When the pirate captain, enspeller, at least 2 of the lieutenants, and 10 regular crew are slain, or in any event when the pirates have lost more than 24 of their number, the survivors will attempt to get back to their ship, shove off, and escape.

When the Game Master conducts this melee it is recommended that he "trade off" waves of pirates against arriving groups of whalers, do not make attack and damage rolls for such combatants but assume that the result of their battle is similar to that of the characters verses the rest of the pirates. In other words, if the adventurers defeat their enemies assume that the whaling crew does likewise. The pirate captain and enspeller, along with their waves of pirates, will remain in melee with the party and can be reinforced, as the Game Master desires. If the party is in difficulty the whaler captain, priest and harpooners will come to their aid.

The characters will have at least one free attack action as the pirates break off. If not already laid low, they must immediately slay the Enspeller, for on his person they will find the object that allows them to escape—the orange-hued skull mask. Of course the clue given in the text above should have alerted them to this.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in white flashes as a strange musical note (whale's call) echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should be granted Swashbuckling and Waterfaring Ability at 1 score, or if

one or both of those Abilities are already possessed, give 5 more points score to one or both as applicable. See the end of adventure scenario 39., Freebooting Fun, hereafter for the description of Swashbuckling Ability.

38. YELLOW (PURE, INTENSE)

South Seas Pirates

Will the heroes serve as vicious and blood-thirsty native pirates? They are in the small boats of the savage islanders heading out to attack an unsuspecting ship, and this is the real question posed in the adventure. This is one of three like scenarios that you might want to separate or have the players engage in sequentially. If you do manage them, this is likely best presented as the second of such adventures.

Magical activations that do not enable escape from the canoes, ship or this sphere will function at the Game Master's discretion.

This is the text to read aloud to the players when they enter the pane-portal:

As the disorientation usual from magical transportation between dimensional matrices leaves you, the motion of the little watercraft you are riding in picks up where the former stomach pangs left off.

"Paddle, you worthless monkey!" a voice from the stern of the log canoe hisses.

Canoe? Yes, a small flotilla of them. You are all riding in one of four big boats of crude sort. Each is large enough to hold 20 persons. A quick count shows that this one indeed holds fewer—a pair of bow-armed warriors in the prow, eight other savages plying paddles as you are, a total of (fill in the number). Perhaps your canoe has fewer persons in it because of the big woven sacks lying in the bottom of it. The other three canoes have more men in them, near a score each from your quick assessment. Fortunately the night is not dark, and the craft are all close together, being paddled swiftly and silently towards a dark shape ahead that is outlined against the paling sky.

"Paddle faster, cursed louts! We are falling behind the chief and the others. I hope you fight better than you work. If not you will soon be dead at the hands of those fools sleeping aboard their great ship. That's likely for the better anyway, for the plunder will then be shared amongst fewer of us. You'll miss all fun before that too..."

A glance behind shows the speaker only in silhouette, but his head is clearly wrapped in a turban of sorts, and his chest gleams where seashells have been sewn onto his cloth vest to add protection.

A surreptitious kick at the nearest sack gives off a slight sound of metal on metal. Experience tends to make you think that somehow that's where your armor and other things are stored. Each of you now has only exotic native costume—loincloth and vest— as clothing, but your usual weapon is lying beside you in the canoe.

So it seems in this place you are native pirates, savages of most depraved sort. The canoes are heading towards a large ship of western design, some sort of merchant vessel. In but a minute the canoes will be alongside, the bloodthirsty paddlers swarming up the sides of the ship to fall upon the unsuspecting crew. This will be an easy fight indeed...

Good characters siding with the savages should shift to Neutral, and Neutral characters to Evil alignment. Alternatively, if the players have somehow misunderstood the situation, the GM should mentally note that the characters are beginning to shift in their alignments, and will need to perform actions later on to atone/counteract this effect.

If the team goes along with the attack, they will each be given 2 points of Disrepute, that canceling out an equal number of Repute points, but otherwise all is well.

The party should be thinking furiously of what to do to prevent the pirates from succeeding, of course. Here are some possible actions and the results there from:

•**Shouting war-cries:** This will alert the ship but not bring attack from the savage pirates, only attempted execution later if the attack succeeds despite their noise.

•**Shouting a warning:** This will bring immediate bow shots from the two sub-chiefs in the bow, attack by the native paddlers. In a general melee, the canoe will capsize, and the characters' armor and equipment be precipitated to the sea bottom seven fathoms (42 feet) below.

•**Sneak attack** on their supposed fellows immediately or as the latter begin climbing the ship's sides, meanwhile raising a shout: Free attacks of +20 in the canoe, +30 climbing on the ship, with damage above 10 causing the target subject to fall into the water unless they make a Reflex save (DC 20 + harm above 10 inflicted) and meantime alerting the ship.

•**Waiting until aboard the ship** before calling out: Death of four mariners, four fighting unwounded but at great odds, and the others of the compliment not appearing until noted hereafter.

•**Prepare a magical activation** to assail the pirates and/or warn the ship: spell casters have 5 rounds available in which to act, results depending on the actual power brought into effect.

The Canoes: Each after #1 offloads its crew 2 rounds after the one before it, the off-loading taking 2 rounds, so the interval between waves is 4 rounds.

#1 with the chief, 2 sub-chiefs, and 17 savage pirates, total 20 persons.

#2 with the party 2 sub-chiefs, and 8 savage pirates.

#3 with 2 sub-chiefs and 18 savage pirates, total 20 persons.

#4 with 2 sub-chiefs and 18 savage pirates, total 20 persons.

The Island Native Pirates

Savage Chief, Bbn12: CR 12; HD 12d12+48; hp 130; Init +2 (+2 Dex); Spd 40 ft. (8 sq.); AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; Base Atk +12; Grapple +17; Atk +12; Grapple: +21; Atk sickle +12 (1d6+5); Full Atk two sickles +16/+11/+6 and +12 melee (1d6+5); SA (Greater) Rage 4/day; SQ Damage reduction 2/-, improved uncanny dodge (+4 against traps); SV Fort +14, Ref +6, Will +5; AL CE; Str 21, Dex 14, Con 18, Int 12, Wis 12, Cha 12.
Skills and Feats Climb +10, Hide +8, Intuit Direction +10, Jump +17, Listen +16, Move Silently +4, Profession (boating) +7, Spot +4, Swim +17, Survival +8; Alertness, Blind-Fight, Great Fortitude, Power Attack, Two Weapon Fighting, Weapon Focus (sickle).

Raging: duration 9 rounds; +24 hp; AC 12; Attack two sickles +18/+13/+8 and +14 melee (1d6+7); SV Fort +16, Ref +6, Will +7

Sub-Chief (8), Bbn8: CR 8; HD 8d12; hp 52; Init +0; Spd 40 ft. (8 sq.); AC 11 (+1 padded), touch 10, flat-footed 11; Base Atk: +8; Grapple: +11; Attack longsword +11/+6 melee (1d8+3), or mighty composite shortbow +9/+4 ranged (1d6+3); SA Rage 3/day; SQ Uncanny dodge (can't be flanked); SV Fort +6, Ref +2, Will +2; AL CE; Str 16, Dex 11, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +12, Hide +5, Listen +4, Move Silently +5, Profession (boating) +5, Spot +4, Swim +10; Alertness, Blind-Fight, Endurance, Weapon Focus (shortbow)

Raging: duration 5 rounds; +16 hp; AC 9; Attack longsword +13/+8 melee (1d8+5); SV Fort +8, Ref +2, Will +4

Savage Pirates (61), War5: CR 4; HD 4d8; hp 26; Init +0; Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk: +4; Grapple ; Attack Guisarme +4 melee (2d4+2)*; SV Fort +4, Ref +1, Will +1; AL CE; Str 14, Dex 11, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +2, Listen +4, Profession (boating) +4, Spot +2, Swimming +4; Alertness, Endurance, Skill Focus (boating)

*These pirates will attempt trip attacks to knock enemies into the water.

Savage Chief 1 H 90 P 75 S 16
Attack: 2 attacks—hafted hook for 1-10 +10 p Harm; range 2, speed 3, p bonus 0 and sickle for 1-10 +10 p Harm; range 2, speed 3, p bonus 0—either or both prevent return attack the ABC following a maximum d10 Harm of 10 scored, that indicating the opponent is caught and held
Defense: 6 for leather garments

Sub-chief 8 H 55 P 50 S 15
Attack: Light bow for 1-20 +6 p Harm; range 50/130/300, speed 1, p bonus 5/0/0 = 55/50/50
or
cutting sword for 6-20 +8 p & s Harm; range 3, speed 5, p bonus 10 = 60
Defense: 4 for cloth garments

Savage (Pirate) 61 H 35 P 35 S 13
Attack: Short pole arm for 4-20 +4 p & s Harm; range 5, speed 9, p bonus 0—any Harm score of 20 here indicates: a) the opponent is pulled/pushed overboard or if not applicable b) is caught fast and can not return attack in this and the following ABC.
Defense: 2 for cloth garments

The Ship's Compliment

Captain, Ftr8: CR 8; HD 8d10+11; hp 56; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft. (6 sq.); AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +8; Grapple: +11; Atk longsword +12 (1d8+5); Full Atk longsword +12/+7 melee (1d8+5); SV Fort +7, Ref +6, Will +4; AL LG; Str 17, Dex 14, Con 12, Int 11, Wis 15, Cha 13.
Skills and Feats Climb +7, Jump +7, Profession (sailor) +16, Swim +8; Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (profession), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Ship's Priest, Clr7: CR 7; HD 7d8+14; hp 46; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Attack club +7 melee (1d6+2); SV Fort +9, Ref +2, Will +8; AL LG; Str 14, Dex 10, Con 15, Int 14, Wis 17, Cha 15.
Skills and Feats Concentration +9, Diplomacy +8, Heal +13, Listen +5, Profession (sailor) +10, Spellcraft +7, Spot +4; Brew potion, Combat Casting, Great Fortitude, Skill Focus (heal)

Cleric Domains: Strength (feat of strength), Water (turn fire creatures, rebuke water creatures)

Cleric Spells Per Day (DC 13 + spell level): 0-level: *cure minor wounds, light, mending, resistance, virtue x2*; 1st-level: *cause fear x2, command x2, divine favor, obscuring mist**; 2nd-level: *aid x2, bull's strength, calm emotions, fog cloud**; 3rd-level: *magic vestments, prayer x2, water breathing**; 4th-level: *divine power, control water**

*domain spell

Ship's Officer (4), War7: CR 6; HD 7d8+3; hp 34; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +7; Grapple: +10; Atk longsword +11/+6 melee (1d8+3); SV Fort +5, Ref +2, Will +2; AL LN; Str 16, Dex 10, Con 11, Int 11, Wis 13, Cha 12.
Skills and Feats Climb +9, Jump +10, Listen +7, Profession (sailor) +7, Spot +6, Swimming +5; Alertness, Skill Focus (profession), Toughness, Weapon Focus (longsword).

Petty Officer (8) War5: CR 4; HD 5d8; hp 23; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +5; Grapple: +6; Atk Battle axe +6 melee (1d8+1); Full Atk Battle axe +6 melee (1d8+1); SV Fort +4, Ref +1, Will +1; AL LN; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 11
Skills and Feats Climb +5, Jump +7, Listen +3, Profession (sailor) +5, Spot +3, Swim +7; Alertness, Power Attack, Skill Focus (profession)

Mariner (40), War4: CR 3; HD 4d8; hp 18; Init +0; Spd 30 ft. (6 sq.); AC 11 (+1 padded), touch 10, flat-footed 11; Base Atk: +4; Grapple: +6; Atk +7 melee (20 using club for 1d6+2, 20 using dagger for 1d4+2); Full Atk +7 melee (20 using club for 1d6+2, 20 using dagger for 1d4+2); SV Fort +4, Ref +1, Will +1; AL N; Str 14, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +6, Jump +8, Profession (sailor) +5, Swim +6; Dodge, Skill Focus (profession), Weapon Focus (club or dagger).

Captain 1 H 65 P 65 S 12
Attack: Cutting sword for 6-20 +12 p Harm; range 3, speed 5, p bonus 10 = 75
Defense: 8 for leather garments
Ship's Priest 1 H 50 (70) P 50 S 19
Powers: Activated at 70 score, in order:
Bolster (health of self by 20 just before activating Rebuke)
Rebuke (just before entering melee)

Health Benison (to nearby wounded person)
Defense: 8 for leather garments

Ship's Officer 4 H 55 P 55 S 12
Attack: Cutting sword for 6-20 +8 p Harm; range 3, speed 5, p bonus 10 = 65
Defense: 8 for leather garments

Petty Officer 8 H 45 P 45 S 13
Attack: Axe for 5-20 +6 p Harm; range 2, speed 5, p bonus 5 = 50
Defense: 4 for cloth garments

Mariner 40 H 30 P 30 S 12
Attack:
20 x club for 1-20 +3 s Harm; range 2, speed 4, p bonus 0
20 x heavy knife for 3-20 +3 p Harm; range 1, speed 3, p bonus 0
Defense: 3 for cloth garments

The watch is composed of 1 officer, 1 petty officer, and 6 mariners. If not warned, they will be taken by relative surprise, and four mariners will be slain as the occupants of canoe #1 gain the deck. At this moment the alarm will be raised.

The merchant crew will come in the following groups if all are not alerted before the pirates Attack:

Sequence of Arrival if Surprised

5th round of action: Captain, 2 petty officers, 4 mariners
7th round of action: 1 officer, 1 petty officer, 6 mariners
9th round of action: 2 petty officers, and 4 mariners
11th round of action: Ship's priest and 2 petty officers
15th round of action: 1 officer and 10 mariners
20th round of action: 1 officer and 10 mariners

Again, the presence of the party fighting on the side of the ship's compliment should do the trick. In the half-light of dawn, though, they had better be shouting loudly that they are friends, even as they assail the pirates.

When the pirate captain, at least 4 of the sub-chiefs, and 15 savage pirates are slain, or in any event when the pirates have lost more than 35 of their number, the survivors will attempt to get back to their ship, shove off, and escape. Again, trade off groups of pirates against groups of mariners lest the game bog down into an endless series of dice rolls.

The characters will have at least one free attack action as the natives break off. They need not worry about that, however, as the portal-triggering device they seek is in the ship's store room.

The chief of the pirates does have on his person a figurine of wondrous power (silver raven), which he considers no more than a pretty ornament, and an amulet of natural armor +3 that he likewise did not know was magical and is carrying in a pouch.

The chief has on his person a Blung's Infallible Animal Attractor (Equuus Enticer) for which he had no use, and a Pectoral of Protection (Preternatural 40%) which he did not know was magical.

If the group fought on the same side as the savages, they will then have to fight against them, sub-chief against character, to win the object they seek as belonging to them as the savage captain will claim it for himself (see below).

If the team assisted the mariners in defeating the attacking pirates, then the captain or surviving officer will give them as a reward the object that they seek. This is a small gold box whose lid if set with eight precious topaz gems forming a square. This jeweled object is worth 150 gp. It does not vanish when they touch it, for inside is a vial of saffron. The characters need to open this, sprinkle it out to form a square, and are then transported back to "the pipe."

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back breaks up as foam atop a wave, then disappears in silvery motes as a native war-cry echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

As a special reward the GM can give characters surviving this battle a permanent +1 competence bonus to Profession (sailor) checks from now on.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should be granted Swashbuckling and Waterfaring Ability at 1 score, or if one or both of those Abilities are already possessed, give 5 points score to one or both as applicable. See the end of adventure scenario 39., Freebooting Fun, hereafter for the description of Swashbuckling Ability.

39. GREEN (OLIVE)

Freebooting Fun

To complete a salty trio, in this adventure scenario the team discovers that they are aboard a corsair vessel, and they are about to fight an enemy warship of greater force! This is one of three like scenarios that you might want to separate or have the players engage in sequentially. If you do manage them, this is likely best presented as the last of the three similar adventures.

Note that there is great opportunity for roleplay herein, that involving the freebooters and the characters. As noted below, the captain is a dashing sort. His lieutenants are more akin to tough and able characters that are brave but not overly bright, especially Ox the Oaf. The spell-caster is a clever confidant of the captain, perhaps in some ways similar to the Gray Mouser in Fritz Leiber's swords & sorcery novels about Fafhrd & Gray Mouser. The petty officers and crew are simply freebooters of general sort as portrayed in movies where the pirates aren't vile scoundrels but rather more admirable sorts.

The possibility for ship versus ship action was not included, but the Game Master who desires such can use the information in the DMG/Lejend Master's Lore book, and whatever else is found useful, to create such an action. The hit points/Health of the Zamurish warship is about 3:2 that of the pirate vessel—a brig as opposed to a bark. The pirate vessel's missile engines should be served as well as those of the warship, they have pneumatic catapults and the Zamurish do not, but the buccaneers lack the crossbowmen that the former boast of in their marines.

Magical activations that do not enable escape from the ship or this sphere will function at the Game Master's discretion.

This is the text to read aloud to the players when they enter the pane-portal:

"Get up, you stinking seadogs!" Those words penetrate your unconsciousness, bring you to a dazed awareness. Evidently the transition from the cylindrical mini-cosmos to wherever you are now absolutely knocked all of you out this time. Groaning slightly, the lot of you manage to sit up, get a blurry look at the surroundings. This elicits more groans. Ship's timbers and bulkheads on three sides, a villainous-looking bunch of cutthroats on the fourth, and leg irons where they should not be...

"Well? Are you scum ready to join the Free Brothers? Or will you walk the plank?!" The speaker is a one-eyed ruffian with a red silk bandanna on his head, a scar on his cheek, and a sneer on his bearded face. His single blue eye glitters with anger that means business. "Make old one-eye a happy man and say no. If it weren't for Cap'n Hawkes, you'd been shark bait when first we took your filthy Zamurish ship. He believed your protests, but I think you're allies of those goat-loving devils—you ain't pretty enough to be real Zams, that's for sure..

"The cap'n said if you will agree to join the Brotherhood, then you can lead the attack and prove the truth of your claims. Ha! I knew you were liars the moment I lamped you; one eye's all I need to tell that.

"Quit stallin'! Give me your refusal as haughty Zamurian doms would do, so's I can dunk you, lick-spittle dogs. I got other things to do—like fighting that fragata full of your masters that's moored in the bay not two leagues distant."

So what choice is there?

The party will certainly agree to join the buccaneers. (If not, they are taken out in irons, thrown overboard, and that's the end of the story). One-Eye Willie, one of two lieutenants of Captain Hawkes, will curse mightily, as the two mates (Hornpipe and Yardarm Eddy) and six pirate hands (Baldy, Clobber, Farmer, Murdock, Svein, and Tubs) with him try not to show their glee at the fury he is in—Willie is an irascible fellow who hates to be proven wrong.

Still muttering oaths to curl one's hair, the one-eyed pirate will free the characters of their leg irons, lead the way above to where the captain, the ship's enchanter Jack Crackles, and his other lieutenant Ox the Oaf are in conversation with the mates Blue Hans and Slick. When the leader sees them the Erol Flynn-looking corsair says:

"So, you have come to your senses, eh?" He looks at the big man who brought you here as he says: "I knew you would. See, Willie? I told you these were no law-and-order Zams. They didn't smell like perfume and their hands showed they'd done some hard work—at least with weapons." The man turns back to you and grins in boyish manner. So this is Captain Hawkes the pirate...

"Of course, I don't exactly trust even my best judgment. Will you swear on your lives and souls before the gods that you will be faithful Free Brothers, loyal to all who are likewise sworn, no matter what? Think carefully! Once sworn, it is something you can not then deny. Better a clean death by drowning than what befalls a foresworn brother! Then again, better a good death in battle than what befalls a brother captured by the Zamurish Doms. So, speak now. I have much to do."

(**Assuming acceptance of the offer:**)

With your agreement sworn, One-Eye Willie bellows for all hands, and soon you are surrounded by at least two-score pirates. They eye you with varying degrees of interest, expressions running the gamut from friendliness to cold hostility. As they throng thus, the captain repeats ritual words, and you answer as prompted to, and so become Free Brothers of the Main. Then the fellow called Jack Crackles touches an amulet of some sort to each of your forearms in turn. Now you too have the mark all the crew sports, a winged hourglass.

"Life fleets—for our foes and for those who forsake the Brotherhood," the man says as he makes each mark. The process hurts like a hornet's sting, but the pain passes quickly, fades to a mere itching in a minute's time, then even that irritation is gone. The mark is raised as if you were burned, although it is only two inches square.

"Hornpipe, take some hands and bring our new brothers their gear," Captain Hawkes orders. "Tell me what you do best—and worst—while you're waiting for your things."

(Have each of the players in turn introduce their character, state at least their principle and least abilities, if they so desire, or otherwise hedge. The leader of the sea rovers is intelligent and clever, so play his role thus, ask pointed questions, and add some dialog for Hawkes.)

"Frankly, we need all the help we can get. The Zams aren't aware we are here, but they'll soon up anchor and find out, so we're going in after them. You see, they have found our little town. At dawn they'll land and burn the place, destroy the animals and crops, murder any of the folk who they find. The old brothers are stubborn, so they'll stay and fight to the death. Likely some of our sprats will meet the same fate, being young and foolish.

"You might think it a good plan to let them do that, then attack their ship while it had only a small crew aboard. I considered that, but it's a bad plan. Besides leaving our own to their fate, we'd be out a haven, they'd be ashore where we couldn't get them, and the smoke from the fires would bring the other two ships in their squadron. So there's only one thing we can do. We have to attack them before they send shore parties to sack our community.

"The problem is the Zams likely outnumber us three to one. We're all better fighters, but not three times better, so likely this is going to be a losing battle. At least we'll take more of them with us to the hells than they send of us there...

"So what deeds will you bunch do? Are you the charm that will win the day for us after all?"

That's a fair question. Maybe you should be re-thinking your commitment to these pirates, now that their chief has leveled with you. After all, when you agreed it was under duress, and they seem to be a lawless lot bent on self-destruction.They have in so many words indicated the Zamurish, on the other hand, are civilized, fighting against piracy, and likely have fair courts of law that would exonerate you of the forced leaguing with the piratical fraternity, might even reward you for helping to foil their plot to attack the Zamurish warship when its crew was unawares.

If the players decide to do that, have their characters help the Zamurish, then have Captain Hawkes command a night attack in which the pirate barque sails into the harbor, comes alongside the enemy warship, and the pirates board and fight it out. This will result in some 25% casualties for the Zamurish, 75% of the pirates killed, the rest captured while wounded or unconscious. As the characters tell their story, the captors will laugh. At the first opportune moment, the doms will fall upon the team, smothering them with numbers, and then binding and gagging them. Once safely trussed up in this manner the party will be hung one by one at dawn on the following day unless they manage in the meantime to ally themselves once more with Captain Hawkes surviving crewmembers and organize an escape. Naturally the pirates will be most distrustful of the party and the characters will have to take on the brunt of the action to win them over.

If the players have their characters be whole-hearted in their support and cooperation, then Captain Hawkes will ask them if they have any ideas as to how they might succeed in surprising the enemy vessel, get aboard and attack before the Zams have any inkling of what's happening.

See below under Tactics for a discussion of this.

If the pirates sail up and make fast to the enemy, the alarm will be given as they board, and all the men on deck in the warship will be ready and fight normally, no surprise.

THE FREEBOOTERS:

Captain Hawkes, Ftr8/Rog4: CR 12; HD 8d10+32 + 4d6+16; hp 107; Init +4 (+4 Dex); Spd 30 ft. (6 sq.); AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Base Atk: +11; Grapple: +14; Atk masterwork rapier +17 melee (critical 15-20/x2, 1d6+5); Full Atk masterwork rapier +17/+12/+7 melee (critical 15-20/x2, 1d6+5); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +11, Ref +10, Will +5; AL CG; Str 17, Dex 18, Con 19, Int 13, Wis 14, Cha 18.
Skills and Feats Appraise +5, Balance +10, Bluff +9, Climb +15, Hide +6, Jump +15, Listen +4, Move Silently +8, Profession (sailor) +17, Ride +7, Sense Motive +13, Spot +4, Swim +11; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Critical (rapier), Improved Disarm, Improved Trip, Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier)

Jack Crackles, Wiz6/Rog4: HD 6d4+6 + 4d6+4; hp 39; Init +3 (+3 Dex); Spd 30 ft. (6 sq.); AC 17 (+3 Dex, *+2 ring of protection*, +2 leather [10% chance of spell failure]), touch 15, flatfooted 14; Base Atk: +6; Grapple +8; Atk rapier +9 melee (1d6+2); Full Atk rapier +9/+4 melee (1d6+2); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +9, Will +7; AL N; Str 14, Dex 17, Con 12, Int 17, Wis 12, Cha 12.
Skills and Feats Climb +8, Concentration +11, Decipher

Script +10, Diplomacy +8, Hide +7, Innuendo +8, Jump +5, Knowledge (arcana) +12, Listen +3, Move silently +13, Pick Pocket +6, Profession (sailor) +12, Spot +5; Blind-Fight, Combat Reflexes, Expertise, Scribe Scroll, Silent Spell, Spell Penetration, Weapon Finesse (rapier).
Wizard Spells (DC 13 + spell level): 0-level: *Detect Magic, Ghost Sound, Mending x2*; 1st-level: *Mage Armor, Magic Missile x2, Shield*; 2nd-level: *Ghoul Touch x2, Invisibility, See Invisibility*; 3rd-level: *Silent Spell – Ghoul Touch, Lightning Bolt x2.*

One-eyed Willie, Ftr8: CR 8; HD 8d10+19; hp 65; Init +2 (+2 Dex); Spd 30 ft. (6 sq.); AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; Base Atk: +8; Grapple +12; Attack longsword +13 melee (1d8+6); Full Atk longsword +13/+8 melee (1d8+6); SV Fort +8, Ref +4, Will +4; AL CN; Str 18, Dex 14, Con 15, Int 10, Wis 15, Cha 8.
Skills and Feats Climb +8, Jump +8, Profession (sailor) +16, Swim +9; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Skill Focus (profession), Improved Sunder, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Ox-the Oaf, Bbn8 [Note, the oaf race is described in Appendix A]**:** CR 8; HD 8d12+32; hp 85; Init +0; Spd 40 ft. (8 sq.); AC 13 (+3 studded leather), touch 10, flat-footed 13; Base Atk: +8; Grapple: +14; Atk longsword +15 melee (1d8+6); Full Atk longsword +15/+10 melee (1d8+6); SA Rage 3/day; SQ Uncanny dodge (can't be flanked); SV Fort +10, Ref +2, Will +2; AL N; Str 22, Dex 10, Con 18, Int 10, Wis 10, Cha 12.
Skills and Feats Climb +14, Hide +4, Listen +2, Move Silently +4, Profession (sailor) +5, Spot +2, Swim +13; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

Blue Hans, Hornpipe, Slick, Yardarm Eddy, War5: CR 4; HD 5d8+13; hp 37; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +5; Grapple +8; Atk Longsword +8 melee (1d8+3); Full Atk Longsword +8 melee (1d8+3); SV Fort +6, Ref +2, Will +1; AL CG; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10
Skills and Feats Climb +7, Jump +9, Listen +1, Profession (sailor) +5, Spot +1, Swim +9; Power Attack, Skill Focus (profession), Toughness.

Pirate (30), War4: CR 3; HD 4d8+3; hp 21; Init +0; Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk: +4; Grapple +6; Attack +6 melee (15 using battleaxe for 1d8+2, 15 using dagger for 1d4+2); SV Fort +4, Ref +1, Will +1; AL N; Str 15, Dex 11, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +6, Jump +8, Profession (sailor) +5, Swim +6; Power Attack, Skill Focus (profession), Toughness.

Capt. Hawkes 1 H 80 P 80 S 15
Attack: Cleaving sword for 7-20 +18 p & s Harm; range 2, speed 4, p bonus 15 = 95
Defense: 6 for leather garments
Jack Crackles 1 H 50 P 50 S 17 (70 AEPs)
Powers: Activated at 75 score, in order of use
Eelskin (cast before combat), then any of:
Dazzling Dread (6 AEPs expended)
Disrupt Power (5 AEPs expended)
Shooting Stars (14 AEPs expended, 14 "stars")

Xargya's Military Fork (13 AEPs; 10 x 1-2 Harm)
Defense: 10, 6 for shielding ring, 4 for leather garments; note all attacks against at -10 (%) normal chance to hit

One-eyed Willie H 65 P 75 S 10
Attack: Cutting sword for 4-20 +16 p Harm; range 3, speed 4, p bonus 10 = 85
Defense: 8 for leather garments

Ox the Oaf H 75 P 65 S 8
Attack: Cut & thrust sword for 4-20 +14 p Harm; range 3, speed 4, p bonus 10 = 75
Defense: 8 for leather garments

Blue Hans H 45 P 55 S 12 Hornpipe
Attack: Cutting sword for 6-20 +8 p & s Harm; range 3 Slick speed 5, p bonus 10 = 65 Yardarm Eddy
Defense: 5 for leather garments

Pirate 30 H 35 P 40 S 12
Attack: 15 x belt axe for 2-20 + 4 p Harm; range 1, speed 4, p bonus 10 = 50 and 15 x long dagger for 1-20 +4 p Harm; range 1, speed 1, p bonus 10 = 50
Defense: 3 for cloth garments

THE WARSHIP'S COMPLIMENT

Captain, Ftr8: CR 8; HD 8d10+24; hp 70; Init +7 (+3 Dex, +4 improved initiative); Spd 20 ft. (4 sq.); AC 17 (+7 masterwork half-plate), touch 10, flat-footed 17; Base Atk: +8; Grapple: +13; Atk masterwork rapier +15 melee (critical 15-20/x2, 1d6+7); Full Atk masterwork rapier +15/+10 melee (critical 15-20/x2, 1d6+7); SV Fort +9, Ref +7, Will +5; AL LE; Str 20, Dex 17, Con 16, Int 11, Wis 16, Cha 17
Skills and Feats Climb +3, Jump +3, Profession (sailor) +17, Swim +10*; Combat Reflexes, Expertise, Improved Critical (rapier), Improved Disarm, Improved Initiative, Lightning Reflexes, Skill Focus (profession), Weapon Focus (rapier), Weapon Specialization (rapier).
*if armor is removed first

Ship's Priest, Clr7: CR 7; HD 7d8+21; hp 52; Init +0; Spd 30 ft (6 sq.).; AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +5; Grapple: +8; Atk Heavy Mace +8 melee (1d8+3); Full Atk Heavy Mace +8 melee (1d8+3); SV Fort +8, Ref +4, Will +8; AL LE; Str 16, Dex 11, Con 16, Int 15, Wis 17, Cha 7
Skills and Feats Concentration +9, Diplomacy +6, Knowledge (Law) +6, Knowledge (religion) +6, Listen +5, Profes-

sion (sailor) +10, Spellcraft +7, Spot +4; Brew potion, Combat Casting, Lightning Reflexes, Scribe Scroll
Cleric Domains: Law (cast Law spells at +1 caster level), Destruction (*smite* once per day)
Cleric Spells Per Day (DC 13 + spell level): 0-level: *detect magic, guidance x2, light, resistance x2*; 1st-level: *bane x2, doom x2, cause fear, protection from chaos**; 2nd-level: *hold person x2, sound burst x2, calm emotions**; 3rd-level: *dispel magic, protection from elements, searing light, magic circle against chaos**; 4th-level: *summon monster IV (hell hound), order's wrath**
*domain spell

Ship's Officer (3), War7: CR 6; HD 7d8+14; hp 47; Init +0; Spd 20 ft. (4 sq.); AC 17 (+7 half plate), touch 10, flat-footed 17; Base Atk +7; Grapple: +10; Atk longsword +11 melee (1d8+3); Full Atk longsword +11/+6 melee (1d8+3); SV Fort +7, Ref +2, Will +2; AL LE; Str 17, Dex 11, Con 14, Int 10, Wis 13, Cha 10.
Skills and Feats Climb +2, Jump +3, Listen +5, Profession (sailor) +7, Spot +4, Swimming +5*; Cleave, Power Attack, Skill Focus (profession), Weapon Focus (longsword).
*if armor is removed first

Petty Officer (6) War5: CR 4; HD 5d8+10; hp 32; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk +5; Grapple: +7; Atk longsword +8 melee (1d8+2); Full Atk longsword +8 melee (1d8+2); SV Fort +6, Ref +1, Will +1; AL LE; Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 10
Skills and Feats Climb +6, Jump +8, Listen +1, Profession (sailor) +5, Spot +1, Swim +8; Power Attack, Weapon Focus (longsword), Skill Focus (profession)

Marine Officer, Ftr7: CR 7; HD 7d10+28; hp 76; Init +2 (+2 Dex); Spd 30 ft. (6 sq.); AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; Base Atk: +7; Grapple +11; Atk longsword +11 (1d8+4); Full Atk longsword +11/+6 melee (1d8+4); SV Fort +9, Ref +6, Will +4; AL LE; Str 19, Dex 14, Con 18, Int 12, Wis 14, Cha 12.
Skills and Feats Climb +12, Hide +4, Jump +14, Listen +4, Move Silently +4, Profession (sailor) +5, Spot +4, Swim +12; Alertness, Blind-Fight, Cleave, Combat Reflexes, Lightning Reflexes, Power Attack, Skill Focus (profession)

Marines (20), Ftr5: CR 5; HD 5d10+5; hp 33; Init +4 (+4 Improved initiative); Spd 30 ft. (6 sq.); AC 10, touch 10, flatfooted 10; Base Atk: +5; Grapple: +6; Atk shortspear +7 melee (1d8+1), or heavy crossbow +5 ranged (1d10); Full Atk shortspear +7 melee (1d8+1), or heavy crossbow +5 ranged (1d10); SV Fort +5, Ref +1, Will +1; AL LE; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +9, Jump +9, Profession (sailor) +4, Swim +6; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Skill Focus (profession), Weapon Focus (shortspear)

Sailor (60), War4: CR 3; HD 4d8; hp 18; Init +0; Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk +4; Grapple: +4; Attack +5 melee (30 with club for 1d6, 30 with dagger for 1d4); SV Fort +4, Ref +1, Will +1; AL NE; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats Climb +4, Jump +6, Profession (sailor) +5, Swim +6; Dodge, Skill Focus (profession), Weapon Focus (club or dagger).

Captain 1 H 65 P 80 S 13
Attack: Thrusting sword for 3-20 +10 p Harm; range 4, speed 3, p bonus 20 = 100
Defense: 10 for steel plate half armor

Ship's Priest 1 H 50 P 40 S 16
Powers: Activated at 65 score, in order of use
Blaze of Glory (10'-diameter, 10 ABCs persistence)
Smite the Wicked (for 8 ABCs persistence)
Defense: 8 for leather garments

Officer 3 H 40 P 50 S 10
Attack: Cutting sword for 6-20 +6 p Harm; range 3, speed 5, p bonus 10 = 60
Defense: 9 for steel plate half armor

Petty Officer 6 H 35 P 35 S 11
Attack: Cutting sword for 6-20 +4 p Harm; range 3, speed 5, p bonus 10 = 45
Defense: 5 for leather garments

Marine Officer 1 H 45 P 45 S 10
Attack: Cut & thrust sword for 4-20 +8 p Harm; range 3, speed 4, p bonus 10 = 55
Defense: 8 for leather garments

Marine 20 H 40 P 40 S 9
Attack: crossbow for 3-20 Harm; range 180/360/720, speed 4, p bonus 15/5/0 = 55/45/40 or
boarding pike (short spear) for 2-20 + 2 p Harm; range 5, speed 3, p bonus 5 = 45
Defense: 2 for cloth garments

Sailor 60 H 25 P 25 S 11
Attack: 30 x club for 1-20 Harm; range 2, speed 4, p bonus 0 and 30 x knife for 1-20 Harm; range 1, speed 2, p bonus 0
Defense: 0

TACTICS

If the characters are fully committed to the freebooters' cause, then have the leader manage Captain Hawkes, one that is a spellcaster direct the actions of Jack Crackles, and each other one a lieutenant, then a mate if there are more than four characters involved.

If there is some magical means available to a character so as to allow the pirate ship to come up alongside the Zamurish ship, then that will likely work. This is left to the

discretion of the Game Master. The plan that will absolutely work in regards to total surprise is to sail close to the harbor, anchor, and then row to the warship in the pirates' boats about an hour before dawn. This tactic will enable the whole force to come alongside the warship and 10 to get up onto the top deck—five on each side

Once there, however, what happens next is up to the characters. If they can observe the enemy vessel for a while, they will spot the sailors in the bow, the two men on the poop deck, one pacing around, the other standing guard near the wheel. Once on board, if one looks sternward, and can see well, the two marine guards at the door to the captain's cabin will likewise be noted.

No reaction from the members of the ship's compliment not on deck will come before someone on deck gives the alarm.

Of course such a surprise attack will catch the deck crew flatfooted.

> All Avatars striking by surprise will attack at a -30 on the d% roll to hit, thus having a much greater chance of bypassing protection.

Any enemy surviving to his action will give a yell of alarm. That begins the "clock ticking," in regards appearance of men coming on deck.

Alert Compliment & Order of Arrival if Ship Surprised:

On Duty: 1 officer (poop deck), 1 petty officer (helm), 4 marines (1 patrolling starboard and 1 larboard, 2 before captain's cabin), 2 sailors (sentries in bow)

6th round of action: 1 marine officer, 6 marines, 8 sailors—stern

10th round of action: 1 petty officer, 10 marines—stern

14th round of action: 1 officer, 10 sailors—bow

18th round of action: 2 petty officers, 10 sailors—stern

22nd round of action: captain, ship's priest—bow

26th round of action: 1 officer and 10 sailors—midships

30th round of action: 1 petty officer, 20 sailors—stern

If the number of adversaries coming on deck becomes unmanageable the Game Master should trade some off with groups of pirates. Of course the main enemies, the captain, priest and marine officer, will attack the adventurers, as will as many of the officers and sailors as the Game Master can handle!

Wealth: The pirates will loot the Zamurish ship in thorough fashion. They will have no interest in the scrolls in the ship's priest's cabin, and if the party searches there they will discover these objects. They contain 20 divine spells of the Game Master's choice – roll randomly (or equip the party with the spells they are most in need of).

> There are five Memory Tablets in the priest's cabin. They contain the two Powers indicated above, the six activations for the Order of Glory and Hallowing, 10 other Powers of that order, and two of General sort (random rolls for all non-named Powers, no duplications).

In the captain's cabin there is a table covered by a square silk cloth of olive hue that none will take immediately, they seeing it as soiled and worth nothing. Of course any character seeing it will note it has a glowing radiance, know it is their portal of return.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in smoke as sound like thundering canvas echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the pane that thus no longer exists.

As a special reward the GM can give characters surviving this adventure a permanent +1 competence bonus to Profession (sailor) checks from now on.

> **Award:** In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should be granted Swashbuckling and Waterfaring Ability at 1 score, or if one or both of those Abilities are already possessed, give 5 points score to one or both as applicable. See below for the description of Swashbuckling Ability.
>
> Swashbuckling (New Ability): Add one point to Health and to Precision, and one-quarter (1/4) point to Speed, only when initially selecting this. All having to do with unusual methods of defending and attacking when wearing armor protection of cloth or leather that does not have a Speed Base Rating penalty and typically when using a single-hand weapon. The skills conferred by this Ability include acrobatic maneuvers, gymnastic-like tumbling, climbing rapidly, dodging, ducking, jumping, leaping, running partially up vertical surfaces, and swinging. Unlike most other Abilities, the initial base score for Swashbuckling is found by adding all three Base Ratings, dividing by three, and then multiplying by the applicable percentage.
>
> This Ability adds one (1) point per 10 points of base score possessed to Defense protection, and one (1) point per five (5) points of base score possessed to the chance to parry an attack when unclothed or clad in light garments or armor without Speed Base Rating penalty. For example an Avatar with 50 base score in Swashbuckling would have at least protection of 5 and a -10 bonus on checks to attempt to parry opponent attacks.
>
> Use Starting Equipment List Middle.

40. BLUE (CERULEAN)

Just When you Thought It Was Safe...
A two-part encounter series.

THE DESECRATED NECROPOLIS:

Magical activations that do not enable escape from this locale or this sphere will function at the Game Master's discretion.

This is the text to read aloud to the players when they enter the pane-portal:

In the wink of an eye you are transported to another place. It takes only another blink of your eyes to realize that you are on a mundane world, in a lonely place. The full moon above reveals woods surrounding fields to either hand, ahead what appears to be a country fane with attendant graveyard. The ghostly pale strip you stand on is a dirt road, its dusty surface appearing as silver-gray in the reflected light. Perhaps it is the skeletal trees looming against the night sky, perhaps the strange silence unbroken save for the mournful hooting of a hunting owl unseen in the many shadows, or maybe the burial ground ahead is what makes your nerves tingle and your knees feel weak.

In your minds there is no question, though. The way ahead looks unappealing to say the least.

(Allow some time for comments and questions—the latter answerable from the material following and your own ingenuity.)

As one your heads turn to examine what lies behind. The lane of moonlight there curves left, running between brush and with steepening banks, is soon lost from sight in the crowding gloom of the woods through which it cuts. Cut? Run? Interesting, those words, but to where?

Something shows dark on the ghostly strip of dirt, a black shape emerging from the greater gloom of the trees, a shadow moving towards you! By straining you are able to see it is a great dog of some sort, a huge hound or a mastiff. Even as you peer thus the task is made easier. Not only is the beast coming closer at an alarming rate, but it's no longer black. The massive canine form now glows with a gray luminescence! It stops, and as its head turns towards you, it is plain this is no normal animal, for its eyes are lightless holes... Wait! Are there other glowing forms there in the blackness of the woods?

The creature coming towards the party is a hell hound of larger than average size and great ferocity, patrolling its forlorn territory in hopes of finding prey. If the party is strong, then increase the number to three or more, so as to make the choice of where they go certain—off through the graveyard to the deserted fane. The hell hound moves instantly to attack, so don't allow the team time for chit-chat now. A second will be seen as it comes from the dark woods to join its fellow. If and when one is destroyed, another will come from the woods ahead from the right or left. The party determined not to go towards the fane will be thus forced to do so, or else eventually be incinerated or torn to pieces.

Fiendish Hell Hound: CR 7; Large Outsider (Evil, Fire, Lawful); HD 8d8+24; hp 60; Init +4 (+4 improved initiative); Spd 40 ft.; AC 16 (-1 size, +7 natural); Atk Bite +12 melee (1d8+5); SA Breath weapon, smite good; SQ Cold resistance 15, damage reduction 5/+2, darkvision 60 ft, scent, spell resistance 16, fire subtype; AL LE; SV Fort +9, Ref +6, Will +6; Str 21, Dex 11, Con 17, Int 6, Wis 10, Cha 6.
Skills and Feats Hide +16, Listen +10, Move Silently +18, Spot +12*, Survival +4*; Blind-Fight, Improved Initiative, Track.

*+8 to Spot and Survival when tracking by scent.

The creature coming towards the party is an animal evil spirit, of course, a nightgrim. patrolling its forlorn territory in hopes of prey. More will come as indicated above if the party does not head towards the fane. The adventurers must hurry away or else eventually be driven mad.

Nightgrim 2 H 50 P 50 S 15 sp.
Attack: All material armor is ignored, and each successful attack inflicts 1-2 harm on Speed Base Rating only as fear and terror are fed into the opponent, and if Speed reaches zero (0) points the victim becomes a raving mad-person, incurably insane.
Defense: Unaffected by mundane attacks and unnatural energy protection of 6 against Extraordinary harm of any sort save Theurgy Ability Power sort.

Nightgrim: An animal spirit taking the material form of a savage and dangerous sort, in this case a mastiff. They often give off a luminosity, and their eyes alone show lightless when so doing.

It is reasonable for the party to assume that the fane and its grounds are hallowed, and there they will be safe from the evil spirits' attack. Indeed, when the characters move ahead to the place the road wends between graves towards the building, the hell hounds/nightgrims will cease attacking, not follow. This is because of the other creatures in this area, of course. These evil spirits sit on the road before the graveyard and watch.

When the party is moving towards the fane read aloud the following:

After proceeding along the road about 150 feet, you are near the middle of the cemetery. It is clear that the unnatural hounds are not following. Perhaps this is sanctified ground after all, thus barring pursuit by such evil things.

Yet this place does not seem safe. The leaning monuments and stunted and misshapen trees to either hand cast menacing shadows, and there is an unwholesome odor pervading this necropolis—rotting flowers, decaying leaves, moldering ground, and a charnel stench underlying all.

No question about lingering here. The safest route is to press on directly towards the chapel, for that fane is certainly safer than this burial ground. The building is only about 150 feet further along the dim path. This line of reason, as nervously generated as it might be, is suddenly confirmed. There are shadows moving around amidst the tombstones, slinking surreptitious movements that bode ill... Surely that is an open grave just there to the right, and there are forms the size of dogs but rat-like in shape scrambling up from it, coming at you!

The first to attack the party are a swarm of evil rodents detailed fully hereafter. Describe these things as unnaturally large, doubly horrifying because of their altered visage. All of these rats display a most disquieting resemblance. Their heads being similar to those of a human cadaver of ghoulish mien, these are abominations indeed.

Ghoulish Dire Rat (12): CR 2; Small Undead; HD 3d12; hp 19 each; Init +5 (Dex); Spd 40 ft., climb 20 ft.; AC 18 (+1 size, +5 Dex, +2 natural); Atk Bite +6 melee (1d4+1); SA Crete Spawn, disease (filth fever DC 12 – see dire rat entry in the MM and the poison rules in the DMG), paralysis; SQ Scent, turn resistance +2, undead; AL CE; SV Fort +2, Ref +7, Will +4; Str 12, Dex 21, Con -, Int 3, Wis 15, Cha 9.
Skills and Feats Climb +12, Hide +13, Move Silently +8; Weapon Finesse (bite).

Paralysis (Ex): Those bitten by a ghoulish dire rat must succeed in a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this attack.

Create Spawn (Su): Those killed by a ghoulish dire rat and not devoured will rise again as ghouls in 1d4 days unless a protection from evil is cast upon the corpse prior to the end of this time.

The ghoulish template used to create these monsters can be found in Mongoose Publishing's ***The Slayer's Guide to Undead***, by Gary Gygax and Jon Creffield.

Blackrat, Graveyard 12 H 20 P 35 S 15
Attack: Bite for 1-8 points harm that ignores shield protection and succeeds in bypassing armor if a second roll exceeds armor protection percentage. If a bite succeeds in penetrating the flesh of the target subject, the negative energy of the metamorphosed rat negates 12 of the victim's Activation Energy Points and slows they individual by 3 Speed Base Rating points for the following 12 seconds (1 AB).
Defense: 6 due to unnatural negative energy.

When the entire party is engaged fighting these horrid rodents, their ghoulish masters emerge to join the fray. Describe them as twisted, once-human monsters now with skin of yellow ochre hue, a hyena-like muzzle and jaws, and thick and spaded nails for digging and clawing.

Fiendish Ghasts (3): CR 5; Medium-Size Undead; HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk Bite +4 melee (1d8+1 and paralysis), 2 claws +1 melee (1d4 and paralysis); Space/Reach 5 ft. x 5 ft./5 ft.; SA Smite good, stench, paralysis, create spawn; SQ Cold and fire resistance 10, damage reduction 5/+1, special regeneration, spell resistance 8, undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.
Skills and Feats Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

Special regeneration (Su): For added fun unless the heads of these ghasts are severed, they will, by virtue of malign energy, restore themselves to an unharmed state. After seemingly being "killed", the unholy energy of the thing begins to mend damage, restoring 6 hit points per melee round after hit points have reached zero of less, the horror rising again when all damage has been reversed. 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 one minute to destroy the creature.

Ghoul 3 H 29 P 40 S 13
Attack: Two; Nails for 1-12 +10 Harm and bite for 1-12 + VT from a successful bite (chance is 10% if the opponent uses a buckler or shield and has half armor or has full armor, 50% if only half armor and no buckler or shield used against the attack) that slows opponent by 3-5 points of Speed Base Rating for one minute (20 ABCs).
Defense: Unnatural energy for 10 armor protection against all attacks except those of consecrated oil/water or Extraordinary Power including those of Theurgy Ability Powers specifically attuned to affect the living dead.

Consecrated water in three-ounce volume, or like oil in one-ounce volume causes 1-2 harm to a ghoul, disregarding the creature's Extraordinary protection, which loss is recovered at the rate of 1 point per day.

Unless the head of the ghoul is severed, it will by virtue of its malign energy restore itself to its unharmed state. After seemingly being "killed", the unholy energy of the thing begins to mend harm, restoring 1 point of Health each one second after that Base Rating has reached zero of 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 one minute. The creature is then destroyed.

If the party stays and fights, manages to slay the rats and ghoul-things, they will see several burrow-like holes and the open grave with a burrow-hole at its bottom. Small characters can wiggle along in these earthen tunnels, as they are over a foot in diameter. There are a labyrinth of them under the place, all leading this way and that through empty coffins and into dirt caves where crouching is possible, these being from six to nine feet in both length and breadth, with ceilings of about four to five feet height. Of course there will be ghoulish dire rats in numbers in them, and an occasional ghoulish encounter too, so they are unhealthy and will lead the explorer nowhere he desires to be.

When at last the party runs for the fane, or gains it after a protracted combat, read aloud the following text:

The moonlight streams in through the open door, penetrates the darkness inside through both high clerestory window openings to either side and long arched ones to the rear. The place is not ruined, but it has the look of disuse...or perhaps service for worshippers not originally intended to gather here. Then again, it is exotic in design, with bulbous-based columns forming a central aisle leading to a large altar.

As you peer into the place, there comes a pulsating radiance, a dim glow of pale blue that fades, comes back stronger than that of the moonbeams that seem to be trying to suppress it, then wanes once more. The source is somewhere behind the altar stone.

Time for the bold heroes to explore the interior. The fane is 60 feet long, with the double door in the center of one of its 40-foot wide end walls. There are 12 pillars on either hand, making a 12-foot wide aisle leading to the altar. The latter is 10 feet from the end wall, where two tall windows spaced equidistant at 10 feet from either corner give a 14-foot middle section as a backdrop for the ceremonial stone block. There are no seats of any kind. The altar is bare. Behind it is an opening, and from it comes the faint glow of pulsating blue light. Hey! The pane they entered this place was a pale blue, so this must be where they can escape, right?

Welcome to the domain of a fiendish wight. The steep steps are three-feet wide, lead 30 feet down to the left into a crypt in which the remains of the priests and priestesses of this once-thriving fane were interred. Those bodies and bones are long gone, save for that of the wicked priest who brought evil into the place.

Describe what comes forth suddenly from a dark niche as a death-pale and horribly ugly thing that most resembles the corpse of one that was steeped in the vilest of evil, now alive again with an insane desire to slay clearly evident on its vile visage.

Fiendish Wight: CR 8; Medium-Size Undead; HD 8d12; hp 52; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +6 melee (1d4+1 and energy drain); SA Energy drain, create spawn, smite good; SQ Undead, cold and fire resistance 15, damage reduction 5/+2, special regeneration, spell resistance 16; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15. *Skills and Feats* Climb +5, Hide +11, Listen +11, Move Silently +16, Search +7, Spot +10; Blind-Fight, Weapon Focus (slam)

Special Regeneration (Su): Unless the wight's head is severed, it will, by virtue of malign energy, restore itself to an unharmed state. After seemingly being "killed", the unholy energy of the thing begins to mend damage, restoring 6 points per round after hit points have 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 one minute. The creature is then destroyed.

Moriant (potent) 1 H 80 P 70 S 15
Note that this specimen of a morient has more Health and greater Precision and Speed than is usual for such Living Dead abominations:
Attack: A stare of Extraordinary force that automatically inflicts 6-8 harm, ignoring any protection, on one subject and a two-armed grasp immobilizing the opponent and inflicting 1-12 + a variable 1-20 additional harm.
Defense: Unnatural energy provides 14 armor protection—20 with the pectoral it wears—against all attacks except those of Consecrated oil/water or Extraordinary Power including those of Theurgy Ability specifically attuned to affect the living dead. Consecrated water in three-ounce volume, or like oil in one-ounce volume causes 1-2 harm to a moriant, disregarding the creature's Extraordinary protection, which loss is recovered at the rate of 1 point per day. Unless the head of the moriant is severed and then burned, it will by virtue of its malign energy restore itself to its unharmed state. After seemingly being "killed", the unholy energy of the thing begins to mend harm, restoring 1 point of Health each one second after that Base Rating has reached zero of less. If the head of a moriant is not destroyed the body still be enabled to commence restoration, the severed head dematerializing and re-materializing atop the body. The newly severed head must be burned by flame or acid. The creature is then destroyed.

The niches are three feet square, seven feet deep, carved into the rock in sets of three beginning a foot above the floor with a foot of rock between each, so each set has an opening at one, five, and nine feet height. The crypt is 40 feet long, has eight sets of niches on either wall. It is only 12 feet wide, so at its end wall there are two such sets.

Examination of the wall by which one enters will discover a break in the stonework, behind it a tunnel like

those in the graveyard above, and from it comes the foul odor of monstrous rat and corpse-devouring ghouls.

Wealth: The undead horror has beneath its odious vestments a square pectoral plate that at the GM's option is of blue enamel, the touching of which will take the party back to ""the pipe"" without having to complete the second half of this minor milieu of undeath. Otherwise, this pectoral is a device that provides tne indicated 4 additional protection, but as it is negative in energy, it can be employed only by Avatars that are steeped in the malign, have 50 or greater score in one or more of the following Abilities: Necrourgy, Sorcery, Witchery. In all cases, however, there is a large coffer hidden by a black cloth at the end of the topmost niche on the left side of the end wall that is undetectable save by actual touch, one must ascend to its position and probe the niche by hand to discover it.

The coffer contains the following: 625 sp, 300 gp, 60 loose gems with a value of from 6-60 gp, with them a pearl of power (4th level spell), 20 pieces of jewelry with a value of from 4-400 gp (4d100), 3 minor potions of the GM's choice, a +4 dagger, and a collection of divine scrolls (6 minor, 6 medium and 6 major).

1,000 silver coins, 100 gold coins, 60 loose gems with a value of from $100 to $10,000 (d%), with them a Pearl of Speed, 20 pieces of jewelry with a value of from $2,000 to $60,000 (2d30), 6 Joss Sticks, a Long Supernatural Dagger (20 precision bonus, 9-12 added Harm), and eight Memory Tablets containing the Invocation, all Rites and Powers of the Theurgy Order of Service and Care activations the following six General Powers: Banish Sickness. Cleanse, Exterminate Insect Pests, Exterminate Internal Parasites, Sacred Precincts, Shelter from the Elements.

The pulsing light comes from a place just above the break in the wall by the stairway into the crypt. Sculpted into the stone there is a depiction of a six-tiered ziggurat, its uppermost portion made of turquoise, this alternately growing bright and then glowing dimly by some magical force therein.

Touching it conveys the team into yet another place of the living dead.

THE MUMMY'S TOMB

Oops! The glowing tier of the stepped temple carved on the wall of the crypt didn't get you back to the cylindrical mini-cosmos at all. You have been transported from the fane's crypt to another place of death.

As you manage to regain full senses you see you are in some sort of elaborate underground tomb, one with likenesses of many hideous creatures and visages of demonic deities carved into its walls in bas relief. As disconcerting as that is, the cloth-wrapped forms coming at you with surprising agility are worse.

Their bedraggled feather headdresses and flint-edged clubs and small square shields they carry indicate these are very exotic monsters indeed!

These are guards that spring immediately into combat. They, and their mistress, a more powerful mummy, are detailed fully hereafter.

Mummy (6): CR 3; Medium-Size Undead; HD 6d12+3; hp 42 each; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4 and mummy rot); SA Despair, mummy rot; SQ Undead, resistant to blows, damage reduction 5/+1, fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.
Skills and Feats Hide +8, Listen +9 Move Silently +8, Spot +9; Alertness, Toughness.

Unwilled Mummies: Describe them as a bandage-wrapped, long-dead corpses, their now-clawed digits protruding through the bandaging, and these wrappings open for the empty eye sockets to glare forth with strange red points of light, while the now-fanged mouths can open and close to bite.

Tactics: Note that any hit that inflicts 6 or more Harm to Health of one of these shields destroys it. At that, the mummy will discard its club, and first claw-bite attack, then deliver an arm blow.

Mummy, unwilled (new) 6 H 26 P 40 S 17
Attack: Club (spiked) for 3-20 p & s Harm; range 3, speed 6, p bonus 5 = 45; or when a hit destroys the shield it carries so as to cause it to discard its weapon, then either a combination of clawed hand for 2-16 (a die with 8 meaning added d4 as usual) Harm and bite for 1-10, these attacks being treated as a single one; or a clubbing arm blow inflicting 7-20 +3-5 supernatural Harm, the later portion always bypassing armor or other protection.
Defense: 6 for the wooden buckler plus an unnatural energy that provides 10 protection against penetration Harm, 5 against that of blunt kind, including all Extraordinary bonuses. Consecrated oil or water, as well as acid and fire do normal Harm. Theurgy Ability Powers specifically attuned to affect the living dead are also unaffected by this protection.
Consecrated water in three-ounce volume, oil in one-ounce volume, causes 3-5 permanent loss of Health Base Rating to a mummy, disregarding the creature's Extraordinary protection and restoration.
Unless the mummy is so harmed as to be at a negative 20 (-20) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been

reduced to a zero to negative 19 (-19) Health, the evil force begins restoring 1 point of Health each one second thereafter, until the Health Base Rating has reached its full total (as adjusted by permanent loss, at which point the creature arises and functions again.

After six rounds of combat with these mummies, what should arise from a great sarcophagus in the center of the square, 40-by-40-foot chamber, other than their mistress, a powerful self-willed mummy. It will climb out on the 7th and attack on the 8th action sequence. When it arises, however, it is in human form, that being of a strikingly beautiful woman in leather half armor. Only when she attacks does her actual form become apparent. If anyone observes the burial vault when this creature sits up and climbs out, read aloud the following:

A sarcophagus sans lid stands in the middle of the place, a stone box that is some eight feet long, four wide and high. From its depths you see arise a head—but not some new undead horror, thankfully. As the body follows, the woman stands in a lithe and sinuous motion belying any mummification applied to her, you are struck by her long tresses of shining blue-black, and her form that her leather garments seem to reveal rather than hide. She glances at you with wide eyes, nods, and vaults over the edge of the stone burial vault. Looking at one of the mummies near to you, she points a finger and begins chanting something.

Princess Tectilotl, mummified Ftr8/Wiz4: CR 14; HD 12d12; hp 78; Init +4 (+4 Improved initiative); Spd 20 ft.; AC 22 (+8 natural, +4 *leather armor +2 of fire resistance**); Attack Slam +19/+14 melee (critical 19-20/x2, 1d6+10 and mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/+1, resistant to blows, fire vulnerability, undead; SV Fort +9, Ref +5, Will +10; AL LE; Str 26, Dex 10, Con -, Int 16, Wis 15, Cha 16

Skills and Feats Alchemy +10, Climb +17, Concentration +4, Craft (mummification) +14, Jump +19, Knowledge (arcana) +10, Knowledge (religion) +14, Listen +4, Scry +8, Spellcraft +10, Spot +4; Alertness, Blind-fight, Combat Reflexes, Expertise, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Weapon Focus (slam) Weapon Specialization (slam).

Wizard Spells (DC 13 + spell level): 0-level: *Detect Magic, Ghost Sound x2, Resistance*; 1st-level: *Change Self (already cast), Charm Person, Protection from Good (already cast), Silent Image*; 2nd-level: *Hideous Laughter x3*

* The armor absorbs the first 10 points of heat damage Princess Tectilotl suffers per round.

Princess Tectilotl true form is hidden by the *change self* spell she cast while still in her sarcophagus. She has also cast a *protection from good* spell granting her a +2 AC bonus and a +2 save bonus to attacks from good-aligned characters (add these bonuses to the statistics given above).

While *pretending* to cast a spell at the mummies she really unleashes a *hideous laughter* spell at whoever first spotted her. She will continue to use her spells, the other two *hideous laughters* first, then *charm person*, and finally *silent image* before entering melee. The lesser mummies will try to shield her while she makes these spell attacks. If combat goes against her she will try to distract her attackers with a *ghost sound* spell, hoping to fool them into thinking reinforcements are on the way. She will use a *resistance* cantrip if her *protection from good* is dispelled.

While pretending to cast a spell at the mummies she really unleashes a hideous laughter spell at whoever first spotted her. She will continue to use her spells, the other two hideous laughters first, then charm person, and finally silent image before entering melee. The lesser mummies will try to shield her while she makes these spell attacks. If combat goes against her she will try to distract her attackers with a ghost sound spell, hoping to fool them into thinking reinforcements are on the way. She will use a resistance cantrip if her protection from good is dispelled.

Tactics: The Princess Tectilotl will send forth a little "greeting" first, that being to the one watching her, then attack in mummy form. If observed arising from her coffin, on the 7th ABC she casts the Yukking Power in a 20-foot radius, but any not looking at her at the time have an Avoidance of combined Precision and Speed Base Ratings to not be affected. The one observing her, though, gets the usual S BR x 2 Avoidance chance, however. Princess Tectilotl then attacks as noted below on the 8th ABC.

Mummy, self-willed (new) 1 H 60 P 60 S 10
Attack: Clubbing arm blow for 9-20 + 15 supernatural Harm, the later portion always bypassing armor or other protection and a one-hand grasp to seize and hold the opponent, this assuring an automatic arm blow next attack sequence. If the hand-grasp attack succeeds in touching the exposed skin and the subject is human or human-like (many Alfar and Veshoges, for example), the vital force of the subject is drained, the victim permanently losing 2 points of Health and Precision and ½ point of Speed and ageing one year. This feeds the self-willed mummy, adding to its Base Ratings, the ageing allowing it to assume the appearance of a normal human for periods of time totaling up to one month per year of life drained from its victim.
Special Powers: Assume appearance of normal human (see above) Command unwilled mummies (up to one per point of speed) Unnatural Physique of 150 score
Abilities: Alchemia, Enchantment, Divination, Learning, Scrutiny
Defense: 6 for armor worn plus an unnatural energy

that provides 20 protection against penetration Harm, 10 against that of blunt kind, including all Extraordinary bonuses. Attacks from acid and fire are the same as blunt harm in regards protection. Consecrated oil or water do normal Harm. Theurgy Ability Powers specifically attuned to affect the living dead are also unaffected by this protection.

Consecrated water in three-ounce volume, oil in one-ounce volume, causes 3-5 permanent loss of Health Base Rating to a mummy, disregarding the creature's Extraordinary protection and restoration.

Unless the mummy is so harmed as to be at a negative 30 (-30) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative 29 (-29) Health, the evil force begins restoring 1 point of Health each one second thereafter, until the Health Base Rating has reached its full total (as adjusted by gains and/or permanent loss from Consecrated liquids), at which point the creature arises and functions again.

Wealth: A careful search of this place (DC 25) will discover that the sarcophagus pivots, and under its head-end position is a repository in which lie a tome of clear thought +2, and a hat of disguise.

Successful use of Evaluation, Scrutiny or Psychogenic Material Sensitivity power discovers that the sarcophagus pivots, and under its head-end position is a repository in which lie a pair of Tome of the Savant, a Scholar's Cap in the form of a feather beanie, and if, and only if, one or more of the party has been successfully seized and drained of Base Rating points by this monster, an Emerald Exact, Ruby Robust, and a Sapphire Scintillating all set in the forehead of a hideous mask of gold.

Under an inner wooden coffin in the burial vault there is a carved square in which is inlaid a great piece of light blue turquoise. A touch of this stone transports the party back to "the pipe."

Blackrat, Graveyard: (New creature) Appearing: 2-12
H 16-25 P 31-40 S 15
Attack: bite for 1-8 points harm that ignores shield protection and succeeds in bypassing armor if a second roll exceeds armor protection percentage. Is a bite succeeds in penetrating the flesh of the target subject, the negative energy of the metamorphosed rat negates 12 of the victim's Activation Energy Points and slows they individual by 3 Speed Base Rating points for the following 12 seconds (1 AB).
Defense: 6 due to unnatural negative energy. These supernaturally altered rodents are the size of dogs, weighing from as little as 35 to as much as 50 pounds. Their unnatural size is made doubly horrifying because of their altered visage. The most horrific being the largest ones who have fed on many corpses, been close to ghouls and like living dead monsters, and have a head with a most disquieting resemblance to the head of a human cadaver of ghoulish mien.
Mummies in General:

While there are many sorts of normal mummified bodies, those we consider hereunder are not at all usual. The mummies we are describing here are empowered with Extraordinary energy, preternatural or supernatural, to attain a state of undeath, and thus they are two know classes of mummy. Each will be treated separately here.

Unwilled Living Dead Mummy: These sorts of mummies belong to the least powerful type of living dead, the unwilled sort they have no thoughts, obey commands given to them by one so enabled, and display an unholy desire to slaughter and destroy things that are truly alive. The unwilled mummies are created by evil Extraordinary activations, such as those supplied by the dark Ability of Necrourgy.

The unwilled mummy appears to be a bandage-wrapped, long-dead corpse. It will often be arrayed in outer trappings as well as the cloth windings. Its now-clawed digits protrude through the bandaging, and these wrappings are left open for the empty eye sockets to glare forth with strange red points of light, while the now-fanged mouth can open and close to bite its victim. Usually, however, such creatures employ weapons and blows of unnatural negative energization to destroy their opponents.

Mummy, unwilled: Appearing: 1 or more:
H 16-26 P 31-50 S: 11-18
Attack: By weapon type; or either a combination of clawed hand for 2-16 (a die with 8 meaning added as usual) Harm and bite for 1-10, these attacks being treated as a single one; or a clubbing arm blow inflicting 7-20 +3-5 supernatural Harm, the later portion always bypassing armor or other protection.
Defense: Any armor worn plus an unnatural energy that provides 10 protection against penetration Harm, 5 against that of blunt kind, including all Extraordinary bonuses. Consecrated oil or water, as well as acid and fire do normal Harm. Theurgy Ability Powers specifically attuned to affect the living dead are also unaffected by this protection.

Consecrated water in three-ounce volume, oil in one-ounce volume, causes 3-5 permanent loss of Health Base Rating to a mummy, disregarding the

creature's Extraordinary protection and restoration.

Unless the mummy is so harmed as to be at a negative 20 (-20) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative 19 (-19) Health, the evil force begins restoring 1 point of Health each one second thereafter, until the Health Base Rating has reached its full total (as adjusted by permanent loss, at which point the creature arises and functions again.

Self-willed Living Dead Mummy:

The mummy of this sort is the most powerful and dangerous of all the self-willed living dead. It not only has a will of its own, cunning and intelligence, but is also able to employ four to seven of the Abilities it possessed in life. It is thus close to the cunning sorts of this category. All self-willed mummies have arrived at their state of undeath through their evil, although some might have been brought to such state by some malign force beyond their control. These creatures are now inimical foes of what is good, clean, truly alive. As with others of their sort, the bestial thoughts and vile mind of these things seem bent only on wreaking havoc upon all that flourishes under sun and sky. The self-willed mummy is virtually impossible to distinguish from the unwilled sort, and even its eye sockets show the same fiery pinpoints, albeit possibly more intense in color, brighter in their blaze. Otherwise, they fit the description given above for their lesser kind.

Mummy, self-willed: Appearing: 1 usually (95%) H 46-65 P 46-65 S 7-10 (all these are bases that can be added to)
Attack: A weapon or a clubbing arm blow for 9-20 + 15 supernatural Harm, the later portion always bypassing armor or other protection and a one-hand grasp to seize and hold the opponent, this assuring an automatic arm blow next attack sequence. If the hand-grasp attack succeeds in touching the exposed skin and the subject is human or human-like (many Alfar and Veshoges, for example), the vital force of the subject is drained, the victim permanently losing 2 points of Health and Precision and ½ point of Speed and ageing one year. This feeds the self-willed mummy, adding to its Base Ratings, the ageing allowing it to assume the appearance of a normal human for periods of time totaling up to one month per year of life drained from its victim.
Special Powers: Assume appearance of normal human (see above) Command unwilled mummies (up to one per point of speed) Unnatural Physique of 150 score
Abilities: Typical abilities retained are: Alchemia, Archery, Enchantment, Divination, Hunt, Geourgy, Learning, Ranging, Scrutiny, Stealth, Theurgy, Weapons.
Defense: Any armor worn plus an unnatural energy that provides 20 protection against penetration Harm, 10 against that of blunt kind, including all Extraordinary bonuses. Attacks from acid and fire are the same as blunt harm in regards protection. Consecrated oil or water do normal Harm. Theurgy Ability Powers specifically attuned to affect the living dead are also unaffected by this protection.

Consecrated water in three-ounce volume, oil in one-ounce volume, causes 3-5 permanent loss of Health Base Rating to a mummy, disregarding the creature's Extraordinary protection and restoration.

Unless the mummy is so harmed as to be at a negative 30 (-30) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative 29 (-29) Health, the evil force begins restoring 1 point of Health each one second thereafter, until the Health Base Rating has reached its full total (as adjusted by gains and/or permanent loss from Consecrated liquids), at which point the creature arises and functions again.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back turns to livid fog, then disappears as a moaning wail echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter and did not increase any Base Rating or gain a new Ability, immediately or later on due to an Extraordinary Item, should receive an award of 250 extra General Merits. If one character was primarily responsible for the destruction of both the moriant and the self-willed mummy, that Avatar should receive 1 point of Repute.

41. INDIGO (DARKEST BLUE)

Curtain Call!

There is no need for any magic in this encounter.

Here the players must roleplay their characters to the hilt, the Game Master must prompt, encourage, and listen with a hearing ear to all that unfolds. You will need to judge if a tale was properly told, which was best, which worst, and, if any, player needs to begin again with a new story.

Encourage the others in the group to comment, jibe, affirm, deny, and generally be participatory even as another of their number stands in the limelight.

Add whatever you like to the demands given in the dialog.

This is the text to read aloud to the players when they enter the pane-portal:

It is most startling to discover yourselves floating in an infinity of velvet-black space. At least there was no pang in getting here, and what's more, you are not cold or suffocating from lack of oxygen. Perhaps the semi-transparent state of your physical forms has something to do with that.

The floating is not like that one might experience in air, it is almost as if you were in a vast river, and there is a strong sensation of movement. Although you can move as if you were flying, turn in any direction, the current of the void you are in prevents any progress save along its stream. That is, you can go faster in its direction but slow your progress only a little and with great exertion against it. As you are in no immediate danger, struggling makes no sense, so you decide to allow the flow to carry you along wherever it might go.

In what seems seconds yet days, something appears ahead of you. As the space current bears you inexorably towards the object, its form becomes clear. Is there such a thing as a whale whose spherical body is as large as a moon, a space creature with a score or more tentacle arms that have hands and pincers and hooks and spikes at their ends? No. The whale analogy applies only to the mouth. The upper portion of its face, and what a huge face that is, looks more like that of a puffer fish. Vast bowl-like protrusions on either side of it move as might a deer's ears. Now you are quite near to this entity, only a few score leagues likely, and the pace of your progress slows. The streaming void in which you are caught seems to be slackening in its rush.

There is intelligence in the huge orbs that are now fixed on you. This is no mindless space beast. What its motives are, its interest in you might be, remains quite unknown. It might regard you as mere insects, mites to consume or destroy. As a massive tentacle as thick at its base as thousand tree trunks bound together races towards you it is sure that you will soon discover what fate awaits...

Here a dramatic pause is required. Draw out the moment as you like, and when the players are ready continue reading to them.

The tentacle arrives, and from the fingers of its hand-like appendage come smaller tentacles ending in "hands" no larger than cottages. Their fingers pluck each of you from space with surprising delicacy, and cradled in room-sized palms you are borne in a rush to a place before the incredible creature. One eye swivels to focus on you where you are caught by so many cupped appendages.

"So, 'The Mors' fulfills his promise at last! He has sent me entertainment." The voice fills your mind, yet your ears hear nothing in the endless vacuum where the impossibly huge entity floats. What does it expect from you?

"So, you wonder if I will crush you, consume you, or toss you away into infinity, do you? Ho, ho, ho! You'll not get off so easy as that. It has been at least a century since I've heard anything amusing—and that was the Alfar Lord's promise of beguiling me with humans in return for some assistance I lent him. So cease fretting. You are all fine, and in no danger whatsoever...if you amuse me. I call myself Hotha-gorimba-shu-jov-ra-mekmo-wazit for short. If that is too much for you, address me as Whazit the Eternal.

"What's that you are thinking? What if you fail? Then, midges, I shall toss you off towards the next galaxy, and you'll have a few billion years to consider your shortcomings. You'll be alive, but quite mad by then.

"Now who shall be first? I will hear from each of you the story of your life. Begin when you were a mere child, and then continue. I would like to know what emotions humans feel, and what makes them so rash as to become adventurers."

Now one player needs to begin, and if all hesitate, choose the one most able to roleplay, and have the entity select that one's character to speak first. Even if your group is not eloquent in regards to speaking in character, demand from each their best.

Remember after a history of childhood, Wazit desires to know about emotions, motives, ethics and morals too. That followed by a rousing tale of adventure, shoud satisfy this entity. It is up to you to not only have each player tell the story of his character, but also for interjections of questioning sort by this entity. Supply such commentary as you find appropriate for such a mighty creature learning about humans.

If the player seeks to relate recent events, Wazit will be more interested in why they quest was undertaken, how the character feels about slaying foes, what justifies the violence, and what is hoped to be gained from such acts. Questions might be so phrased as to seem judgmental, but Wazit is not really that sort of entity at all. He merely seeks knowledge and amusement. Think of this being as detached but mildly interested and seeking amusement with information.

When you are satisfied that Wazit has been sufficiently entertained, then speak for him according to how the players did. Laud those who did very well, give some praise to those who tried but were less than persuasive in their role, and make such jokes and friendly jibes as are called for according to the least articulate in their efforts to roleplay. After all,

this is an exercise in both fun and learning, so nothing discouraging, please! In conclusion:

Whazit the Eternal actually winks his great right eye at you all. "That was as refreshing as watching a class of new-formed gnustrii learning dimensional extractions! Not quite as funny, but a bit more informative—heh-heh-heh.

"Off you go now, atomies! You have more to do. Thank 'The Mors' for me when you meet him..."

Even as the mighty entity is telepathically saying that, a comet comes whizzing from nowhere. It is on a collision course with the hands in which you are held, but it changes from brilliant white to the near-black of indigo as it strikes.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back alters shape to a sphere, then flies into a million shards, disappears in star-like motes as a vast silence fills the whole of the cylindrical space for a full minute. Go to the "Cheat Sheet" and note the number of the pane that thus no longer exists.

The Game Master should award something in the region of 500-1,000 experience points to each participant, double for the best roleplayers, half as much for those whose performance was poor and none at all for those who failed to try to meet the challenge.

Award: In addition to the usual Merits for time spent actively participating in the adventure, each member of the should receive 250 General Merits if they excelled in their role-playing, 150 for giving a decent performance, and only 50 for those who failed to try seriously to meet the challenge.

42. VIOLET (LILAC)

A Treasure Hunt:

As the name indicates, the party finds itself in a treasure hunt, one being held by deities, the team here representing the Daneen Pantheon, of course.

Magical activations that do not enable escape from this locale or this sphere will function at the Game Master's discretion. Not many will be useful, as you will see by reading on. No mind reading or control is possible, nor can any of the persons with whom the party speaks be made to say more than the Game Master thinks proper for this adventure.

This is the text to read aloud to the players when they enter the pane-portal:

In the process of transition between dimensional matrices your party is sidetracked, finds itself in a sort of limbo that might be the astral (LA game—aetherial). In this state you see two scenes, one superimposed on the other. In the foremost ghostly figures of titanic sort are viewed. There are several groups of what must be deities, sitting at ease in a glorious palace. You hear bell-like voices speaking as from a great distance:

"So, your teams of mortals are all in place?" Queries a figure with the body of a man and the head of an ibis.

The various groups of deities confirm this, and a glowing entity with red hair and wearing a kilt says in a thick brogue, "Sure it is that our tried band of near-heroes will win the day too, no matter what old stormbeard over there blusters, and the claims of the other 'all-knowing' ones put forth. I tell you all that the team playing for the Tuatha da Danaan will carry the day!"

A slender god with a red face disagrees, saying that his pantheon's champions will win or else he is not "Red Pine Fairy." There is some considerable shouting back and froth, and a one-eyed entity in a grey cloak shakes his spear angrily. As things verge on violence, the ibis-headed one holds up a hand.

"All in good fun and sportsmanship, this game of 'Treasure Hunt.' Let us be more dignified and demonstrate our divinity with decorum please. Now, here are the lists for each pantheon's team. See that your respective seekers receive it and get going, for time is a factor.

"Three hours is the time limit. The team that comes in with the most items wins for their pantheon, with special mention for the first team coming in with the seven required items but lacking the bonus ones. Agreed?"

Amidst a chorus of assent, the scene fades, and only the red-haired deity remains, looking more solid. Nearly blocking out the background scene, that of a strange agglomeration of buildings in a rather rustic setting.

He smiles at you, says: "Well, me darlin' lads (and lass/es), you heard old Thoth. Here's your list. Now listen close to Dagda!

"You can ask for one item no more than three times from the same place—I'll explain that in a minute.

"You must have the first seven items on the list to have a chance of winning. All the others are extras, and the team that gets the most of those will likely be the grand champions—that'll be you, won't it?" He looks at your party with a glint in his eyes, and all of your knees grow week.

"That's the spirit! Don't be tremblin' now, as I was only jestin'—as I was there with the others. Do your best, and if you don't win that's the way of things. With 14 teams playing, there'll be a lot more losing than winning, eh? Just don't make us look bad... Speakin' of teams, you must all stay together now for the duration of the hunt, just as your competitors will be doing on the worlds they'll be sent to.

"Oh, yes. One more thing. Not only can the same item be asked for at one place more than three times, but the names of the items you are to collect in this treasure hunt are different from those on the list. The teams need to figure out the name to call them by and which location is most likely to have each item. Here's the list with the names of the places to visit, and don't worry about the residents, as all are geased not to harm you... unless you attack them first. Hurry on with it now, and luck be with you!"

(Hand the players the copy of the list below, with only the initial item names on it.)

As you receive a vellum page, the deity vanishes, and you find yourselves in solid form, standing in a small town square.

The party must find at least seven items to escape this place with any reward for their time and efforts. The places to visit seeking items are listed hereafter. Only three requests for a desired item can be made by a team, whether by one individual or several characters. Furthermore, the item desired must be requested by a different name than that shown on the list. Now the plot thickens, eh? So first the players need to decide on what the item is generally known as; then determine which place is most likely to have it.

Note that the GM is to improvise non-player characters as necessary during this adventure. They can be eccentric and obtuse if the players are capable, otherwise they can be a straightforward bunch who try not to confuse the party and might even help them a little.

The Treasure Hunt Items & Locations for the GM:

Apis accommodation = beehive *Herbalists house*
Bolt tool = monkey wrench *Giant ape's cave*
Boudoir reflector = mirror *Seer's tower*
Chiropterian taxidermic specimen = stuffed bat *Wizard's villa*
Clear carbon pavilion = brilliant-cut diamond *Drake's lair*
Cob quill = male swan feather *Huntsman's hut*
Ferrous torus = washer *Blacksmith's shop*
Nacreous calcified sphere = pearl *Dragon's cavern*
Ossuary relic = bone *Temple*
Petrified ova = fossilized egg *Savant's residence*
Rubine torque = red bandanna *Pirates Inn*
Spavined jade = plug horse *Tannery*
Trilobate plant leaf = shamrock *Leprechaun's house*
Whale vomit = ambergris *Palace*

So once the team is in the square the time starts ticking. Have an old watch or clock on hand, if possible, and allow three actual hours time, setting the minute hand ahead for walking time as the party moves away from the square, and back. Consider movement on the square as taking the time it actually does for you to respond when the characters state a goal, so go slowly despite any urging to the contrary.

If the party splits up, to cover a lot of places at once, remind them of Dagda's admonition that they must act as a team. No split party will have any questions answered, and the team doing that is wasting time.

If the party is really struggling you might allow checks against relevant Craft, Knowledge or Profession skills against a DC of 15-25, giving extra clues if the check succeeds. This is left in the Game Master's capable hands but remember that no harm comes to a failing party so you can be as mean with extra information as you wish.

"Clue checks" against Intellect Base Rating, Arcana, Learning and for some items Rustic Ability

NOTE: THE FOLLOWING INFORMATION IS ON A SEPARATE SHEET

Dagda's Handout Sheet for the Team.

First Column

ITEMS TO BE GAINED

Apis accommodation
Bolt tool
Ferrous torus
Ossuary relic
Spavined jade
Rubine torque
Trilobate plant leaf
Boudoir reflector – extra credit object
Chiropterian taxidermic specimen – extra credit object
Clear carbon pavilion – extra credit object
Cob quill – extra credit object
Nacreous calcified sphere – extra credit object
Petrified ova – extra credit object
Whale vomit – extra credit object

Second Column

PLACES TO CHECK

Bakery shop – on the square
Bandits' camp – 15 minutes northwest
Blacksmith's shop – on the square
Butcher shop – on the square
Dragon's cavern – 10 minutes' walk north
Drake's lair – 10 minutes' walk south
Dunnies' den – 15 minutes southeast
Dryads' grive – 15 minutes northeast
Ferry station – 1 minute's walk northwest
Giant ape's cave – 10 minutes' walk east
Herbalists house – on the square
Huntsman's hut – 5 minutes' walk south
Leprechaun's house – 10 minutes' walk west
Miller's place – 1 minute's walk southeast
Money changer – on the square
Ogre's grotto – 15 minutes southwest
Pirates Inn – on the square
Potters kiln – 1 minute's walk southwest
Royal Palace – 5 minutes' walk east
Savant's residence – on the square
Seer's tower – 5 minutes' walk west
Tannery – 1 minute's walk northeast
Temple – on the square
Trader's shop – on the square
Wizard's villa – 5 minutes' walk north


Erik-05

can be made if you are so inclined. The rewards for winning are high indeed and only capable players should win 4th or higher place so be sparing with any help you do decide to give.

The treasure hunt ends in three hours time as kept by the GM or when all 14 items are gained, or when the first seven are in hand and the party asks to return. The party is then transported back to the limbo. Daga asks for their items, and then he makes a "reckoning."

SUCCESS LEVEL:

All 14 items gained in less than 3 hours—sure winners!
All 14 items gained in 3 hours—90% chance of winning, otherwise 2nd place.
Seven items gained and the return is in less than 2 hours—honorable mention.
The 7 required items with 5-6 others gained—50% chance of winning, otherwise 2nd place.
The 7 required items with 3-4 others gained—30% chance of winning, otherwise 3rd place.
The 7 required items with 1-2 others gained—10% chance of winning otherwise 4th place.
The 7 required items gained—respectable performance, in 5th through 9th place
Less than 7 of the required items gained—not much of a showing, 10th or lower.

SPECIAL AWARD:

Win: Each member of the team receives 3000 xp
Place: Each member of the team receives 2400 xp
Show: Each member of the team receives 1800 xp
Also Ran: Each member of the team receives 1200 xp
Honorable Mention: Each member of the team receives 750 xp
Other Finish: Each member of the team receives 30 xp.

Win: 700 bonus General Merits, and 350 Learning Ability Specific Merits.
Place: 500 bonus General Merits, and 300 Learning Ability Specific Merits.
Show: 400 bonus General Merits, and 200 Learning Ability Specific Merits.
Also Ran: 300 bonus General Merits, and 100 Learning Ability Specific Merits.
Honorable: 150 bonus General Merits, and 100 Learn ing Ability Specific Merits.
Other Finish: 10 bonus General Merits for each item found

Exiting the Dimension: When the party are returned by the gods they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in golden sparks as a braying horn note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: The usual Merits for meaningful Ability use and time spent actively participating in the adventure.

Triangle-Shaped Panes:
43. RED (RUBY)

Off We Go Into The Wild Blue Yonder

Here the team gets to do some aerial action while mounted on barded steeds, flying horses we call hippoaquilia (pegasi). For this adventure all the characters are assumed to be able to ride (competence bonus +10), and saddles have belts that secure them fast too. As long as the pegasus a character rides is able to fly, all is well.

Magic that does not enable escape from this locale or this sphere will function at the Game Master's discretion.

There is no map for the GM to use, as the descriptive text is sufficient to manage play without it.

This is the text to read aloud to the players when they enter the pane-portal:

With little discomfort you are drawn from "the pipe" into a new dimensional matrix. This seems to indicate that your party was expected, that you are taking the places of other persons meant to do what you will have to accomplish. A blink of the eyes is all that transpires before the supposition is confirmed.

You are mounted, but not on usual animals. The steeds the party rides are winged, barded pegasuses (hippoaquilia). You are all wearing surcoats of pale blue and have emblazoned on them in white a lightning bolt.

A tall woman with a silvered steel cap from under which long braids of blond hair hang down is looking at you with evident disdain. "So," she says in a contralto voice laden with scorn, "you are the picked riders who will rid the vale of the predators—ha! You look like a sorry bunch of vagabonds to me, but who am I to question the princess?"

She looks daggers at each of you, then says, "I'll tell you who, I am the fastest-flying, most accurate arching, surest-lancing Blitezener in the land! Yet I'll stay grounded with my troop as you lot ascend to the hunt. It is a travesty, but I wish you luck. You'll need it. Remember, it is harpies that you need to expunge most of all. They are the ones who are instigating all the trouble. Get them and the hieracosphinxes and the rest will easy, and no more come to plague our herds. Oh, yes, remember that if you can capture a hippogryf or two, the princess will be pleased.

A thin sound of a hunting horn sounds, and your steeds stamp, open their wings as they spring into a fast walk that soon becomes a canter, then a gallop. The boom of their pinions, and you are aloft. It seems natural to you, being strapped into light saddles astride hippoaquilia, winged horses. The long lances, stout horn bows and arrows cased before your legs, with the long lariats coiled there behind the right hand of each of you are all somehow familiar. Even the blue-dyed leather barding in which your mounts are caparisoned is right. You know that when hunting winged predators, such protection is the order of the day.

A glance downwards shows a concentric castle on an eastern hill and tiny figures walking towards it—the blond amazon and her fellows, surely. Without your direction the winged horses wheel over it as they rapidly gain altitude. Soon you are at least a thousand feet in the air, and now over a rocky ridge to the west you can see a valley. It is a long, verdant place with a silver glint snaking through its center, the sun reflecting off a waterway there some miles distant. High cliffs and sharp outcroppings that thrust from the encircling mountains make it impossible to judge how large the place is, but it looks as if it runs southwestwards for leagues, varying from only a mile or two wide to basin-like places where it is two leagues across.

To the northeast there is a pass between mountains, this opening into another valley, a narrower and less green one, that seems to turn north—impossible to be sure of that, though, from your vantage point.

As the winged horses wheel yet further to gain more height, you note that southwards there is a broad plateau with some scrub vegetation here and there amidst rocky spires and upthrust rocks; this area slants gently downward to the south for two leagues, and beyond that, at its edge, there is a vast woodland.

You are now winging through the sky about 2,000 feet above the ground below. One of you needs to decide just where you should direct your steeds, and what you should do. That, it seems, is not in your magically-provided "memories."

The characters are armed with their usual belt weapons, those arms they carry on their body. If one or more characters normally have bows or crossbows, those are the ones that are cased on the left side of their saddle, 30 arrows or bolts to the right side. In the case of short spears, such weapons will not be with them. They likewise have their usual armor under the short surcoats they wear. None have backpacks, though. Those, along with short spears and anything not covered in the list above, are behind on the ramp in the cylinder from whence they came. They will discover any small magic items they carried in such equipment to be now contained in a belt pouch or pouches strapped to their waists.

This includes any Memory Tablets carried in packs.

All characters will be able to ride the winged horses, even if they cannot otherwise ride. Similarly, all will be able to use a bow even if they otherwise lack the capacity. For the duration of this adventure all characters will be proficient in the use of bows.

Here are the stats for their three main weapons:

Composite longbow: damage 1d8 (x3 critical), range increment 110

Lance: damage 2d8 damage at the charge (x3 critical), 10' reach

Lasso: This weapon deals no damage but the victim is immobilized for as many rounds as the lasso remains in place – until it is cut free or the wielder is killed. Lassos have an armor class of 10 plus their wielders dexterity modifier, 3 hit points and a break DC of 24. Lassoed adversaries lose their dexterity bonus to armor class and can be struck at with a +2 bonus to hit.

For the duration of this adventure all Avatars will possess Archery Ability at 10, or add 10 to it if already possessed. Here are the stats for their three main weapons while hippoaquilia-mounted:

Bow, strong: 3-20 penetration Harm (plus individual bonuses as applicable); range 150/300/900 (double range discharging down), precision bonus 20/10/0.

Lance (driven at charge): 1-40 penetration Harm (plus individual bonuses as applicable); range 8, speed 2, precision bonus 10.

Lariat: 1 special Harm; range 30 with 3' radius, speed 4, precision bonus 0.

Their steed stats, as modified by their leather barding, are:

Pegasus: CR 3; Large Magical Beast; HD 4d10+12; hp 34; Init +2 (Dex); Spd 60 ft. (12 sq.), fly 120 ft. (average); AC 16 (-1 size, +2 Dex, +3 natural, +2 leather), touch 11, flat-footed 14; Base Atk +4; Grapple +12; Atk Hoof +7 melee (1d6+4); Full Atk 2 hooves +7 melee (1d6+4), bite +2 melee (1d3+2); Space/Reach: 10 ft./5 ft.; SQ Darkvision 60 ft., low-light vision, scent, spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.
Skills and Feats Diplomacy +3, Listen +8, Sense Motive +9, Spot +8; Flyby Attack, Iron Will.

Hippoaquilia H 60 P 50 S 20a/30m/35f
Attack: Bite for 1-12 +6-8, or kick for 9-20 +13-16, bonus Harm bypassing all but supernatural protection.
Defense: 20, 10 for leather barding and 10 for preternatural energy preventing all but supernatural Harm.

Tactics: The team should gain altitude, come in about 300 feet above the target subjects selected, and then discharge arrows. If the party are only of 8th or 9th level the GM can rule that since the arrows are being fired downwards the characters do not suffer range penalties as they normally would.

This allows close range attacks (300 or less feet) at 20 precision bonus.

As the foes climb to meet their attackers, the characters climb a little likewise, at least three more rounds of archery can be had before casing bows and using lances to finish off the enemy. Of course some spells will be useful too, but in general arrow and lance should suffice to bring down most targets this way. In no event should they engage in melee save at such point where a single successful spell or weapon blow will bring down their target.

The partial exception to this is capturing a hippogryf, for in such enterprise two characters should work together to, hopefully, double lasso one such creature, that preventing close combat, but likely failing in the first and even second attempts.

Direction of Flight: The party needs to determine where they should "hunt."

West Valley: From the advice they received the long and verdant valley to the west-southwest this is the vale where other pagsi (hippoaquilia) roam and where 6 harpies are directing six gryffons in an approach to attack a herd of 20 winged horses that is grazing below. The harpies are at 1,500 feet, the gryffons at 1,000 feet.

> The harpy-vultures are directing the gryffons through their mimicry calls.

Harpy (6): CR 4; Medium-Size Monstrous Humanoid; HD 7d8; hp 32; Init +2 (Dex); Spd 20 ft. (4 sq.), fly 80 ft. (average); AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; Base Atk: +7; Grapple +7; Atk Club +7 melee (1d6); Full Atk Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3); SA Captivating song; SQ Darkvision 60ft.; AL CE; SV Fort +2, Ref +7, Will +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.
Skills and Feats Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Griffon (6): CR 4; Large Beast; HD 7d10+21; hp 60; Init +2 (Dex); Spd 30 ft. (6 sq.), fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk +7; Grapple +15; Atk Bite +11 melee (2d6+4); Full Atk Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.
Skills and Feats Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite). 11.

> **Harpy-Vulture 6** H 40 P 50 S 15a/20f
> **Attack:** Beak for 1-20 +1-4, or talons—2 x 1-12 +1-4, bonus Harm.
> **Defense:** 6, and immune to heat, flame, and fire not of supernatural sort.
> Gryffon 6 H 45 P 70 S 12a/25f
> **Attack:** Talons for 1-12 +1-20, and bite for 1-20 +12 Harm.
> **Defense:** 10.

Northeast Valley: This wild area is the habitat of a pack of four hieracosphinx. These creatures will be hunting in pairs, one higher than the team coming into the place, one below them. If the characters do not check above using Spot skill (DC 12) before attacking, they will be attacked from above by surprise by the uppermost pair. Otherwise their faster mounts can maneuver and gain the upper position on the descending hieracosphinxes.

> Successful use of Hunt, Luck, or Scrutiny, allows the Avatars to spot the uppermost pair of gryfs.

Sphinx, Hieracosphinx (4): CR 5; Large Magical Beast; HD 9d10+18; hp 67; Init +2 (Dex); Spd 30 ft. (6 sq.), fly 90 ft. (poor); AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; Base Atk: +9; Grapple +18; Atk ; Bite +13 melee (1d10+5); Full Atk Bite +13 melee (1d10+5), 2 claws +8 melee (1d6+2); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2; AL CE; SV Fort +8, Ref +8, Will +5; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.
Skills and Feats Listen +13, Spot +14*; Alertness, Flyby Attack.
*+4 to Spot checks in daylight.

> **Gryf 2 & 2** H 50 P 65 S 16a/20f
> **Attack:** Talons for 13-16 +1-20, and bite for 1-20 +10 Harm.
> **Defense:** 12.

South Plateau: Amidst the spires are numbers of hippogryfs. As the team flies over this area they will pass a spire every two minutes. There is a 25% chance that there are one or two hippogriffs perched there. If the party descends and attempts a capture, the commotion will alert the others of their kind in the area, and 5-8 will take to the air. If the characters are still engaged with other hippogryfs, the ones rising will attain altitude, then swoop down to attack the ones seeking to capture or harm their fellows. If the rising creatures are not spotted (as per the hieracosphinxes/gryfs above), this attack will be by surprise.

Hippogriff: CR 2; Large Magical Beast; HD 3d10+9; hp 25; Init +2 (Dex); Spd 50 ft. (10 sq.), fly 100 ft. (average); AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +3; Grapple +11; Atk Claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ Darkvision 60 ft., low-light vision, scent;AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8.
Skills and Feats Listen +4, Spot +8; Dodge, Wingover.

> **Hippogryf** H 40 P 45 S 18a/30f
> **Attack:** Talons for 1-20 + 1-10, and beak for 1-12 +13-16.
> **Defense:** 8.

When the party returns after destroying at least the harpies, they will be waved down to a landing place near the castle's main gate. They will be met by the amazon and several of her female "Blitzeners" who slap the team on the back in hearty congratulations after hearing their story of success. They will then be escorted into the stronghold. There the middle-aged princess and her consort will thank them.

For slaying only the harpy-vultures they will be thanked and presented with a crystal pyramid of ruby red hue. As it is

accepted, the whole party will be transported back to "the pipe."

If they also killed one or more of the hieracosphinxes/gryfs, then the sovereign will give 30 gp ($5,000) to the team for each such creature slain, and afterwards present the pyramid.

If the team managed to capture one or more hippogryfs, the princess will first present the party with a +2 longbow and a sheaf of 12 +3 arrows for each such animal brought in; and thereafter she will give gifts thereafter as stated above.

> The princess bestows an Extraordinary Bow, Preternatural (+10% precision, added 3-5 points Harm) and a sheaf of 12 Arrows, Supernatural (+20 precision, added 6-8 points Harm).

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back becomes nebulous, dissipates as does fog in strong sunshine, then disappears as a sound like rushing wind passes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

> **Award:** In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits. All who plied a bow will gain 1 point of Archery Ability score, and if that capacity is already possessed, the award is 5 points.

44. ORANGE (CORAL)

Circle the Wagons

In this scenario the party finds that they are caravan guards. The caravan consists of wagons, pack animals, and a strong force of drivers and guards. Despite that, however, there is soon an attack by a horde of savage human nomads, Oafs, and Orcs. This forces the train to circle its wagons, and the humans in the caravan find themselves surrounded, outnumbered, and sure to be worn down and eventually overrun...

The backstory read by you, the GM, tells that at dawn the caravan saw an encampment being set up by a band of vengeful thicket Wylfs whose villages have been raided. These Alfar were not in great force, but they were tough-looking and spoiling for a fight. From that, and the current situation, it should be obvious to the team that one or two must slip past the enemy encirclement and go on to find and bring back with them the thicket Wylfs—or perhaps encounter some other help along the way, return thus enabled.

How you manage the interim situation is a matter of personal taste. It can be one of mainly role-playing (the tension of waiting for the assault), a tactical exercise (probes and skirmishing), or purely combat (waves of the attackers coming, then falling back).

In regards losses, the raiders will not waste their lives, and when several are killed and wounded they will go to ground and begin sniping again.

Magical activations that do not enable escape from this locale or this sphere will function at the Game Master's discretion.

This is the text to read aloud to the players when they enter the pane-portal:

As you recover your senses from the transition between dimensional matrices, the motion of the horse you are riding actually helps to clear your thought processes. A quick glance behind reveals a long train of wagons and pack mules. From your position some 200 yards in advance of this caravan, it is plain you are serving as the advance, scouting for the merchant captain. There is no danger in sight along the trail across the plain you are crossing, so another assessment of the caravan you are surely meant to be helping to protect is in order.

One of your number needs to ride back to speak with the wagon master so as to learn what force he has, and the remainder of the team can continue with scout duties.

(When this is done continue:)

A warrior in chain shirt rides up to meet you when you are near the lead wagon."Have you spotted something?" he queries in a hard voice.

After assuring him that all looks well ahead, it is not difficult to get him to discuss the strength of the caravan. As he is the chief of the guards, he is quite willing to boast a little:

"Those 24 men of mine that operate the 12 light bolt-casters are seasoned veterans. Any raiders coming within bow range will get a nasty surprise. One big bow is in each wagon—with plenty of ammunition. As you see, the guards walking beside each wagon can get cover in the intervals between them in close combat, if we need to form a laager. The packers and drivers are all able crossbowmen. So if we have a major attack we circle the wagons, put the teams and mules in the center, and the master, my two lieutenants, and I each watch over three wagons with bolt casters and six crew, three men-at-at-arms, and six crossbowmen. You scouts are our reserve, will move to wherever you're needed because of the enemy threat—but I think we won't need that...

"Better get back there with your comrades. Looks like there's some hills ahead, and trees. Must be the river ford about three miles off. Signal the all clear, and we'll camp on the other side."

When the character returns to the team they should scout ahead, no matter how able the characters actually are. Tracking is useful in noting if others have been in the area, while Listen and Spot are the main skills for noting ambush sites—and ambushers. If any such capacities are used success-

ful in the hilly, wooded area around the river, the adventurers will discover that a large party on foot has been here, crossed the ford.

> Hunt, Nomadic, Planning, Ranging, Savagery, and Waylaying Abilities are all useful in noting if others have been in the area, while Ranging, Savagery, and Waylaying are the main Abilities for spotting ambush sites—and ambushers.

As they discover that, several Wylfs wave from the opposite bank, call out that they are friends, and that the caravan can come ahead. The party should be suspicious, and at least one of the characters should cross and parley with the Alfar. In so doing it will be learned that these Thicket Wylfs are a band that is just gathering. Two villages of their people were raided yesterday, and they are awaiting more of the warriors that can be spared from both places. The Wylfs explain further that the raiders were a mixed band of humans, Oafs, and Orcs—natives of this area. The Fair Alfar don't expect to confront the raiders as they number at least 100, but they hope to track them down and exact punishment by quietly killing as many as possible, then stealing horses to escape pursuit.

Thicket Elves, usually called Wylfs, are about as tall as tall humans, are generally of small bone structure and quite willowy build, with sinewy strength and great agility. They are reclusive and suspicious, but in general deal well enough with Alfar Races of their own sort, even tolerate Gnomes and some free-spirited humans, and will deal with Trollkin guardedly.

They have large, light-colored eyes and largish and pointed ears, but relatively small noses and mouths, have fair, tanned, or even wood-hued skin with hair colors that range from fair to the spectrum of leaves in autumn. Wylfs have a whimsical and exotic beauty that is usually highly attractive to humans.

As there are only about a dozen Wylfs, the party should feel confident in the truth of what these Alfar say, and signal for the wagon train to come ahead.

When they get a good look at the wagons, the characters will note that they have broad beds, relatively high sides, and high wheels. Teams of four very muscular draught horses are used to draw each one.

The night will pass without incident in a meadow just off the road on the far (west) side of the small river. In the early hours another 12 Wylfs will come in from the north, join their fellows, and wish the caravan luck as it sets off again at dawn.

"Keep your eyes open for those brigands," one of the thicket Wylfs calls out to your team as you move to the advance position ahead of the wagons. "They went west on the road, so it's a fair bet they'll be watching behind for pursuit—us. Your caravan will surely be viewed as a target."

So the party should be watching carefully. They'll spot the tracks of many horses headed along the road west, but see no sign of any of the raiders. The marauders were plainly moving at a canter from the signs they left, so the assumption of their heading for their camp, wherever that might be, not looking for more prey, is not a bad one. A small herd of wild cattle (aurochs) will be seen ahead around noon, and this will tend to indicate no enemy force is near. The cattle can be used as a hunt/danger encounter if the GM so desires.

Only near sunset will that sort of assumption be proven wrong. As the party tops a rise they'll see a cloud of dust in the distance, a big cloud that indicates at least 100 riders coming at a fast pace east to intercept the caravan.

When the party warns of the coming Attack:

Upon getting your information, the master of the train shouts for the wagons to be whipped ahead so as to set up a laager atop the high ground. When they are circled, and the animals inside the enclosure, the raiders are still about 1,500 feet distant and fanning out as they come so as to eventually surround the caravan. As they do that crates are being hastily off-loaded and moved under the vehicles so as to prevent the enemy from crawling into the compound that way. Four men clamber into each wagon. They set up a light bolt-caster on a swivel, and as two cock and load it, the other pair pick up crossbows and individually do the same for their small versions of the big one. The wagons' inner side is hinged down, but the outer one is left up, so the crossbowmen in each have considerable protection from that wall (60% cover).

A guardsman in steel mesh armor and with a stout shield on his arm is in place between each wagon. The caravan's enspeller and priest are moving slowly behind the laager, as the leaders take station.

Where you should position yourselves seems a matter for you to decide...

The Game Master has a host of non-player characters:

The Caravan	AC	HP	Att	Damage	Save
Caravan master 1 Ftr9	20	50	+12/+7	1d8+3	+6/+3/+3
Guardsman captain 1 Ftr10	18	55	+16/+11	1d8+6	+7/+3/+3
Guardsman lieutenant 2 Ftr8	18	44	+12/+7	1d8+4	+6/+2/+2
Guardsman 12 Ftr6	18	33	+8/+3	1d8+2	+5/+2/+2
Crossbow crew* 24 Ftr5	15	27	+5 ranged	1d10	+4/+1/+1
Caravaneer 24 Ftr2	14	11	+2 ranged	1d8	+3/+0/+0
Enspeller (wizard) 1 Wiz6	10	15	+3	1d4	+2/+2/+5
Priest 1 Clr6	16	27	+4	1d8	+5/+2/+6

Wagons 12—one light bolt engine (ballistae) per wagon providing ¾ cover

*Light bolt engine: 1d6+6, critical 19-20/x3; range increment 180, firing every other round

Wizard's Spells (DC 11 + spell level): 0-level: detect magic, flare, light, mending; 1st-level: magic missile x4; 2nd-level: acid arrow x3; 3rd-level: fireball, lightning bolt

Cleric's Spells (DC 11 + spell level): 5/5/4/3 Powers: 0-level: cure minor wounds x3, light, virtue; 1st-level: cure light wounds x4, expeditious retreat*; 2nd-level: hold person x3, locate object*; 3rd-level: cure serious wounds, searing light, fly*

** Domain spell – Domains:* Healing (cast healing spells at +1 caster level) and Travel (unimpeded movement 6 times per day). Note: the Cleric is of LN alignment and his deity is one of negative energy allowing him to rebuke the undead.

The Caravan	H	P	S	Att.	Def.
Caravan master 1	60	75	8	7-20 + 8	8 + 12
Guardsman captain 1	65	85	8	6-20 +14	8 + 10
Guardsman lieutenant 2	55	75	8	4-20 +10	8 + 10
Guardsman 12	45	50	7	7-20 +4	8 + 10
Crossbow crew* 24	40	55	10	3-20 +2	9
Caravaneer** 24	25	30**	11	1-20	9
Enspeller 1	40	40	18	Powers below	8
Priest 1	45	40	17	Powers below	12

Wagons 12—one light bolt engine per wagon providing 60% cover

*Light bolt engine: 11-30 +3-5; range 180/360/720, firing every other ABC

**Crossbow: 3-20 +5; range 180/360/720, precision at short range 45, at medium 35

Powers: Enchantment activation at 75 score
Shooting Stars—Grade I
Flame Fan—Grade II
Energy Explosion—Grade IV
Dazzling Dread—Grade V
Seeing Orb Surprise—Grade VII
Blast of Wind—Grade X
Powers: Theurgy activation at 70 score
Smite the Wicked—Grade I
Heal—Grade III
Scourge of Attackers—Grade VI (35 AEPs, 10-35 Harm)

The raiders gallop up to about 50 feet distance and then begin circling to the right. Play this up—arrows and sling bullets and javelins flying into the laager as wild shouts and bellowing comes from the equally wild attackers.

After rolling some dice have the party also do such attacks as they like. The raiders have managed to wound (2-8 points each) four of the members of the caravan. Several missiles just miss the characters, or else hit and do not injure them. The caravan's return fire brings down a full 10 attackers, plus any the team happens to kill. Several others are wounded, but manage to stay in their saddles as the raiders pull back out of range, dismount, and then move up under the cover of bushes and scrub. The caravan is surrounded, and the current strength of the enemy, after losses, is as follows—and if the team of adventurers is very powerful, just up the number of attackers, give their spell-casters more, and more deadly, activations:

Human Tribal Chief, Bbn12: CR 12; HD 12d12+24; hp 102; Init +2 (+2 Dex); Spd 40 ft. (8 sq.); AC 17 (+2 Dex, +2 large wooden shield, +3 studded leather), touch 12, flat-footed 15; Base Atk: +12; Grapple: +16; Attack bastard sword +16/+11/+6 (1d10+4); SA (Greater) Rage 4/day; SQ Damage reduction 2/-, uncanny dodge (+4 against traps); SV Fort +10, Ref +6, Will +5; AL CE; Str 18, Dex 15, Con 14, Int 13, Wis 13, Cha 13.
Skills and Feats Climb +6, Hide +5, Intuit Direction +10, Jump +13, Listen +16, Move Silently +1, Ride +8, Spot +4, Swim +16*, Survival +14; Alertness, Cleave, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Power Attack, Weapon Focus (bastard sword).

*when armor is removed

Raging: duration 7 rounds; +24 hp; AC 15; Attack bastard sword +18/+13/+8 (1d10+6); SV Fort +12, Ref +6, Will +7

Sub-Chief (4), **Bbn8:** CR 8; HD 8d12+8; hp 60; Init +0; Spd 40 ft.; AC 16 (+2 large wooden shield, +4 chain shirt), touch 10, flat-footed 16; Base Atk: +8; Grapple: +11; Atk Atk longsword +12 melee (1d8+3); Full Atk longsword +12/+7 melee (1d8+3); SA Rage 3/day; SQ Uncanny dodge (can't be flanked); SV Fort +7, Ref +2, Will +2; AL CE; Str 17, Dex 10, Con 13, Int 10, Wis 10, Cha 11
Skills and Feats Climb +8, Hide +1, Listen +4, Move Silently +1, Ride +7, Spot +4, Swim +6*, Survival +7; Alertness, Endurance, Mounted Combat, Weapon Focus (longsword)

*when armor is removed

Raging: duration 6 rounds; +16 hp; AC 14; Full Atk longsword +14/+9 melee (1d8+5); SV Fort +9, Ref +2, Will +4

Warrior Scouts (16) Rgr7: CR 7; HD 7d8+14; hp 50; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft. (6 sq.); AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; Base Atk: +7; Grapple: +10; Attack longsword +10/+5 melee (1d8+3); SA: favored enemies humans (+2) and wylves (+1); SQ Combat Mastery—two-weapon fighting, wild empathy, woodland stride; SV Fort +7, Ref +8, Will +3; AL CE; Str 17, Dex 19, Con 14, Int 10, Wis 13, Cha 11.
Skills and Feats Animal Empathy +5, Climb +9, Hide +9, Jump +5, Listen +3, Move silently +8, Ride +9, Spot +7, Swim +9, Survival +5; Alertness, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Mounted Combat, Track, Two-Weapon Fighting

Ranger spells (DC 12): *entangle, pass without trace*

Warriors (60) War7: CR 6; HD 7d8+7; hp 38; Init +0; Spd 30 ft. (6 sq.); AC 12 (+2 leather), touch 10, flat-footed 12; Base Atk: +7; Grapple +7; Atk +7 ranged (+1 hit/damage bonus

at short range, 1d6); Full Atk Short bow +7/+2 ranged (+1 hit/damage bonus at short range, 1d6); SV Fort +6, Ref +2, Will +2; AL CE; Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 11.
Skills and Feats Hide +3, Intimidate +10, Move Silently +3, Ride +10, Spot +1; Blind-Fight, Mounted Archery, Mounted Combat, Point Blank Shot

Enspeller, Sor3/Clr2: CR 5; HD 3d4+12+2d8+11; hp 40; Init +4 (+4 improved initiative); Spd 30 ft. (6 sq.); AC 10, touch 10, flat-footed 10; Base Atk: +2; Grapple +0; Atk dagger +0 melee (1d4-2); Full Atk dagger +0 melee (1d4-2); SV Fort +4, Ref +1, Will +8; AL CE; Str 6, Dex 11, Con 18, Int 13, Wis 14, Cha 13.
Skills and Feats Concentration +7, Heal +7, Knowledge (arcana) +7, Knowledge (religion) +5, Listen +2, Ride +2, Scry +3, Spellcraft +7, Spot +2; Expertise, Improved Initiative, Toughness

Sorcerer Spells Known (DC 11 + spell level): 0-level (6 per day) *daze, ghost sound, light, read magic, resistance*; 1st-level (6 per day): *charm person, mage armor, magic missile*

Cleric Domains: Chaos (cast chaos spells at +1 caster level) and Protection (*protective ward* once per day)

Cleric Spells Per Day (DC 12 + spell level): 0-level: *cure minor wounds x4*; 1st level: *cure light wounds x3, protection from law**

*Domain spell

Oaf Chief: CR 7; Medium-sized humanoid; HD 12d8+48; hp 102; Init -1 (Dex); Spd 30 ft. (6 sq.); AC 14 (-1 Dex, +2 large shield, +3 hide), touch 9, flat-footed 14; Base Atk: +9; Grapple: +16; Atk Club +17 melee (1d6+10) or rock +9 ranged (range increment 10 ft., 1d6+7); Full Atk Club +17/+12 melee (1d6+10), or rock +9/+4 ranged (range increment 10 ft., 1d6+7); Space/Reach: 5 ft./5 ft.; AL CE; SV Fort +12, Ref +3, Will +4; Str 24, Dex 8, Con 18, Int 7, Wis 11, Cha 16
Skills and Feats Climb +7, Jump +7, Ride +4; Cleave, Power Attack, Weapon Focus (club).

Oaf, major (4): CR 6; Medium-sized humanoid; HD 12d8+24; hp 78 each; Init -1 (Dex); Spd 30 ft. (6 sq.); AC 14 (-1 Dex, +2 large shield, +3 hide), touch 9, flat-footed 14; Base Atk: +9; Grapple: +16; Atk Atk Club +15 melee (1d6+7) or rock +9 ranged (range increment 10 ft., 1d6+5); Full Atk Club +15/+10 melee (1d6+7), or rock +9/+4 ranged (range increment 10 ft., 1d6+5); Space/Reach: 5 ft./5 ft.; AL CE; SV Fort +10, Ref +3, Will +4; Str 21, Dex 8, Con 15, Int 7, Wis 10, Cha 14
Skills and Feats Climb +7, Jump +7, Ride +4; Cleave, Power Attack, Weapon Focus (club).

Oaf (10): CR 2; medium sized humanoid; HD 4d8+11; hp 30 each; Init -1 (Dex); Spd 30 ft. (6 sq.); AC 12 (-1 Dex, +3 hide), touch 9, flat-footed 12; Atk Sling +2 ranged (1d4+5); Full Atk Sling +2 ranged (1d4+5); Space/Reach: 5 ft./5 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 20, Dex 8, Con 15, Int 6, Wis 10, Cha 10
Skills and Feats Climb +4, Jump +7, Ride +2; Toughness

Note: Oafs are described in Appendix A.

Great Orc Chief Ftr10: CR 10; HD 10d10+30; hp 85; Init +5 (+1 Dex, +4 improved initiative); Spd 20 ft. (4 sq.); AC 19 (+2 large shield, +7 half plate), touch 10, flat-footed 17; Base Atk +10; Grapple +15; Atk bastard sword +16 melee (critical 17-20/x2, 1d10+7); Full Atk bastard sword +16/+11 melee (critical 17-20/x2, 1d10+7); SV Fort +10, Ref +6, Will +3; AL CE; Str 21, Dex 12, Con 16, Int 7, Wis 11, Cha 13
Skills and Feats Climb +5, Ride +3; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Great Orc (2) Ftr4: CR 4; HD 4d10+8; hp 30; Init +4 (+4 improved initiative); Spd 20 ft. (4 sq.); AC 17 (+7 half plate), touch 10, flat-footed 17; Atk longsword +8 melee (1d8+5); Full Atk longsword +8 melee (1d8+5); SV Fort +6, Ref +1, Will +0; AL CE; Str 16, Dex 11, Con 14, Int 9, Wis 8, Cha 8.
Skills and Feats Climb -2, Ride +5; Cleave, Improved Initiative, Power Attack, Wepon Focus (longsword), Weapon Specialization (longsword)

Orc Warriors (12), War3: CR 2; HD 3d8+6; hp 20 each; Init +0; Spd 20 ft. (4 sq.); AC 14 (+4 scale mail), touch 10, flat-footed 14; Base Atk: +3; Grapple: +5; Atk battleaxe +6 melee (1d8+2); Full Atk battleaxe +6 melee (1d8+2); SV Fort +3, Ref +1, Will +0; AL CE; Str 15, Dex 10, Con 12, Int 9, Wis 8, Cha 8.
Skills and Feats Ride +6; Toughness, Weapon focus (battleaxe)

Orc (20): CR ½; Medium-Size Humanoid (Orc); HD 1d8; hp 5 each; Init +0; Spd 20 ft. (4 sq.); AC 14 (+4 scale mail), touch 10, flat-footed 14; Atk Greataxe +3 melee (1d12+3), or javelin +1 ranged (1d6+2); Full Atk Greataxe +3 melee (1d12+3), or javelin +1 ranged (1d6+2); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.
Skills and Feats Listen +2, Spot +2; Alertness.

Orc Shaman, Clr5: CR 5; HD 5d8+13; hp 36; Init +0; Spd 30 ft. (6 sq.); AC 17 (+7 half plate), touch 10, flat-footed 17; Base Atk +3; Grapple +5; Atk: dagger +5 melee (1d4+2); Full Atk: dagger +5 melee (1d4+2); SV Fort +6, Ref +3, Will +5; AL CE; Str 15, Dex 11, Con 14, Int 8, Wis 13, Cha 9.
Skills and Feats Diplomacy +2, Heal +6; Lightning Reflexes, Toughness

Cleric Domains: Destruction (*smite* once per day) and Evil (cast evil spells at +1 caster level)

Cleric Spells Per Day (DC 11 + spell level): 0-level: *detect magic, guidance x4*; 1st-level: *cause fear x2, obscuring mist x2, protection from good**; 2nd-level: *darkness x2, shatter**; 3rd-level: *cure serious wounds, contagion**

*Domain spell.

The Attackers	H	P	S	Att.	Def.
Human tribal chief 1	70	80	16	7-20 +8	6 + 6
Sub-chief 4	60	70	15	5-20 +6	6 + 6
Warrior-scout 16	50	60	17	2-20 +4	4
Warrior* 60	40	50*	13	1-20 +2	4
Enspeller 1	50	50	16	Powers below	4
Oaf, major, chief 1	65	45	7	8-20 +12	8 + 5
Oaf, major 4	60	40	6	3-20 +10	6 + 5
Oaf** 10	50	35	6	1-20 +8	6 + 4
Orc, great, chief 1	75	65	7	5-20 +10	8 + 10
Orc, great 2	45	45	6	3-20 +8	8
Orc 12	35	35	8	2-20 +5	6
Orc, lesser*** 20	30	30***	11	1-20 +2	6
Orc shaman 1	45	40	12	Powers below	10

*Light bow: 1-20 +2; range 50/150/300, precision beyond 50 feet is 45

**Sling (bullets): 3-20 +8; range 50/150/300

***javelin & launcher: 3-20 +2; range 45/90/250, close range precision 35

Powers, Enspeller: Activations, 50 Enchantment, 35 Theurgy score

Thorn Thrash—Enchantment Grade II

Blue Bolts— Enchantment Grade V

Heal—Theurgy Grade III

Powers, Shaman: Activations, 35 Geourgy, 50 Theurgy score

Mirdoleb's Hellbolt, yellow—Geourgy Grade IV

Smoke Elementary Service—Geourgy Grade IV

Heal—Theurgy Grade III

Sniping fire will commence, and now and then announce a raider falls—thus dealing with the unaccounted-for wounded not shown in the tally above. If the party members attack successfully, keep track of the results on the roster above, of course. Any character exposed will be hit by an arrow (1-4 chance on d6) or sling bullet (5-6) with damage/Harm delivered according to the usual method.

As twilight settles down on the rise, there will be another semi-assault, with the attackers coming to within 50 feet again. Select three caravan members of lesser sort to be killed, three wounded. Give the characters four actions to do what damage they can to the attackers. These results will be recorded on the roster, along with the wounding of four (2-12 points) but the "four raiders slain by the guards" are not taken from the attackers—just overage{?}, so to speak.

When night falls the marauders draw back. The Oafs and Orcs can see well enough, but the humans in the caravan can't. Some sniping will occur, and perhaps an attempted infiltration, but no mass assault.

When it is dark the caravan master will say:

"Okay, men, this doesn't look good. We are surrounded and outnumbered by at least two to one. Likely those devils will be sending someone to get more of their warriors to reinforce the party, so they can take us tomorrow in a full-fledged assault.

"Anyone have a miracle they can call up?"

Nobody other than one of the adventurers will. The simple answer is for one or more of the able characters to slip out of the laager on foot, head back east paralleling the track, and search for the Wylfs. In about three hours' time they'll locate the Alfar war band. Hearing the circumstances, the Wylfs will gladly assist, but the plan for attack must be set forth by one of the characters there with them.

The Alfar will otherwise simply come up tp where they can assail about one-quarter of the encircling attackers, and at first light begin attacking, shouting for the men in the caravan to sally forth and fight with them. This will be along and bloody fight, and there's a chance that the raiders will pull off a victory. Have the party face off against the most potent raiders, only if they defeat them will the battle be won, if the adventurers flee or are bested then the caravan is lost!

If a character plans, the Wylf chieftain will carefully describe his combat assets. The wyrd will also relate what spells she can use. The best tactics are likely these: The character(s), wyrd, and one or two irregulars should move up, use the wyrd's magic to sneak past any nearby sentries or kill them before they can give an alarm. The group then enters the laager, alerts the place, and at false dawn the guardsmen, two lieutenants, and the characters come out in a surprise sally along the road as the Wylfs attack that section of the line from the rear. The wyrd will unloose fireballs from her wand and then use a combination of sanctuary and invisibility to get close to the most powerful leader of the marauders and fireball him too!

Meantime the cleric in the laager will employ hold person spells on the most fearsome adversaries while the enspeller releases lightning bolt and a fireball of his own when the circle of wagons is attacked by the other raiders. Of course, all the crossbowmen will be concentrated on the half of the front where the Wylfs are not attacking.

The best tactics are likely these: The Avatar(s), wyrd, and one or two irregulars should move up, use psychogenic Create Contentment Power to cause any nearby sentries to be dozing or asleep, thus killed before they can give an alarm. The group then enters the laager, alerts the place, and at false dawn the guardsmen, two lieutenants, enchanter, and the Avatars come out in a surprise sally along the road as the Wylfs attack that section of the line from the rear. The enchanter will unloose his most potent Powers against the enemy, like this:

Seeing Orb Surprise—as they issue out from the laager

Energy Explosion—immediately thereafter, as the attack is in full swing

Dazzling Dread—as his third activation

Shooting Stars—as his fourth and fifth if not being attacked

Flame Fan—when he is being pressed

Blast of Wind—if a smoke elementary is brought into play he will attempt this to counter it.

The Wylf wyrd will use Safe Haven to get close to the most powerful leader of the marauders, then employ Psychogenic Spontaneous Combustion to set that foe on fire.

Meantime the priest will employ Scourge of Attackers when the circle of wagons is attacked by the other raiders. Of course, all the crossbowmen will be concentrated on the half of the front where the Wylfs are not attacking.

At such time as the raiders are at less than 50% strength, counting dead and wounded as losses, or all three leaders and activators are slain, they will rout away from combat in panic, head for their horses, and not return.

Full statistics for the Wylf band are unlikely to be needed as their role in the battle is assumed to be conducted "off stage" while the characters engage in acts of daring do that swing the battle towards victory... or defeat. Note that details of the Wylf race can be found on page 246.

The following information should suffice:

Wylf Irregulars (26): CR ½; Medium-Size Humanoid (Elf); HD 1d8; hp 5 each; Init +1 (Dex); Spd 30 ft. (6 sq.); AC 15 (+1 Dex, +3 studded leather, +1 small shield), touch 11, flat-footed 14; Base Atk: +1; Grapple: +1; Atk Longsword +1 melee (1d8), or longbow +2 ranged (1d8); Full Atk Longsword +1 melee (1d8), or longbow +2 ranged (1d8); SQ Elven traits; AL CG; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 10, Int 9, Wis 10, Cha 11.
Skills and Feats Hide +1, Listen +3, Search +1, Spot +2; Weapon Focus (longbow).

Wylf Weird Sor5/Clr2:** CR 7; HD 5d4+10 + 2d8+4; hp 33; Init +1 (+1 Dex); Spd 30 ft. (6 sq.); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk: +4; Grapple: +5; Atk dagger +4 melee (1d4+1); Full Atk dagger +4 melee (1d4+1); SV Fort +6, Ref +2, Will +9; AL NG; Str 12, Dex 12, Con 15, Int 11, Wis 15, Cha 16.
Skills and Feats Concentration +4, Heal +4, Hide +1, Knowledge (arcana) +8, Knowledge (religion) +2, Listen +4, Move silently +1, Search +2, Spot +4, Survival +9; Craft Wondrous Item, Extend Spell, Scribe Scroll.
Possessions: wand of fireball (6th-level caster), wand of silence

Sorcerer Spells Per Day (DC 13 + spell level): 0-level (6): *dancing lights, detect magic, ghost sound, light, mending, read magic*; 1st-level (7): *charm person, chill touch, magic missile, sleep*; 2nd-level (5): *invisibility, mirror image*

Cleric Domains: Plant (rebuke or command plant creatures) and Travel (unimpeded movement twice per day)

Cleric Spells (DC 12 + spell level): Guidance x2, Resistance x2; First Level: *Obscuring Mist x2, Sanctuary, Expeditious Retreat**

*Domain spell.

**A Weird is a highly respected member of wylven society, a seer-shaman-healer attending to the tribes' needs.

Wylf Chief: Rng9; use wild elf ranger stats in the MM
Wylven Leading Warrior (2): Rng7; use wild elf ranger stats in the MM
Wylven Archer (12): Ftr4; use wild elf fighter stats in the MM
Wylven Netter (8): Ftr 3; use wild elf fighter stats in the MM

Thicket Wylfs	H	P	S	Att.	Def.
Chieftain 1	60	80	18	3-20 +14	6 + 10
Wyrd 1	25	30	20	Powers below	4 & sp.?
Leading Warrior 2	50	75	17	2-20 + 10	6 + 8
Archer* 12	40	60*	16	4-20 + 8	8
Netter** 8	35	45	14	1-20	6
Irregular 26	35	35	15	1-20 + 6	6 + 4

*Medium bow: 2-20 +8; range 75/225/450, precision beyond 75 feet is 55, beyond 224 is 50

**Net, weighted: 1 Harm; range 10 with 4 diameter, subject immobilized until net is freed

Powers, Weird: activation at 65 score
Create Contentment—Psychogenic, 1 AEP/subject
Spontaneous Combustion— Psychogenic, 20 AEPs (Harm 1-2 +10-20 with clothing combustion of +3-5; then +6-8, then +3-5, and finally +1-2 over 3 additional ABCs)
Safe Haven—Theurgy Grade II
Health Benison—Theurgy Grade IV

Aftermath: If the wagon master is alive, he will pay the party 15 gold pieces each, a seemingly small reward for the party's labors but the wagon master believes the heroes to be his hired guards and thus the reward is a "bonus" in his eyes. If the raider Enspeller is slain they will find two arcane scrolls, one with charm person and the other with two castings of magic missile on it. If the Orc shaman is slain they will find two divine scrolls, one inscribed with three castings of cause fear, the other with darkness. Finally, a horse belonging to the raiders will have drawn upon its hind quarter a coral-orange triangle. This animal will come walking close to the team, and as soon as one of them touches the mark, they are drawn back to the cylindrical mini-cosmos.

The wagon master will pay the party 5 gold pieces ($2,500) each. If the raider Enspeller is slain they will find two Enchantment Power plaques, one with Thorn Thrash and the other with Blue Bolts on it. If the Orc shaman is slain they will find two plaques with two Geourgy Powers, Mirdoleb's Hellbolt (all three forms) and Smoke Elementary Service.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered

some time back bursts into blazing flames, then disappears in smoke as an wailing war cry echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

> **Award:** In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who showed tactical skill in defeating the raiders should receive 50 General Merits.

45. YELLOW (TOPAZ)

Oriental Capers

More flying fun, herein on carpets where the characters are thoughtfully provided with magical Ambrosias: Aerial Wafers (see page [TBD]) just to be on the safe side, sorta...

Their mission in this adventure is to fly forth and locate the dwelling of an ancient and mighty qi-lin (a/k/a ki-lin or ki-rin). Only that creature can save the isolated mountain kingdom from the fate that awaits it. An evil bonze is working spells to bring monsters to ravage the land, some of these then remaining to share the spoils when the wicked priest takes the throne...and feeds those who opposed him to his terrible allies.

To find the dragon-horse, the party will have to survive some deadly encounters, and make a couple of clever decisions. It should prove to be a thrilling and challenging time ahead for all concerned.

Magical activations that do not enable escape from this locale or this sphere will function at the Game Master's discretion—be kind!

This is the text to read aloud to the players when they enter the pane-portal:

"Are you not well, masters?"

A blink of the eye and a shake of the head, but that is not in response to the voice that seemed far distant when it queried as to your health. Of course you are attempting to regain your senses after a particularly difficult transition between dimensional matrices. The first sensation you feel is that of a soft cushion beneath you, making sitting comfortable.

"Oh Defenders of our Unhappy Land, please speak to Minister Kung, your humble servant..."

Now you can see and full hearing has returned. The man speaking to you is elderly, with a long, thin beard and like mustaches, yet his eyebrows soar like gulls wings above his dark gray eyes. His origination is clearly the East. The turban he wears is decorated with a huge sapphire and an egret plume, his robe of embroidered silk is the finest you have ever seen. Surely the man sitting upon the large cushion opposite you is no humble servant in the literal sense.

Knowing that the transition to another world often includes a seeming knowledge of your party in some special terms relevant to the new sphere, it seems best to be non-committal in your response, so one of your team says...

(Await a reply from one of the characters. When it is forthcoming, and after an appropriate comment from the vizier, continue with:)

"It is the strain and fatigue from your long journey to come here, surely. Would that we had the leisure for you to rest and enjoy the pleasure gardens. Alas, that can not be, for this whole kingdom is in imminent peril of destruction! The king, the people, all depend on your mission. So come, it is time to depart."

The ancient vizier stands. He is short but evidently powerful despite his years, for he is on his feet in a smooth and rapid motion that the fittest of you have trouble imitating after being seated cross-legged thus.

As he leads you upwards in what is certainly a palace, Minister Kung explains more of the mission.

"In the Fang-chang Mountains north of here dwells a lung lung that can turn away the worst of the monsters that the evil bonze, Fu-ling Wu, has brought here to overcome us. You must find lung-lung, the dragon with no name, for he will save us!

"To reach the Fang-changs, though, is impossible without a heavenly guide. Thus, you must first find where the mighty qi-lin, Wang Ma-lung dwells. If you give him this jade amulet (and here he hands you the object), the qi-lin will know your purpose is just and serve as a guide and protector.

"Wang Ma-lung resides in the Cave of Winds, that being the gateway to the Three Mountain Ranges of the Immortals. So first you must go northeast to find the cave, then with Wang Ma-lung, go and find the unnamed lung lung. When you bring that dragon back to this place, your mission is finished, and great will be the honors bestowed upon you for such service!

"Ah, we have come to the roof already. Here are your means of accomplishing the journey. The great carpet with a peach tree and herons on it will accommodate as many as nine passengers, while the small one next to it, that showing yang and yin surrounded by golden carp, seats two but is faster. The most powerful of your party should lead the way on it, while the rest ride upon the larger flying carpet. So, take extreme care of these magical rugs, as they are the only ones in the whole kingdom, each worth a fortune, May the Red Pine Fairy give you luck!

"Xin-dab, the Master of Wonders, will now instruct you in what is needed to fly these enchanted rugs. Do not tarry in being off."

At this point another old fellow, this one wearing a black cap with a gold button atop it, a yellow jacket that has a gray tiger embroidered over the left breast, and baggy trousers, steps forth from a small penthouse. He greets you with a bow and begins to explain: "Welcome brave warriors. Know that when I, Xin-dab, was your age I had already slain many monsters and accomplished feats of great renown even now told as if they were legends. You are not too old to learn, though, so listen carefully, and you might survive. This is a model..."

So begins a lengthy but fast-paces exposition of the properties of the magical carpets you are soon to venture forth upon, flying through the sky to face who can say what perils.

One of the carpets is small, has a size of 4 ft. x 6 ft. and a speed of 180 ft. The other is large, has a size of 6 ft. x 9 ft. and a speed of 120 ft.

> At this point you will need to go to the end of this encounter where the details of Flying Carpets are set forth. The two that the party has been loaned are a small and a large of the preternatural sort.

When you supply the stats for the rugs, give the party the command information as well.

"So now you know all there is to know—save in the doing," Xin-dab growls. "See yonder peak. Look at the thin line of black rising from the tall mountain beyond it in the far distance. Follow that axis, but beware the smoke. There is a burning one there in that mount who will do his utmost to prevent you in reaching the abode of the qi-lin you must enlist to aid you. Good hunting." He starts to leave you, then turns.

"Ah, Pe-Har's hells! I can't let a bunch of rookies like you go like this. Here, each of you take one of these wafers now, and another one every couple of hours. There's 10 for each of you—Ambrosias called Aerial Wafers.You can fly at a good speed, dive with great alacrity when so empowered, but that's no match for most of the beasts you will be meeting. Stay aboard your carpets, and use the flying you can manage from these only as a last resort."

With that he leaves you, and it is time for your departure too.

Note that the Aerial Wafers given to the team here are inferior to the ones available in "the pipe." They grant only average maneuverability and a flying speed of 40 ft—although one could dive at a higher speed until the ground got in the way... (see the DMG for details).

So now the team must take to the sky on their flying carpets and head north. Describe the valleys, gorges, ridges, and mountains below and around them as you like, in your own style. Ask what each is doing frequently, as there will be a number of encounters that will be deadly if the characters are not alert, watchful, and resourceful.

PHASE ONE MOVEMENT:

After they have flown about a half of an hour the first of the foes will be above and plummeting down to attack the large flying carpet and those upon it.

Roc: CR 9; Gargantuan Beast; HD 18d10+126; hp 225; Init +2 (Dex); Spd 20 ft. (4 squares), fly 80 ft. (average); AC 17 (-4 size, +2 Dex, +9 natural); Base Atk/Grapple: +13/+37; Atk: Talon +21 melee (2d6+12), Full Atk 2 claws +21 melee (2d6+12) and bite +19 melee (2d8+6); Space/Reach: 20 ft. / 15 ft.; SA -; SQ: Low-light vision; AL N; SV Fort +18, Ref +13, Will +9; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.
Skills and Feats Hide -3, Listen +10, Spot +14; Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

> **Rukh 1** H 200 P 50 S 10a/20f
> **Attack:** 2 x talons for 36-50 Harm each; otherwise a beak strike for 21-25 +5-30 (d30) Harm.
> **Defense:** 6, and generally immune to acid, electricity , and flame.

If spotted when it is approaching to swoop and plummet, the one commanding the larger of the flying carpets can bank in a turn and dive as sharply and steeply as possible, and thus avoid the talon strikes. If those are not avoided, and one or both succeed in hitting, then all on the rug are likely lost. The roc/rukh will lift its leg or legs forward and up, strike with its beak next sequence. This motion and strike will dislodge the occupants of the carpet. Although saved from death by the Aerial Wafers, they will be slow and subject to many further attacks flying on their own.

In case there are such "uncarpeted" flyers about, then they will be harassed continually by the following, each sort coming separately, and in any order, but all three arriving sequentially at intervals of about one-half hour after uncarpeted flying first occurs.

These creatures can also be used for random encounters if the party gets off track. Generally speaking, anytime the flying carpets are below surrounding mountain peaks they can be assailed by opponents who swoop-plummet to catch them. Otherwise, the carpets can move faster that these creatures can in level flight.

Condor (9-16): CR ½; Small Animal; HD 1d8+1; hp 6 each; Init +2 (Dex); Spd 10 ft. (2 sq), fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 12, flat-footed 12; Base Atk: 0; Grapple: -4; Atk 2 claws +3 melee (1d3), bite -2 melee (1d4); SQ -; AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.
Skills and Feats Listen +6, Spot +6*; Weapon Finesse (claw, bite).
*+8 to Spot skill during daylight.

Stirge (7-12): CR ½; Tiny Magical Beast; HD 1d10; hp 6 each; Init +4; Spd 10 ft. (2 squares), fly 40 ft. (average); AC 16 (+2 size, +4 Dex), touch 16, flat-footed 12; Atk Base Attack/Grapple: +1/-11 (+1 when attached); Atk: Touch +7 melee (attach); Full Atk: Touch +7 melee (attach); Space/Reach: 2-1/2 ft./0 ft.; SA Attach, blood drain; SQ: Darkvision 60ft, low-light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.
Skills and Feats Hide +14, Listen+4, Spot +4; Alertness, Weapon Finesse (touch).

Manticore (2): CR 5; Huge Magical Beast; HD 6d10+24; hp 57 each; Init +2 (Dex); Spd 30 ft. (6 sq.), fly 50 ft. (clumsy); AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk: +6; Grapple +15; Atk Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20); Full

Atk 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20); Space/Reach: 10 ft/ 5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.
Skills and Feats Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, Track, Weapon Focus (spikes).
*+4 to Spot skill during daylight.

Hieracosphinx (2): CR 5; Large Magical Beast; HD 9d10+18; hp 67 each; Init +2; Spd 30 ft. (6 squares), fly 90 ft. (poor); AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; Base Atk/Grapple: +9/+18; Atk Bite +13 melee (1d10+5); Full Atk Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2; SQ: Darkvision 60ft, lowlight vision; AL CE; SV Fort +8, Ref +8, Will +5; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.
Skills and Feats Listen +10, Spot +14*; Alertness, Cleave, Flyby Attack, Power Attack.

Condor 9-16 H 10 P 25 S 15a/25f
Attack: Talons for 3-5 +1-10 Harm.
Defense: 4.
Helovan 7-12 H 30 P 35 S 13a/18f
Attack: Fangs for 1-2 + VT of 9-12 Harm; Poison bypasses half armor 50% of the time, full armor 10%).
Defense: 8.
Sefer 2 H 60 P 40 S 18a & f
Attack: Claws for 1-12 + 2-12 Harm and beak for 3-20 +2-12 Harm.
Defense: 7.
Serref 2 H 50 P 50 S 20a & f
Attack: Claws for 1-10 +10 Harm or beak for 7-20 +10 Harm.
Defense: 8.

PHASE TWO MOVEMENT:

After the rukh has attacked, and the party has passed the first peak pointed out to them by Xin-dab, the next assault will be by an efriti lord who need not be named as he will not parley with the team. If there are characters looking up, down, and all around, they will see a fiery form rising from the mountain ahead from which the column of smoke rises. The smoke is from a small volcanic opening recently developed at the base of this peak, the gate through which the wicked priest, Fu-ling Wu, brought forth the efriti to plague this kingdom. This efeeti will come up in fury, flying at his fastest speed, aiming to intercept the party and attack. This will happen certainly unless the characters are alert and watching for attack.

Efreeti: CR 9; Large Outsider (Extraplanar, Fire); HD 15d8+30; hp 100; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft. (4 sq.), fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; Atk Slam +20 (1d8+9 and 1d6 fire); Full Atk 2 Slam +20 (1d8+9 and 1d6 fire); Space/Reach: 10 ft/10 ft.; SA *Change size*, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +11, Ref +12, Will +11; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.
Skills and Feats Bluff +20, Craft (any one) +14, Concentration +20, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Listen +20, Move Silently +20, Sense Motive +20, Spellcraft +20, Spot +20; Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B], Quicken Spell-Like Ability (*scorching ray*).

Efriti, fire lord H 185 P 80 S 30f
Attack: Sword of flame for 5-30 +17-20 +12 Harm or flame blast (two/day) of 36-foot diameter and length for 36-50 Harm.
Defense: 15, and immune to all fire-flame-heat-based attacks. Weapons with a range under 5 will not reach the efriti when flying, so can not cause Harm.
Note that as a Rank 12 efriti, this fire elemental lord is able to employ all Enchantment and Geourgy Ability activations that are applicable to his being. These are activated as 60 Ability score from an AEP pool based on 4 x S BR. However, while concentrating on flying, such Powers can not be used, so the list is omitted.
The flame sword and flame blast will certainly score Harm to the Health of the big flying carpet as he attacks the characters riding on it.

If the party spots the approaching efriti and maneuvers to avoid it, then read:

Luckily you saw the fiery entity coming towards you. It is a gigantic efriti, and it is roaring with fury that you have managed to avoid his interception course. Clearly, your flying carpets are faster than he is when airborne.

Although you are now moving away from this fire elemental, the efriti is not giving up. It seems to be moving with some form of magically enhanced speed, so that you are not gaining much distance. He can't catch you in level flight, but this ugly customer seems bent on sticking as close to your tail as he can. This could be rather ugly if you encounter something ahead that slows you down.

Speaking of that, it looks as if there is a cloud bank before you. Perhaps you will be able to lose the efriti there...

If the course is altered to avoid the clouds, in a short time more will appear ahead on the new course. Meantime the fire elemental lord is hanging back a bit, so no doubling back is possible for the team. They will need to go ahead—northeast or northwest off the north course, but a due east or west course will enable the efriti to catch the big flying carpet. In a dive the fire elemental is much faster.

So the party is forced to enter the clouds, and there they will encounter and be attacked by at least one group of five

yeth hounds (LA game: orcull). If they continue a generally straight course when encountering these creatures, they will exit the clouds and be in the clear. If they turn more than 15 degrees to left or right, they will encounter another group, and so on.

Yeth Hound (5): CR 3; Medium-Size Outsider (Evil, Extraplaner); HD 3d8+6; hp 20 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft. (8 sq.), fly 60 ft. (good); AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk: +3; Grapple +6; Atk Bite +6 melee (1d8+4); SA Bay, trip; SQ Scent, flight, damage reduction 10/silver; AL NE; SV Fort +5, Ref +5, Will +5; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10. *Skills and Feats* Listen +8, Spot +8, Survival +8*; Improved Initiative.

*+4 bonus to Wilderness Lore when tracking by scent.

The yeth hounds will not leave the dense cover of the clouds as they greatly fear the light of the sun.

Orcull 5 (in groups) H 40 P 50 S 15a/25f
Attack: Claws for 1-12 or bite for 1-20 +10 Harm, either attack form +7 (fixed) Physique addition to Harm.
Special **Attack:** Those within 10 feet of an Orcull suffer a reaction and physical movement speed penalty of 2 and combat penalty of 20.
Defense: 10 overall, 5 against preternatural or supernatural Harm.

PHASE THREE MOVEMENT
When that combat is over:

Nasty, those hounds! At least the efriti stayed out of the damp clouds so you didn't have to worry about fighting him. Their clouds are behind and thinning into nothingness even as you glance at them in the distance. Making sure your course is northeast where the Cave of the Winds and the qi-lin you seek are located, it's time for a check around. Ahead you see the general great saddle between the mountain ranges to east and west, the bowl ahead terminating in a sheer wall that must be a thousand feet high, as you are not much above it's stony face. The smoking mountain is well behind you, and there is no fiery pursuer to be seen there.

(If any observer looks up read:)

There is a flaming something above you and directly behind! It must be the cursed efriti. Somehow it managed to climb and still move forward at a fast rate of speed. Certainly this lord of elemental fire is being given supernatural aid from somewhere.

It is good that you looked upwards, for the monstrous foe is even now beginning to dive down towards you. What should you do to avoid it's surely fatal attack?

As at least some of the characters will be slain in the case of the efriti coming into combat range with them, the adventurers must themselves dive their rugs. Level flight is hopeless. If they don't do that, combat occurs, and eventually the survivors will have to go down to the cliff face level to find the correct path.

When they are down below 1,000 feet and looking at the sheer palisade of rock there read:

Down lower now, and below the level of the cliff you note that there is a great cavern-like opening in it's face, a hole easily large enough for two flying carpets of largest size to enter abreast. Considering your options, this seems the only chance there is to avoid being attacked from above by the fire elemental lord.

PHASE FOUR MOVEMENT:
In entering the cavern to avoid the attacker, the party is now on the right track to find the qi-lin.

The light is dim as you speed through the great series of mighty caves and even-vaster caverns, but with concentration you are able to steer the flying carpet along the turning and twisting path they make that is taking you to the left, heading more north than your original course. There is a ruddy glow behind—the efriti is still following you. Now the light ahead is getting brighter. With a rush you are out of the caverns and into a great gorge. 500 feet below is a roaring torrent, and you are now flying in the channel it cut long, long ago. All too soon you see its end. The river below is fed by a waterfall ahead, one that drops from the top of the plateau into the gorge, its waters very dark directly ahead of you. Flying carpets climb slowly, fire elementals quickly. Perhaps there is time to ascend to the level of the plateau again, perhaps not... Otherwise, crashing into the waterfall, the rock behind it, and being borne down a half-thousand feet to a watery death for those surviving the impact is a certainty.

Not!

Veteran players will take the risk and go for the waterfall. There is another cavern opening behind it, and if you are so inclined allow the uncertain team to use exceptional visual capacity or success employing Spot skill (DC 20) to note something dark behind the screen of falling water.

Luck, Ranging or Scrutiny Ability notes the dark opening.

Passing through the curtain of droplets gives a thorough wetting, but otherwise does no damage to you or the magical rugs that are bearing you through the air. Air? That's what's different about the tunnel you supposed you were in! This place seems to have vague and amorphous walls, and there is no wind. That means there is a wind, of course, but it is blowing in the direction you are moving at the same speed as the flying carpet is making.

Observation to the rear reveals no sign of the efriti. Perhaps the water turned him aside. Ahead there is nothing but a grayness...

Should you stop, go back and exit if there is no sign of the fire elemental?

PHASE FIVE MOVEMENT:

Slowing will cause a growing breeze from behind, the slower the carpet flies, the stronger the wind. That should

convince any hesitant party they need to proceed on course.

In due course, according to the GM, they will find themselves in a truly vast and formless space, the Cave of Winds, this being filled with glowing air and clouds like those seen during a glorious sunset. This is the home of the mighty qi-lin, Wang Ma-lung, who they were told to discover and give the jade amulet. As they enter the space the creature will appear near them.

As you gaze in astonishment at your surroundings a huge, vaguely horse-like creature with a dragon's head complete with long whiskers, appears suddenly near to you. It opens its mouth, and a rumbling voice that nearly deafens you issues forth:

"What's this? Mortals trying to sneak into my home by a back entrance is it? Why should I not destroy you now?!'

What should you respond?

(Of course a show of the jade amulet with some brief explanation is what is needed. When this is done, the qi-lin will speak on, but if the party hesitates, it will generate two lightning bolts of 96-foot length with damage of 21-25 just to teach these intruders a lesson. When the dragon-horse speaks further:)

"Ah, I see you come from King To Ming. Welcome then, and what is it you need of me?"

So the adventurers must tell their tale, and explain that there is an evil bonze (priest) who is bringing malign creatures into the kingdom, and they are sent to enlist the aid of the great Wang Ma-lung (the more flattery and formality the better) in finding the lung lung that is nameless, that great dragon being the only creature able to defeat the monstrous servants of the wicked priest. Without the aid of the lung lung, they will triumph, the kingdom will be ruled by evil, and the good folk be fed to the beasts that serve the new wicked priest-king.

At that the qi-lin will agree to assist. He will lead the party to the gate that brings them to the Fang-chang Mountains, their three separate chains meeting at this place.

A qi-lin resembles a mighty horse, although it has a longer neck with a dragon-like head, and the lower portions of the legs are fringed with tendril-like growths. The hooves of the creature are broad and glow with energy. The tail is long and almost cloud-like. Coloration ranges through the colors of a sunset, from pearly to pastel green, blue, and violet all the way to glowing gold, fiery orange, bright scarlet, and glowing crimson. These mighty aerial creatures can assume human appearance, and they will frequently take the form of a mundane animal such as a horse or an ox. Qi-lin do not accumulate wealth in the dimensions of earth, but each carries with it a mystical pearl with which it can grant a minor wish.

Statistics for this mighty celestial creature are not detailed; the text lays down the results of any combat that it engages in. If the adventurers are foolish enough to attack it they will be destroyed in a swift display of golden lightning bolts, deafening thunderclaps and immortal magic that shears away any supernatural protections they may have—and that's the end of that!

Qi-lin, celestial H 100 P 100 S 20a/60f Att. special Def. 20 sp.
All attacks and defenses of this creature are superior to those of a normal qi-lin. They are not detailed here as any combat that it engages in will be prescribed by text or the GM.

As the party gains this place there will appear in the distance the doggedly following efriti lord in company with a red dragon of the hugest possible size (Invictus), and the largest wyvern the adventurers have ever seen. Once again full statistics for these monsters are not required.

In the LA game system the two are a fire drake of huge size, and a basilisk king:

Firedrake, huge H 120 P 105 S 14a/20f Att. special Def. 23
Basilisk, king H 70 P 70 S 10a/20f Att. special Def. 12

True to his word, the qi-lin leads your party to a place where the colors glow in soft rose, deep amethyst, and pale green. In a moment you are out of the strange clouds and into a place of crystalline-like air, where incredibly beautiful mountains tower, three lines of them fanning out to form mighty ranges. Just then Wang Ma-lung slows his pace through the air, his head turning so as to gaze up in the sky behind you:

"Ah so!" the great dragon-horse growls as it sees the approaching enemy. "Those are malign things indeed that follow you. Even I care not to face them alone. Follow quickly," it adds even as it is moving towards the base of the tri-peaked mountain that marks the head of the three chains.

For several minutes all move at utmost speed, the dragon-horse outpacing you easily. As it nears the first foothill it sends forth a note that recalls the strange duo-tone horns that mountaineers of the East sound in their ceremonies to dispel demons and devils. When the echoes fade there is a deeper and less dissonant note that replies from the mountain. A speck soars from near the tri-peaks, grows larger as it comes winging towards you. It is surely a great dragon of the air, its shining silver color indicating its age and power. It must be the lung lung with no name.

Even as you watch this welcome approach there is a simmering in the air near to the qi-lin, Wang Ma-lung. It has called forth another ally, this a titanic air genie, a devati lord to match the efriti one that seeks to destroy you.

As with the qi-lin, these creatures will not engage in combat that is actually part of the adventure as involves the participation of the characters. They are here for dramatic effect and thus no statistics are needed.

Devati, air, lord	H 150	P 80	S 40f	2 x
3-30 +17-20 + 12	16			
Dragon, air, black	H 145	P 115	S 14a/38f	
special	26			

Describe a meeting battle where the air elemental lord and qi-lin rise to meet the oncoming trio of hostile creatures, blasts of flame, roaring winds, fire and terrible cries from the opponents that make the characters tremble in fear. Then the silver dragon joins the fray with gusts of freezing cold spewing from it. This sends the wyvern hurtling down to the ground. Then the mighty dragon assails its evil kin, the red dragon as the dragon-horse and air genie attack the efriti, flay it so that is dematerializes and flees for its own dimensions.

The silver dragon of air needs no help in destroying its evil cousin. In a flurry of teeth and talons it rends the latter, and the fiery wyrm tumbles to a bloody ruin on the rocks nearby the place where the characters have watched the terrible fight.

Soon the qi-lin comes down, wounded but strong nonetheless. He returns the amulet to the party, and instructs then to take the two horns and seven scales from the red dragon's corpse as proof that the creatures of the wicked priest have been defeated. The lung lung will speak to certain immortals about that bonze, he will assure the characters, so that the evil man will nevermore trouble the kingdom of To Ming.

With that he guides the party back to the Cave of Winds, leads them from an exit that enables them to appear in the air only a few leagues from the castle, and thus the party is soon back where they started the adventure.

Award: If the team comes back with both flying carpets, they will be given the largest one (in whatever condition it is in) in gratitude and then the gifts listed below. Otherwise they will each receive the following:

No carpets lost: Each receives 60 gp ($10,000), a bronze seal badge 3" long by 2" high—the emblem of an 8th rank military mandarin, and a blue feather to be worn in the cap—a military award of high merit for royal officials.

Carpet lost: Each receives 30 gp ($5,000), an ivory rhinoceros badge 3" long by 2" high—this signifying the 9th rank of military mandarin, and a silver plate on a neck chain—a common award of military merit for soldiers.

In a Far Eastern land the badges and other awards will be recognized for what they are.

Flying Carpet: Various Grades, see below

These variously sized Extraordinary rugs are hand-loomed in silk from silk worm cocoons spun after eating the leaves of mulberry trees that have absorbed both tilferium and xagium mineral elements, and thus the fiber contains Extraordinary energy from both sources. The dyes must be strong and non-fading, and the weaving must be perfect, the knots per inch both many and specially done. One of only a limited number of special patterns must be followed to as to enable later enchantment. This demand, of course, makes a superb rug that, without considering its magical properties has a value of about $1,000 per square foot. The resulting carpet is not only beautiful but nearly indestructible under normal circumstances. The finished rug is then given over to a mage who must expend a great deal of time and energy to empower the item, imbue it with the energy necessary to become volitant, respond to commands, and become resistant to things that would ordinarily damage or destroy a normal carpet no matter how finely crafted of the finest silk.

Repair of a rug of this sort is possible only by an adept enchanter possessing great Pantology Ability (90 or higher score). If willing, such an individual will do so at the cost of $2,000 per point of Health restored, repair time required being 1 day per d4 points restored.

When active, the carpet is not rigid, more like a mattress in that it gives to somewhat cradle what is upon its upper surface. Furthermore, the objects upon the surface are held relatively fast to its surface, so that is their hands also touch the rug the effect is the same as holding fast to a strap or handle. This will prevent being blown off, sliding or falling off the carpet at even as steep an angle as 45 degrees.

The carpet will obey the following spoken commands given by the one who possesses it and has initially uttered a secret password to activate a link between the rug and its owner. Note that the audible range of the possessor's voice is that distance at which a normal person could hear such sound, volume of the speaker's voice being a factor. Also, surrounding noise will affect range of command.

Bank turn right/left & climb (climb by 1 to 30 degrees): Turn by 15 degrees and ascend the number of feet equal to the degrees of the climb in 18 seconds (1.5 AB) of time

Bank turn right/left & dive (dive by 1 to 45 degrees): Turn by 15 degrees and descend the number of feet equal to the degrees of the dive in 9 seconds (.75 AB) of time.

Bank Turn right/left (by 1 to 90 degrees): Bank in the indicated direction for as many half-seconds of time as there are degrees in the turn and then level off and proceed straight.

Climb (by 1 to 30 degrees): Ascend by the number of feet equal to the degrees of the dive in 12 seconds (1 AB) of time.

Dive (by 1 to 45 degrees): Descend by the number of feet equal to the degrees of the dive in 6 seconds (.5 AB) of time.

Hover: Stay in position until commanded otherwise.

Move ahead at x speed (1 through maximum speed): Go forward at the speed stated.

Rise/Sink (x) feet: Levitate upwards/downwards as many feet as commanded, this possible only when the carpet is not moving ahead.

Stop normally: Reduce speed by 1 per second of time until motionless.

Stop quickly: Reduce speed by 5 per second of time until motionless.

Turn right/left (by 1 to 45 degrees): Bank slightly in the indicated direction for as many half-seconds of time as there are degrees in the turn and then level off and proceed straight.

Flying Carpet, Preternatural, small: Strong
Size 4' x 7', weight 9 pounds; seating capacity 2, weight load—normal 280 pounds, maximum 560, speed reduction 1 per 20 pounds over 280; speed up to 48; Health 100. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

Flying Carpet, Preternatural, medium: Very Strong
Size 7' x 11', weight 26 pounds, seating capacity 4; weight load—normal 770 pounds, maximum 1,540, speed reduction 1 per 40 pounds over 770; speed up to 44. Health 200. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

Flying Carpet, Preternatural, large: Major
Size 10' x 17', weight 57 pounds, seating capacity 9; weight load—normal 1,700 pounds, maximum 3,400, speed reduction 1 per 80 pounds over 770; speed up to 40. Health 300. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

Flying Carpet, Supernatural, small: Extreme
Size 4' x 7', weight 6 pounds; seating capacity 2, weight load—normal 320 pounds, maximum 640, speed reduction 1 per 25 pounds over 320; speed up to 52; Health 150. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

Flying Carpet, Supernatural, medium: Extreme +
Size 7' x 11', weight 19 pounds, seating capacity 4; weight load—normal 880 pounds, maximum 1,760, speed reduction 1 per 50 pounds over 880; speed up to 48. Health 300. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

Flying Carpet, Supernatural, large: Extreme ++
Size 10' x 17', weight 40 pounds, seating capacity 9; weight load—normal 2,000 pounds, maximum 4,000, speed reduction 1 per 100 pounds over 2,000; speed up to 44. Health 450. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in fire and lightning as a booming thunder echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 General Merits.

46. GREEN (EMERALD)

Full Fathom Five

Magical activations that do not enable escape from this locale or this sphere will function at the Game Master's discretion. Of course many spells/Powers will not function well underwater, or have changed effects, so use your best judgment.

This setting lends itself to expansion by the Game Master. The islets of the atolls can be populated with people and creatures, pirates and savage sea rovers can come into play, whatever is desired. We have not expanded the milieu as indicated because of both space reasons and the overall aim of the module—to complete the quest to free the demi-god McGregtim. If your group enjoys adventuring for an extended period in an area, and you are inclined to make the effort, increasing the content of this one should prove well worthwhile because of the many different elements it has and can offer through addition.

This is the text to read aloud to the players when they enter the pane-portal:

The disconcerting transition between dimensional matrices is ended instantly by the shock of striking cold water, then sinking rapidly down into it. The brine taste tells you it is some saltwater body in which you are about to drown. What a grisly way to end a difficult quest, with no hope of being saved. You hold your breath as long as you can, struggle to swim upwards despite being laden with far too much clothing and equipment to save yourselves as the light above grows more and more pale...

(Dramatic pause time, of course.)

What the... You can swim. Like a fish! The whole school of you are arrowing up towards the surface, break into the air, and plunge back into the ocean as if you were rollicking dolphins. It makes you laugh, the sound muffled by the water. The act didn't cause you any choking or drowning either. You can breathe as if you were fish. Oh-oh! Are you fish? A quick look at the group confirms no change in form, so some very potent magic is again at work.

Visibility is fairly limited by the water, so perhaps it would be a good idea to surface again and have a look around. There are barracuda hanging around, but they seem rather fearful of you, as you move as rapidly as they do, show no signs of being injured or otherwise being potential prey.

(The magic of the transition has enabled the characters to breath underwater and swim at a speed of 70 ft.)

> The Avatars can all move in water as if they were just that, fish, the rate of 40 being enabled by the Extraordinary Swimming Suits that unbeknownst to them they wear under their normal garments.

The water below the party is not all that deep—100 fathoms, the seabed to the north shallowing, dropping off on a slope southwards at about one fathom per 100 feet in both rise and fall. When they do surface to look around continue with:)

You see the sun about half way up the sky, and as you look north the faint lines of a group of atolls is noted. As there is nothing else but open ocean around, likely the most probable place to head is towards those bits of land. After all, shallower water and coral reefs are populous places in regards sea life. (Unless this the first pane entered, continue with:) Knowing what you know about the prior places you have been sent to, something must be nearby...

There is, and it is in the atolls area as the broad hint above indicates. Here is the overall situation:

A clan of merfolk inhabit the undersea paradise surrounding the several atolls here. They have prayed to their deity for aid, and thus the heroic team is eventually sent here to assist them. As you will note from the list of encounters hereafter, this has become a dangerous place, not only for merman and mermaid, but for the characters.

The party will have their first informative encounter with the merfolk, and they will inform the characters that it is a giant octopus that has brought all the troubles and misfortune to them. That is not true. In fact, the octopus would assist the merfolk, but they attack him, so it defends itself—at the expense of the lives of merfolk—and retreats to its deep den in an underwater cave. The actual instigator of the whole affair is a malign storm giant called Yaftherm Siel who would make the area his own. This is because the great giant has a yearning to possess the seven water nymphs that inhabit the area. If he can control the central atoll, there are in its lagoon magical seashells that will enable him to command the nymphs. However, if Yaftherm Siel attacks directly, he knows that there will be measures possible for the merfolk to take that would defeat his scheme.

Unlike most of their kind, these marine humanoids venerate the Yattemic deity Oro, the god of islands who separates land from water. His many water nymph servants, the Patupairoa, favor such reefs, and as noted there are seven here. Association with them brought the merfolk into the ranks of those who serve Oro. Thus, their shaman can implore aid and will receive it if some potent supernatural entity is concerned. Knowing this, Yaftherm Siel is bringing many dangerous creatures to the area so as to kill the merfolk or drive them off to seek a safer home. Then his wicked plan will come to fruition.

The great octopus is aware of this, and it would share the intelligence with the merfolk, but alas...

When in areas in which random encounters are likely to occur, check every hour, a 1 on D20 indicating an encounter happens.

Random Marine Encounters
Near an Atoll

1. 1-3 Giant Crocodiles (MM)
2. Purple Worm (MM)
3. Elasmosaurus (MM)
4. 1-10 Vipers (small) (MM)
5. 4-16 Lizardfolk (MM)
6. 2-5 Sharks (large) (MM)

Open Ocean

7. 5-20 Sharks (small) (MM)
8. Viper (huge) (MM)
9. Giant Constrictor Snake (MM)
10. 4-7 Gargoyles (MM)
11. 5-8 Scrags (MM)
12. Dire Shark (MM)

RANDOM MARINE ENCOUNTERS:

NEAR AN ATOLL	H	P	S	ATT.	DEF.
1. Crocodile, salt water 1-3	50	20	20w/5l	1-20 +12 c 50%	8
2. Groswurm 1	40	50	20w	1-20 +1-10 & sp.	4
3. Hydra, marine 1	60 sp.	25	8a/17w	5 x 1-20 +VT	5
4. Jellyfish 1-10	10	10/20 spec.	1w	6-8 sp.	0
5. Manimal, Travail 4-16	30	35	5l/15w	3-20 +6-8	7
6. Shark, large 2-5	35	40	40w	7-20	7

OPEN DEEP WATER	H	P	S	ATT.	DEF.
1. Barracuda 5-20	12	25	40w	6-8 +1-2	4
2. Jellyfish 1 or more	10	10/20 spec.	1w	6-8 sp.	0
3. Sea Serpent, sm. (50')	50	40	8a/24w	special	4
4. Sea Troll marauder 4-7	40	50	14a/28w	HV or 2 x 1-12 all +7-12	9
5. Sea Troll warrior 5-8	35	35	13a/26w	HV or 2 x 1-12 all +5-10	7
6. Shark, massive 1	50	60	35w	1-30 +10	5

The layout of the atolls is in a rosette pattern, six surrounding a seventh, central one, the largest. Each atoll is in an area of some 120 square miles (3 x 40 as an average width and diameter), so all are in relatively close proximity to each other. Each of the outer atolls has a central lagoon with a

diameter of 3-5 miles and an open channel to the sea. Around the islets forming the perimeter of the lagoon, and at distance of about 60 to 100 yards offshore, there is an encircling coral reef; the diameter of such reefs is then equal to 110% of the diameter of the lagoon plus one mile. For example, an atoll with a lagoon of four miles diameter will have a coral reef surrounding it, this reef having a diameter of 5.4 miles.

Central Atoll: The central lagoon has a diameter of seven miles, this area accessed by a narrow south channel (30 yards) and a broad one north (100 yards). The islets and projecting reefs and rocks surrounding the lagoon are on average a mile across, so for ease of management, the outer submerged coral reef has a diameter of 10 miles. This whole area is rich in its abundance of marine flora and fauna.

The central lagoon is the home of the merfolk tribe. Their community is in the central portion with their fields and undersea farms surrounding it. They have suffered some losses from attacks, of course. Here are the stats for these humanoids and their various creature companions:

Merfolk (200): CR ½; Medium-Size Humanoid (Aquatic); HD 1d8+1; hp 5 each; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk +1; Grapple +2; Atk: Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20); Full Atk: Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20); SQ Amphibious, Low-light vision; AL N; SV Fort +3, Ref +1, Will +0; Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13.
Skills and Feats Listen +3, Spot +3, Swim +9; Alertness.

Mermaid Princess (2) Rog2: CR 2; Medium-Size Humanoid (Aquatic); HD 2d6+2; hp 10 each; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +1; Grapple: +1; Atk Trident +1 melee (1d8), or crossbow +2 ranged (1d8); Full Atk Trident +1 melee (1d8), or crossbow +2 ranged (1d8); SA Sneak attack (+1d6); SQ Amphibious, Evasion, Low-light vision; AL N; SV Fort +1, Ref +4, Will +0; Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13.
Skills and Feats Bluff +6, Diplomacy +6, Escape Artist +6, Hide +6, Intuit Direction +5, Listen +4, Search +5, Sense Motive +5, Spot +5; Alertness

Mermaid Queen Rog4: CR 4; Medium-Size Humanoid (Aquatic); HD 4d6+4; hp 18; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +3; Grapple: +3; Atk Trident +3 melee (1d8), or crossbow +4 ranged (1d8); Full Atk Trident +3 melee (1d8), or crossbow +4 ranged (1d8); SA Sneak attack (+2d6); SQ Amphibious, Evasion, uncanny dodge (Dex bonus to AC), Low-light vision; AL N; SV Fort +2, Ref +5, Will +1; Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 14.
Skills and Feats Bluff +9, Diplomacy +11, Escape Artist +8, Hide +8, Intuit Direction +7, Listen +5, Search +7, Sense Motive +7, Spot +6; Alertness, Skill Focus (diplomacy)

Merman Hunter (35) Rng3: CR 3; Medium-Size Humanoid (Aquatic); HD 3d8+3; hp 20 each; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +3; Grapple: +3; Atk Trident +3 melee (1d8), or heavy crossbow +4 ranged (1d10); Full Atk Trident +3 melee (1d8), or heavy crossbow +4 ranged (1d10); SA: Favored Enemy (shark); SQ Amphibious, Low-light vision, Two-Weapon Fighting, and Improved Two-Weapon Fighting; AL N; SV Fort +4, Ref +2, Will +1; Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13.
Skills and Feats Hide +5, Listen +6, Spot +6, Search +2, Survival +6; Alertness, Track

Merman King, Ftr10: CR 10; Medium-Size Humanoid (Aquatic); HD 10d10+10; hp 65; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +10; Grapple +10; Atk Trident +11 melee (critical 19-20/x2, 1d8+2), or heavy crossbow +10 ranged (1d10); Full Atk Trident +11/+6 melee (critical 19-20/x2, 1d8+2), or heavy crossbow +10 ranged (1d10); SQ Amphibious, Low-light vision; AL N; SV Fort +8, Ref +4, Will +6; Str 10, Dex 12, Con 12, Int 11, Wis 13, Cha 13.
Skills and Feats Handle Animal +14, Listen +9, Spot +10; Alertness, Blind-Fight, Dodge, Endurance, Expertise, Improved Critical (trident), Iron Will, Weapon Finesse (trident), Weapon Focus (trident), Weapon Specialization (trident)

Merman Noble (4), Ftr7: CR 7; Medium-Size Humanoid (Aquatic); HD 7d10+7; hp 45 each; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +7; Grapple: +7; Atk Trident +8 melee (1d8+2), or heavy crossbow +8 ranged (1d10); Full Atk Trident +8/+3 melee (1d8+2), or heavy crossbow +8/+3 ranged (1d10); SQ Amphibious, Low-light vision; AL N; SV Fort +6, Ref +3, Will +4; Str 11, Dex 12, Con 12, Int 11, Wis 11, Cha 13
Skills and Feats Handle Animal +11, Listen +7, Spot +7; Alertness, Blind-Fight, Point Blank Shot, Far Shot, Iron Will, Precise Shot, Weapon Focus (trident), Weapon Specialization (trident)

Mermaid Priestess, Clr5: CR 5; Medium-Size Humanoid (Aquatic); HD 5d8+5; hp 28; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +3; Grapple: +3; Atk Trident +3 melee (1d8), or crossbow +4 ranged (1d8); Full Atk Trident +3 melee (1d8), or crossbow +4 ranged (1d8); SQ Amphibious, Low-light vision; AL N; SV Fort +5, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 11, Wis 13, Cha 13.
Skills and Feats Knowledge (religion) +10, Listen +9, Spot +9; Alertness, Combat Casting, Skill Focus (knowledge, religion)

Cleric Domains: Protection (*protective ward*) and Water (turn fire creatures, rebuke water creatures)
Cleric Spells (DC 11 + spell level): Guidance, Light, Mending, Resistance, Virtue; First Level: *Bless, Cure Light Wounds x2, Divine Favor, Sanctuary**; 2nd-level: *Consecrate, Delay Poison, Shield Other**; 3rd-level: *Remove Disease, Protection From Elements**

*Domain Spell

Merman Warrior (35), Ftr3: CR 3; Medium-Size Humanoid (Aquatic); HD 3d10+3; hp 20 each; Init +1 (Dex); Spd 5 ft. (1 sq.), swim 50 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; Base Atk: +3; Grapple: +3; Atk Trident +4 melee (1d8), or heavy crossbow +4 ranged (1d10); Full Atk Trident +4 melee (1d8), or heavy crossbow +4 ranged (1d10); SQ Amphibious, Low-light vision; AL N; SV Fort +4, Ref +2, Will +1; Str 10, Dex 12, Con 12, Int 11, Wis 11, Cha 13.
Skills and Feats Handle Animal +6, Listen +5, Spot +6; Alertness, Blind-Fight, Weapon Focus (trident), Point Blank Shot, Precise Shot

Porpoise (80): CR ½; Medium-Size Animal (Aquatic); HD 2d8+2; hp 11 each; Init +3 (Dex); Spd Swim 80 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk: +1; Grapple +1; Atk Butt +4 melee (2d4); Full Atk Butt +4 melee (2d4); SQ Blindsight; AL N; SV Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6.
Skills and Feats Listen +8*, Spot +7*, Swim +8; Weapon Finesse (butt)

*-4 if Blindsight is negated

Sea Cat (4): CR 4; Large Magical Beast; HD 6d10+18; hp 51 each; Init +1 (Dex); Spd 10 ft. (2 sq.), Swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +6; Grapple +14; Atk Claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SA Rend 2d6+6; SQ Darkvision 60 ft., hold breath, low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10.
Skills and Feats Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will

The porpoises serve as steeds when the king, nobles, and/or warriors venture forth on relatively long journeys, so the riders are fresh upon arrival, they are likewise used on hunting expeditions and also act as guard animals for the community. The four sea lions are the king's special protectors.

Additionally there are some 40 merfolk "sprats" in the community – infant mermaids and mermen that swim in inquisitive minnow-like shoals around the party.

Merfolk & Animals	H	P	S	Att.	Def.
Mermaid: 150	30	25	15a/30w	HV	6
Mermaid Princess: 2	50	50	17a/34w	HV	7
Mermaid Queen: 1	50	60	16a/32w	HV	9
Merman: 50	35	35	13a/26w	HV +1-4	5
Merman Hunter: 35	40	50	15a/30w	HV +2-5	6
Merman King: 1	80	85	16a/32w	HV +9-16	12
Merman Noble: 4	65	70	14a/28w	HV +3-12	10
Merman Shaman*: 1	35	30	17a/34w	HV	7
Merman Warrior: 35	45	50	14a/28w	HV +2-8	8
Sprat: 40	10	15	14a/28w	HV	5
Seadog 20	30	55	15a/30w	1-12 +1-12	9
Seahorse 80	65	25	11a/33w	3-20 sp.	5
Sealion 4	60	40	14a/28w	1-12+10/1-20 +10	5

*Theurgy Ability at 70 with the following activations:
Invocation of Service Ritual, Banish Sickness, Bolster, Crown of Belief, Exterminate Internal Parasites, Health Benison, Nullify Toxins, Safe Haven,

All merfolk are armed according to ***Beasts of Lejend*** book, pages 52-3.

The seadogs are hunting and guard animals. The four sealions are the king's special protectors. The seahorses serve as steeds when the king, nobles, and/or warriors venture forth on relatively long journeys, so the riders are fresh upon arrival.

When the adventurers come here, the merfolk will be suspicious but not immediately hostile. When the characters tell these marine humanoids of their overall quest, how they came to be in this place, the merfolk will become well-disposed to the team.

Here is some dialog you might want to use to cover the situation:

As you enter the lagoon of the largest of the atolls in the area, a group of armed mermen confronts you, demand to know what you are doing in their home.

(**Allow the players to speak for their characters, and when the time is right continue.**)

"So, you are adventurers, heroes on a quest," one of the seafolk says as he appraises you carefully. "Your being here, swimming about as if you were 'cuda, gives your story plausibility. Come, we will take you to our king."

You are guided into the center of this great lagoon, swimming past wilds of kelp and other seaweed, low corals, and other growths. About two miles further the lagoon's floor shows signs of the merfolk's care. There are garden-like patches, areas where low plants seem to attract and keep close various sorts of small fish, beds of sea cucumbers, shellfish too. Clearly these are the fields and farms of their community.

Near the very middle of the shallow interior water the bottom drops suddenly to a depth of about 17 fathoms, an undersea valley about a mile across with a central rock and coral "hill" that rises to a height about three fathoms below the lagoon's surface. This castle like structure has a base diameter of 240 feet to so, tapering in tier-like steps as it rises about 90 feet to a upper

"tower" about 80 feet across. The formation is honeycombed with passages and caves. It is certainly the abode of the merfolk dwelling here, for you see phosphorescent light coming from the openings, merfolk swimming in and out, warriors mounted on porpoises), quite a few of which head for your party.

Soon you are led to the upper tower where several guards stand watch. These mermen lead you inside where a very big member of their species is seated on a coral chair, around him are for big sealions, other tough-looking mermen, and several important-looking females as well. No question you are about to hold audience with the king of this tribe.

(**Conduct the introductions, questioning, and then continue.**)

When the king and gathered nobles relate what has been going on, it is clear to you that they are in need of help. A few questions of your own elicit the following:

"I am the priestess," a middle-aged mermaid volunteers. "It might be that we folk have offended Oro somehow, but..."

"Pardon, priestess, but we think otherwise.Oro has forgotten us, and it is the work of a malign monster, surely a wicked octopus that seeks to slay us, or drive us from our home," growls one of the noble mermen of the king.

"There was that terrible assault by giant octopi," the priestess agrees with a nod. "Yet what of all the other foes—sea trolls, lizardmen, sharks, and all?"

"Mark my words," the king says. "That sea troll we captured and questioned said he served a 'many-armed lord.' Find a great octopus lurking hereabouts, slay it, and our troubles will be over. The nymphs will return, and we will again live in peace and prosperity."

So, after some considerable discussion where the priestess seems to be the only one doubting the king's prediction, the merfolk monarch puts the question to you: "Will your band of heroes assist us? I fear I can spare only one of my nobles and four warriors to accompany you as guides and combatants. There are six other atolls to explore—dangerous duty indeed! All I can offer in the way of reward for success is the thanks of me and my folk and this shell of pearls." As the king says that he holds forth a tortoise shell made into a box that is inlaid with amber and coral, hinged with gold. Although it is not large it contains several score large pearls of many colors—white, pink, yellow, green, gray, and near black. That is a king's ransom!

"Find a monstrous thing, likely a sly and vicious octopus, for such creatures are cunning and scheming. Slay it, whatever it is, and come back here with proof of that deed, and these are yours."

(**Assuming agreement:**)

As you ready to depart the mermaid priestess says soto vocce, "Be not hasty in your actions, strangers from the dry world above. My inner sense tells me there is more to this than appears to be. Why else would our beloved nymphs have abandoned this place?"

When the team departs in search of the cause of the assaults on the merfolk, the information below will enable you to direct the action.

The merfolk will be mounted on porpoises, and two more will accompany them.

> The merfolk will be mounted on seahorses, and two seadogs will accompany them.

The mer-noble and warriors will give general ideas of what is where—lizardmen around the east atoll, sea trolls to the northeast and west, barracuda to the southwest, but unknown dangers, if any, to the northwest and southeast. The experienced party will decide the unknown atolls are the most likely place for finding that which they seek.

While the party moves rapidly and can escape any opponent other than the maridi lord and barracuda, the merfolk force is not so able in many cases. Abandoning them is wrong and will earn the team one point of Disrepute each if they do so.

The six surrounding atolls have the following marine residents:

NW Atoll: In the lagoon here Yaftherm Siel has taken up residence.

Yaftherm Siel (evil storm giant): CR 13; Huge Giant; HD 19d8+114; hp 200; Init +2 (Dex); Spd 35 ft. (7 squares), swim 30 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.; AC 27 (–2 size, +2 Dex, +12 natural, +5 breastplate) touch 10, flat-footed 25; Base Atk +14; Grapple +36; Atk Greatsword +26 melee (4d6+21/19–20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3); Full Atk ; Greatsword +26/+21/+16 melee (4d6+21/19–20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3); Space/Reach: 15 ft./15 ft.; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23 Int 16, Wis 16, Cha 15.

Skills and Feats Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Yaftherm Siel the Maridi lord	H 235	P 90	S
20a	12-30 +13-16 +sp.	7/16	

Should the party enter this place, Yaftherm Siel will first greet them and use lies. He will say he has just rid this place of a hideous sea serpent of largest size. Of course there are no signs of any combat... The wicked sea lord will add that he is exhausted, but he is sure that there is a most evil creature lurking in the lagoon to the southeast. Will the party of mortal heroes be brave, save the merfolk from the thing? If they seem to agree to this, Yaftherm Siel will wish them

well and allow them to leave unmolested. If they seem suspicious or unwilling, then he attack them vigorously, seeking to destroy the intruders before they can inform the merfolk of his presence. The GM needs to roleplay this cleverly and be sly in word choices.

NE Atoll: Here one of two gangs of sea trolls serving Yaftherm Siel are residing in the lagoon:

Scrag Troll (five groups of 4): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 20 ft. (4 sq.), swim 40 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk: +4; Grapple +14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats Listen +5, Spot +6, Swim +8; Alertness, Iron Will, Track.

If the team enters this lagoon, the sea trolls will assault them in waves, each wave consists of 4 scrags and a fresh wave arrives every 10 rounds until five such waves have been bested. After the fifth wave's defeat the scrag chieftain attacks:

Scrag Chief, Ftr3: CR 8; Large Giant; HD 6d8+36+3d10+18; hp 98; Init +6 (+2Dex, +4 improved initiative); Spd 20 ft. (4 sq.), swim 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; Base Atk: +7; Grapple: +13; Atk claw +13 melee (1d6+6); Full Atk 2 claws +13 melee (1d6+6), bite +7 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +14, Ref +5, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats Listen +6, Spot +7; Swim +8; Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (claws).

Sea Trolls	H	P	S	Att.	Def.
Chief 1	80	80	16a/32w	HV or 2 x 1-12 all +9-16	12
Marauder 4	50	50	14a/28w	HV or 2 x 1-12 all +7-12	9
Warrior 16	40	40	13a/26w	HV or 2 x 1-12 all +5-10	7
Eel, moray 4	20	75	30w	1-12 sp.	6

If the team enters this lagoon, the sea trolls will assault them, of course. Each marauder sea troll has as an attack "dog" a moray eel. In an LA game the trolls can attack en masse if the GM wishes.

Note that if there are losses to the gang, as long as the chief is alive, new sea trolls will come to maintain the number of such at 4 and 16. (LA game: The same is true for the eels).

E Atoll: This lagoon is now inhabited by a pack of lizardmen (LA game: travails), with two large salt water crocodiles as guards.

Lizardfolk Masters (2), Ftr2: CR 3; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2+2d10+2; hp 24 each; Init +4 (improved initiative); Spd 30 ft. (6 sq.); AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk: +3; Grapple: +5; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6 melee (1d4+2), bite +4 melee (1d4+2); AL NE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.
Skills and Feats Balance +5, Jump +8, Swim +10; Improved Initiative, Multiattack, Weapon Focus (claws/bite).

Lizardfolk (16): CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2; hp 11 each; Init +0; Spd 30 ft. (6 sq.); AC 15 (+5 natural), touch 10, flat-footed 15; Base Atk +1; Grapple +2; Atk claw +2 melee (1d4+1); Full Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4+1); AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.
Skills and Feats Balance +4, Jump +7, Swim +9; Multiattack.

Crocodile, Giant (2): CR 4; Huge Animal (Aquatic); HD 7d8+28; hp 60 each; Init +1 (Dex); Spd 20 ft. (4 sq.), swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Base Atk: +5; Grapple: +21; Atk Bite +11 melee (2d8+12), or tail slap +11 melee (1d12+12); Full Atk Bite +11 melee (2d8+12), or tail slap +11 melee (1d12+12); Space/Reach: 15 ft./10 ft.; SA Improved grab; SQ: Hold breath, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills and Feats Hide +1*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).
*+12 to Hide when submerged.

Travails (Manimal)	H	P	S	Att.	Def.
Travail Master 2	40	45	5l/16w	3-20 +9-12	8
Travail 16	30	35	5l/15w	3-20 +6-8	7
Crocodile, 2 salt water	50	20	5l/20w	1-20 +12 c 50%	8

If the team enters this lagoon, the lizardmen will assault them, of course. Each Master has as a guard one crocodile. Note that if there are losses to the pack, as long as the one master is alive, a new master and/or lizardmen will come to maintain the number at 2 and 16. The same is true for the salt water crocodiles.

SE Atoll: The enormous octopus that has hidden itself in this lagoon, residing in an underwater cave, in not only of unusual size but also of unusual intelligence. In fact as a immature individual, the Patupairoa (water nymphs—these are not the standard nymph found in the MM, but rather a form of elemental water spirit with certain abilities approaching the quasi-deital) of this area saved his life from a great shark, nurtured him, and so enabled this octopus to become the relatively mighty creature it is.When Yaftherm Siel attempted to enlist it as a foe of the merfolk, the octopus divined the purpose and refused. Yaftherm Siel then sent a number of lesser, but giant, octopi to the lagoon of the merfolk. These monsters wrought considerable havoc before

they were killed. The enormous octopus dares not enter the central atoll's lagoon now, for it knows it will be considered an enemy. To maintain a presence near to the merfolk, the octopus has managed to enlist a great old lung-quai (dragon turtle) to its cause, this mighty sea creature likewise respecting the local water nymphs. Thus the two creatures manage to keep their lagoon free of the servants of Yaftherm Siel, although they must battle them frequently to keep the place clear of their foes.

Giant Half-Celestial Octopus: CR 9; Large Animal (Aquatic); HD 8d8+24; hp 61; Init +3 (Dex); Spd 20 ft. (4 sq.), swim 30 ft.; AC 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17; Base Atk +6; Grapple +17; Atk 8 tentacle rakes +12 melee (1d4+7); Full Atk 8 tentacle rakes +12 melee (1d4+7), bite +7 melee (1d8+3); Space/Reach: 10 ft./10 ft. (20 ft w/tentacle); SA Improved grab, constrict, spell-like abilities as 8th level cleric: *aid, cure serious wounds, detect evil, holy smite, neutralize poison, remove disease* once per day; *protection from evil* x3 per day; SQ immune to disease, Resistance to acid 10, cold 10, and electricity 10; ink cloud, jet, *daylight* at will, low light vision, telepathy by touch, SR 18; AL NG; SV Fort +9 (+13 verses poison), Ref +8, Will +7; Str 24, Dex 17, Con 17, Int 10, Wis 16, Cha 7.
Skills and Feats Escape Artist +12, Hide +12, Listen +4, Spot +12, Swim +13, Sense Motive +8; Survival +12; Alertness, Iron Will, Skill Focus (Hide), Toughness.

Dragon Turtle: CR 9; Huge Dragon (Aquatic); HD 12d12+60; hp 138; Init +0; Spd 20 ft. (4 sq.), swim 30 ft.; AC 25 (–2 size, +17 natural), touch 8, flat-footed 25 ; Base Atk +12; Grapple +28; Atk Bite +18 melee (4d6+8); Full Atk Bite +18 melee (4d6+8), 2 claws +13 melee (2d8+4); Space/Reach: 15 ft./10 ft.; SA Breath weapon, snatch, capsize; SQ Darkvision 60 ft., immunity to fire, *sleep,* and paralysis, low-light vision, scent; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.
Skills and Feats Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21; Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch.

*+8 to Hide when submerged.

Octopus, enormous	1	H 100	P 75	S 22w	2 x 17-20 sp.	6
Lung-quai	1	H 90	P 60	S 10a/20w	special	20 sp.

As the party enters the mid-portion of this place the great dragon turtle will appear behind them, but not attack. As they see the dragon turtle, the octopus will come up from below, flashing patterns of shell-like form in colors of gray and yellow against a dark brown background. It will remain suspended at a distance of 50 feet, displaying the pattern.

The merfolk will urge instant **Attack:**

"The king ordered you to assail such a thing!"

If the party attacks and manages to best both these creatures, Yaftherm Siel will know, and as they slay the last of the two, through his power they will be sent back to the cylindrical mini-cosmos with no experience points. The field is now clear for Yaftherm Siel's evil designs, of course.

If the party holds back, keeps the merfolk in check, and seeks to parlay with the enormous octopus, it will slowly extend one tentacle, touch the nearest character, then thus enable telepathic communication:

> "Do not be alarmed. I am not an enemy," it will transmit immediately. "Will you hear me out?"

(**Assuming agreement:**)

"I see that you are friends with the merfolk. Sadly their minds have been perverted so they see me as the one behind the dire assaults they are suffering. That is not the case!

"Do you know that there is a malign storm lord near? He is a lord of wicked sort. That is the one who is causing the problems that will soon overwhelm the seafolk for he lusts after the nymphs that normally dwell in the lagoons of these seven atolls.

"I have sought to warn the king of the merfolk tribe, but alas! Yaftherm Siel sent a dozen of my kind to attack them, stupid creatures, they. Now I am deemed their master and the one seeking to destroy the merfolk."

The colossal octopus pauses at this juncture, his body now dark maroon and showing ripples of bright blue. Does this mean anger or some other emotion?

"Your pardon. It is difficult to control my rage. You see, the nymphs that Yaftherm Siel would enslave as his concubines were responsible for saving my life when I was still small, and they gave me this capacity to communicate too. They must be saved! Will you do that? Save them?"

(**Assuming agreement or at least a willingness to listen further:**)

"Even with the aid of my friend, the lung-quai (dragon turtle) you have seen, we are not sufficiently able to defeat such a powerful enemy. Indeed, he could easily slay me, and then the dragon turtle would be swiftly overcome. If you were to attack, your whole party would probably be beaten too. Unless...

"So, would you risk such a fight if you had means to deliver real damage to the storm lord, stand a fair chance of defeating him?"

Now the players will have to confer, decide what to do. If they launch an attack upon the octopus, the dragon turtle will join in defense of its comrade, of course. Again, should the party triumph in this regard, they are sent back as noted above.

If they decide to trust the octopus, agree to attack the storm giant, they will be directed to the atoll lagoon where it

resides. Furthermore, the octopus will swim down, return with an amulet of natural armor +3 and a flaming giant's bane heavy mace +2. Both will be supplied to the party.

> The octopus returns from a sunken wreck with a Preternatural Pectoral of Protection (8) and a Fire Mace. It knows the pectoral will supply armoring, the mace deliver great damage to the water elemental. It does not know the pectoral will not function with armor, only a shielding ring.

SW Atoll: Yaftherm Siel has placed two different creatures of monstrous sort in the lagoon here, as noted below. The barracuda will spot and track intruders, attack them. This brings the two monstrous creatures to the locale, and they will then join in.

Barracuda (20): CR 1; Medium-Size Animal (Aquatic); HD 3d8; hp 14; Init +2 (Dex); Spd Swim 80 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; Base Atk: +2; Grapple: +2; Atk Bite +5 melee (1d4); Full Atk Bite +5 melee (1d4); AL N; SV Fort +3, Ref +7, Will +2; Str 10, Dex 18, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats Listen +7, Spot +7; Swim +12; Weapon Finesse (bite)

Purple Worm: CR 12; Gargantuan Magical Beast; HD 16d10+112; hp 200; Init -2 (Dex); Spd 20 ft. (4 squares), burrow 20 ft., swim 10 ft..; AC 19 (–4 size, –2 Dex, +15 natural), touch 4, flat-footed 19; Base Atk: +16; Grapple +40; Atk Bite +25 melee (2d8+12); Full Atk Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison); Space/Reach: 20 ft./15 ft.; SA Improved grab, swallow whole, poison (Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.); SQ Tremorsense; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8.
Skills and Feats Listen +18, Swim +20; Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Marine Hydra, Eight-Headed: CR 7; Huge Magical Beast; HD 8d10+40; hp 84; Init +1 (Dex); Spd 20 ft. (4 squares), swim 20 ft.; AC 18 (–2 size, +1 Dex, +9 natural), touch 9, flat-footed 17; Base Atk +8; Grapple +20; Atk 8 bites +11 melee (1d10+4); Full Atk 8 bites +11 melee (1d10+4); Space/Reach: 15 ft./10 ft.; SQ Darkvision 60 ft., fast healing 18, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +2; Str 19, Dex 12, Con 20, Int 3, Wis 10, Cha 9.
Skills and Feats Listen +7, Spot +8, Swim +12; Combat Reflexes , Iron Will, Toughness, Weapon Focus (bite)

Other than it dwelling permanently in the sea, a marine hydra is the same as the land-dwelling hydra described in the MM.

With their fast swimming speed the adventurers and their porpoise mounted merman allies can easily outdistance the hydra and purple worm—and they should do so promptly lest they end up as lunch for this monstrous pair!

Various Creatures	H	P	S	Att.	Def.
Barracuda 20	12	30	40w	6-8 +1-2	4
Groswurm 1	45	55	20w	1-20 +1-10 & sp.	4
Hydra, marine 1	60 sp.		25	8a/17w	
				5 x 1-20 +VT	5

W Atoll: Here one of two gangs of sea trolls serving Yaftherm Siel are residing in the lagoon:

Scrag Troll (five groups of 4): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 20 ft., swim 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats Listen +5, Spot +5; Alertness, Iron Will

If the team enters this lagoon, the sea trolls will assault them in waves, each wave consists of 4 scrags and a fresh wave arrives every 10 rounds until five such waves have been bested. After the fifth wave's defeat the scrag chieftain attacks:

Scrag Chief, Ftr3: CR 8; Large Giant; HD 6d8+36+3d10+18; hp 98; Init +6 (+2Dex, +4 improved initiative); Spd 20 ft., swim 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +13 melee (1d6+6), bite +7 melee (1d6+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +14, Ref +5, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats Listen +6, Spot +7; Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (claws)

If the Game Master chooses he can give these scrags some shark allies:

Shark, Medium-Size (8): CR 1; Medium-Size Animal (Aquatic); HD 3d8+3; hp 17 each; Init +2 (Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atk Bite +4 melee (1d6+1); Fac/Reach 5 ft. x 5 ft./5 ft.; SQ Keen scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.
Skills and Feats Listen +7, Spot +7; Weapon Finesse (bite).

Sea Trolls	H	P	S	Att.	Def.
Chief 1	80	80	16a/32w	HV or 2 x 1-12	
				all +9-16	12
Marauder 4	50	50	14a/28w	HV or 2 x 1-12	
				all +7-12	9
Warrior 16	40	40	13a/26w	HV or 2 x 1-12	
				all +5-10	7

Shark 8	20	25	45w	1-20	8

If the team enters this lagoon, the sea trolls will assault them, of course. The small sharks accompany the warrior sea trolls.

Note that if there are losses to the gang, as long as the chief is alive, new sea trolls will come to maintain the number of such monsters at 4 and 16. The same is true for the sharks.

Success: If the party defeats Yaftherm Siel, they will receive the pearls mentioned—60 worth 60 gp ($10,000) each and the box itself worth 120 gp ($20,000). They will also be allowed to keep the magical items given to them by the octopus. The merfolk will be jubilant, as all of the gathered foes will disperse when Yaftherm Siel is slain, and the nymphs will return from their other-dimensional hiding place—a useless refuge had the storm lord triumphed, as well they knew. In their gratitude, the nymphs will restore life to any slain character, and by linking hands create the dimensional gate through which the party needs exit.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back breaks as would a wave washing a rocky shore, then disappears with a thundering surf-sound that echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 1 point of Repute.

47. BLUE (SAPPHIRE)

Doing More Good

In this setting all magic functions, save that no such powers as would allow the individual or party removal from this place (proximate locale all the way to the dimensional matrix), will function. Becoming immaterial is likewise impossible.

Here will be found a most felonious Alfar, a duergar disguised as a Dwarf. His pleading with the party should be so convincing that despite his "maiming," the heroes will set forth to slay trolls and thus free his poor folk. Actually this is a revenge motif, as the Trolls have been killing and eating Trow, so Yubbor, our Trow villain, is bent on getting even. If the Trolls are slain, the Trow and his surviving fellows will "make it up" to their masters by handing over the party to them. At least Yubbor and company will try...

This is the text to read aloud to the players when they enter the pane-portal:

With a sickening sensation of plunging downwards, you arrive with a thump and stumble in a new "somewhere" via the pane-portal's transmission. As you shake your head to clear cobwebs, swallow to quell the queasiness in your gut, you take a quick glance around in case of danger.

The grotto you are in is quite lovely, an underground "garden" of growing onyx formations that look like fountains and fanciful statuary. Although the strange lichenous growth that illuminates this cave with its bluish radiance reveals stalactites on the ceiling 15 to 20 feet above, the floor is clear in many places, smooth as if...

The small figure with the horned helmet and big shield startles you. Before you have your weapons drawn though, he throws down his shield, raises his big cleaver, and shouts:

"Hail. Well met! Do not attack me, good folk. I am a Dwarf and intend you no ill. Rather I call upon your bravery and kindness to rescue my people from ones most foul—a gang of Trolls!" He looks at you imploringly, then turns his back as if in shame. Speaking with head turned slightly, so you can hear his words clearly, he continues: "I am sorry to show such discourtesy. Those bastards, the Trolls shaved my beard, battered me about too so I am ashamed to have others look at me."

That was what was bothering you! The fellow has no beard, and his countenance was less than charming thus. "Know you that I am named Yubbor...Yubbor Cat's Eye." As the fellow says that he turns back and picks up his shield. With it raised he says through tight lips,"Will you follow me to slay the four Trolls that now imprison my clansmen, beat them, and eat their flesh? If not then farewell, for I will go alone to fight them!"

What will you do?

Unless some member of the team beats Yubbor's Bluff check with a Sense Motive roll the ruse being perpetrated will

not be detected. Yubbor dissembles that well, and he wears a ring of mind shielding.

> Evaluation or Pretense Ability in excess of 80, used successfully, is required to detect Yubbor's ruse. The Trow wears an amulet that clouds any force that would otherwise determine his thoughts, motives, or ethical bent. The LM is charged with further quantifying this Extraordinary device if it survives Yubbor's demise.

If there are questions from the players, answer according to the notes above. Those from characters directed at Yubbor will be answered along the following lines:

His weapon: "Why do I arm myself with a cleaver? Fagh! Those filthy Trolls took my good axe, and all I could get from them when I escaped was this big cleaver of theirs."

The Trolls: "They are but a short ways ahead, their den shut fast by a strong door, but we can break it down with a rush. They didn't bother pursuing me, for they have six of my kinsfolk, and catching one small Dwarf in this maze they know to be beyond them."

The location: "This is a natural cave, eh? Further along, and deeper, we have a mine—gold in a vein of quartz. We were mining metal and crystals when the trolls came upon us and took us by surprise."

Reward: "Good deeds are their own reward! Well, I suppose you will deserve some recompense for risking your lives to free good Dwarfs—will a pound of pure gold and a handful of amethysts and cat's-eye agates each satisfy you?"

Yubbor's stats are given hereafter.

Assuming the party follows the duergar/Trow, Yubbor will lead them along a twisting passage about six feet wide. A fter several hundred paces the corridor widens to about 15 feet, and on the left side is a big door.

"Shhh!" Yubbor hisses as he points. The passage is now a small cave 15 or 20 feet across that continues ahead and seems to slope downwards. About 10 paces further on, on your left, is a door of rough planks, eight feet high, four feet wide.

That's ($500) per ounce and 10 to 50 gp ($2,000 to $8,000) in quartz and agate crystals/stones in leather pouches. This treasure is what the Trow promised in reward for slaying the trolls, of course.

As the party enters, Yubbor will duck and run to the back to avoid combat, of course. He wants to get to the alcove there. Out off sight of the adventurers he will use his cleaver to break open the lock in which the duergars' armor and weapons have been locked away by the Trolls. He will then command his fellows to arm at speed so as to flee the place, warn their masters that deadly folk from above have broken into the place, killed the Trolls, and are headed their way to attack them. This will be said with a wink and a nod, because the other duergar/Trow are part of this planned revenge.

When the team has slain the Trolls, any member looks into the alcove, describe it thus:

You see the 10-foot wide opening gives into another enlarged cave space in four feet distance. There is a chamber of 30-foot length ahead, it being about 15 feet wide. Along both of the walls are piles of skins—a dozen beds of Dwarf-size. There is a broken chest near the entry, a hasp and padlock lying on the stone floor before its open lid. The container has a dozen short spears, about five feet in length, lying in it, nothing else.

A trestle table is at the far end of the room, and there are kegs upended to serve as stools near to it. It has many leather cups and wooden bowls atop it. And a knife is stuck upright in its top.

(If the table is examined:)

Someone has scratched in a crude hand on the board: "Foller us'uns down de tunhat not only grow from rocks but a few are also floating in the air (air fungus). Some appear as if they were overturned baskets (basket fungus), fleshy hemispheres of a foot or two or more feet diameter. They seem to be moving slightly. Things that look like dead, thick-stemmed shrubs grow up from the floor, protrude from the walls (branch rockmold). There are a half-dozen flatish, slate-gray fungi (dark floater—dangerous if struck) hanging like clouds about 12 feet above the cave floor. These are about a half of a foot thick and three feet in diameter. There are several large specimens about three feet tall that are of near colorless hue that have caps that look like a miniature array of calliope or organ pipes (whistling toadstool).

The ceiling here is about 20 feet above near the entrance, doming to 25 feet in the center, lower at the far end of the cave where you see an exit. The rock there is free of growth, though. Possibly this is because there are many long stalactites there (Cone mushroom—dangerous if struck).

These fungal growths are described on page 251 with the exception of the cone mushroom and dark floater that are detailed hereafter:

Cone mushroom: This tasty fungus grows from the ceilings of subterranean places, its shape and coloration making it seem to be a stalactite. Cone mushrooms can attain a size of several feet length, a foot in base diameter. A pound of this fungus suffices to furnish a large man with sufficient nutrition for six hours hard physical activity. The lower, pointed end of the fungus is very woody, calcious. If contacted violently, the cone mushroom will release internal gas that shoots this one-third portion pointing downwards with a sharp report. Anything in the path of the downwards propelled missile will suffer from a base 3-20 Harm, with each one-foot of length of the parent fungus adding a cumulative 1 point—1, 3, 6, or even 10 points in the case of a four-foot-long fungus.

Dark floater: A flatish fungoid of slate-gray color that thrives in higher-ceilinged subterranean areas where there is some moisture. It generates internal hydrogen when utilizing oxygen, so that it can float near the ceiling to find and devour fungi and slimes growing there. From three to as many as 30 individual dark floaters will be encountered, a typical specimen being about a half of a foot thick and three feet in diameter. The flesh of this fungus is poisonous to humans, but some other underground creatures devour it with relish. If a dark floater is contacted by open flame or something akin, such as an electrical spark, it explodes inflicting 2-20 damage on all things within a 10-foot radius (Reflex save [DC 30] for half damage).

If anyone with searches (DC 20), each of the following sorts of magical fungi will be located, a separate check required for each patch:

> If an Avatar with Alchemia, Arcana, Luck, Rustic, or Scrutiny Ability successfully employed, examines the smaller sorts of fungi, each of the following sorts of Extraordinary fungi will be located per minute of searching:

Black Darkvision Mushrooms, 10 in a patch, three locations.
Bluespeed Fungi, 5 in a patch, one location.
Goldenaether Mushroom, 4 in a patch, one location.
Indigoforce Toadstool, 6 in a patch, one location.
Silverenergy Fungi, 7 in a patch; , two locations.

D20 information for these useful growths can be found on pages 255-257.

Upon exiting the fungi grotto, the party will follow another narrow passage, five feet wide and about nine feet high, that curves to the right for about 100 feet, then:

As you exit the passage you find yourselves in a vast cavern whose dimensions are unknown. Immediately before you, about 10 feet distant, stand Yubbor and five duergar! Of course, now that you think more carefully, the self-proclaimed Dwarf is one of that sort of Alfar, a stinking, lying duergar ... Yubbor is shouting:

"That's them, masters! See? I told you we were blameless. It is that lot who killed your Trolls. Only by our fast thinking and luck did we get free to warn you that they come here to kill you too, O Mighty Ulfs!"

Ulfs? You see behind the half-dozen short duergar tall and thin shapes, at least four of them, and your hearts sink. The Ulfs are the worst of all Alfar, vile and wholly evil. Their glowing red eyes are fixed on you now, and a voice that seems to come from a sepulcher speaks:

"Is that so, Yubbor? Then prove it by slaying these outsiders. We have no time for your games."

To your astonishment, the Ulfs glide backwards and disappear into the gloom. The duergar seem frozen in place, too shocked by the statement from their masters to react...

Something else catches your eye too. Just before the place where the Ulfs stood there is on the cavern floor a patch of lichen that glows ever so faintly. The luminosity is pale blue, and the shape is triangular. Surely that is a dimensional gateway, and only the six Trow stand between you and your way out of this lurid hell...

The despicable Ulf race is described on page 246. Statistics for these fearsome dwellers of the dark will not be needed here.

If the party attacks immediately, they will be able to close and strike the six duergar/Trow without the latter being able to respond—a free action. Thereafter it is a matter of initiative, but fight these Alfar they must (the little brutes block the way to the triangle). Should the party hesitate, the five duergar/Trow with Yubbor will hurl spears at the team, then close with hammers to melee range.

Yubbor the Duergar Rog8: CR: 8; Medium-Size Humanoid (Dwarf); HD 8d6+8; hp 38; Init +0; Spd 15 ft.; AC 16 (+4 chain shirt, +2 large shield); Atk: *+2 battleaxe* +8/+3 melee (1d8+2); SA: Dwarven traits, spell-like abilities, sneak attack +4d6; SQ: Evasion, immunities (paralysis, phantasms, magical or alchemical poisons), darkvision 120 ft., light sensitivity, uncanny dodge (can't be flanked); AL: LE; SV: Fort +3 (+5 against poison), Ref +6, Will +2 (+4 against spells); Str 10, Dex 11, Con 12, Int 11, Wis 11, Cha 8
Skills and Feats Appraise +2, Bluff +12, Diplomacy +10, Disguise +10, Escape Artist +7, Hide +7, Listen +9, Move Silently +11, Profession (miner) +13, Sense Motive +11, Spot +8; Alertness, Martial Weapon Proficiency (battleaxe), Shield Proficiency, Skill Focus (bluff)
Possessions: Ring of Mind Shielding and *battleaxe +2*

Duergars (5), Ftr 7: CR: 7; Medium-Size Humanoid (Dwarf); HD 7d10+7; hp 46 each; Init +4 (improved inititive); Spd 15 ft. (scale mail); AC 16 (+4 scale mail, +2 large shield); Atk: war hammer +9/+4 melee (1d8+3), or half spear +7/+2 ranged (1d6+1); SA: Dwarven traits, spell-like abilities; SQ: Immunities (paralysis, phantasms, magical or alchemical poisons), darkvision 120 ft., light sensitivity; AL: LE; SV: Fort +6 (+8 against poison), Ref +4, Will +4 (+6 against spells); Str 12, Dex 10, Con 13, Int 10, Wis 10, Cha 6
Skills and Feats Appraise +2, Climb +5, Jump +5, Listen +3, Move Silently -2, Profession (miner) +2, Spot +3; Alertness, Cleave, Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (war hammer), Weapon Specialization (war hammer)
The duergar have the following spell-like abilities: 1/day – *enlarge* and *invisibility* as a wizard of twice the duergar's level.

> **Yubbor the trow** H 60 P 60 S 12a/8m
> **Attack:** preternaturally enchanted great cleaver for 5-20 +6 +9-12 (this latter bonus ignoring all but supernatural protection) p Harm, range 2, speed 6, precision bonus 5 (+10 Extraordinary bonus) = 65

Special: Yubbor can instantly cause one blow aimed at him to rebound and strike the attacker, this instead of his attacking.
Defense: 8 for shield vs. two opponents and 8 for steel mesh half armor: total 16

Trow 5 (others) H 40 P 45 S 12a/8m
Attack: (initial) spear for 1-20 +5 p Harm, range 60, speed 3, precision bonus 5 = 50
(then) hammer for 2-20 +5 s Harm, range 1, speed 4, precision bonus 0 = 45
Special: See below, each of these five trow possess one special Extraordinary Power that can be used once per day;
Defense: 8 for shield vs. two opponents and 8 for steel mesh half armor: total 16
The five trows' special Powers are:

1) In 1 second of time blend with the surroundings so as to be unnoticed until active.
2) In 1 second of time cause a foot to slip so the subject in sight and within 30 feet distance falls down and must get up next ABC.
3) Instantly dodge a deadly blow (ex post facto).
4) Instantly elevate a long garment upwards for as long as 4 ABCs of time so as to blind the subject
5) Instantly cause an opponent's weapon grip to become greasy so that it can't be held properly for the next 4 ABCs of time and will be dropped each time a blow/use is attempted during this period.

Assuming our heroes kill most of the duergar/Trow, have thus a clear path to the portal area, the party should make a break for it immediately—grabbing Yubbor's cleaver will take only one round, and getting to the portal is a matter of two such actions. In 30 seconds time after the duergar/Trow are defeated, the Ulfs will return, 12 of them, and thereafter its lights out for the party. If for some strange reason the team elects to stick around, describe a heroic fight against overwhelming odds, with the Ulfs' two spellcaster savants sending deadly powers into their ranks as the two executioners and eight others hack down the heroes.

Exiting the Dimension: When the party exits as they should, they are back on the ramp way in "the pipe." The pane-portal that they entered some time back glows a glittering black, then shatters with a metallic sound as its remains turn to red embers that burn and fade to ash, and an ominous rusty bonging note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: There need be no addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure.

48. INDIGO (SPINEL DEEPEST BLUE)

The puzzle of the Six Pavilions:

Here is the chance for the team to show they need no weapons to escape a situation. On the other hand, it can be a great hack and slash opportunity, likely fatal, for those who favor combat over cogitation.

This is the text to read aloud to the players when they enter the pane-portal:

Through the portal in the glistering plane you are pulled, as iron filings to a loadstone. Drawing deep breaths, shaking your heads to clear them of the cobwebs caused by such transference, you assess the surroundings.

The fair fields around, the stands and the lists mean only one thing: You are come to a place of jousting. Near to the stands there are six pavilions of boldly stripped cloth of brown, orange, and gray. As you see this a man dressed in court robes approaches you, saying:

"Welcome, heroes! I am Athalic, Herald to King Livran. He and his court are much discommoded, of course. Until the riddle is solved, neither joust nor melee can be held. Tis very sad, is it not? But why am I telling you that? Of course tis the reason you have are here!

"Now attend. You may not ask a question of any of the knights. To do so is to give grave affront, and thus you will be attacked instantly in a combat to the death. As each of these cavaliers is a mighty champion, likely your lives will be lost—a waste, for that does not end my lord's plight.

"So you must speak only when you are certain that you know the answer, demand of the knight who possesses it the Tourney Talisman. You will gain it only by identifying the knight's symbol—for example, you would say: 'Hail, Knight of the Azure Shield. Come forth and hand over the Tourney Talisman, for we know you drink ale, wield a hammer, and your symbol is a stag.' If you spoke true, the knight would come forth, present the talisman to me, and you shall be sent back to your own place with a rich reward. Note that this is but an example of what you might say, the actual answer to the riddle must be presented in such manner as that, but not in those actual words.

"If you err, then it is the same as asking a question of the knight. A mortal insult will have been given, and mortal combat will ensue.

"Now remember, those details I mentioned before as an example of what you might say are not the correct ones, of course, but I can supply you with the following, and you might wish to make note of the facts I know:

"The Knight of the Gules Shield is in the first pavilion.

"The one who wields a club has the symbol of a bear.

"A flail is used in the fifth tent.

"The knight that drinks cider is stationed immediately after the Knight of the Or Shield.

"He with a boar for a symbol favors ale.

"The knight in the third tent doesn't have a purpur shield.

"The knight with the sword does not drink beer.

"The one who drinks water is next to the last in line.

"The knight wielding a sword is next to the one who uses an axe.

"The one that drinks wine and has a stag for a symbol comes after the Knight of the Azure Shield.

"A falcon is the symbol of the knight in the fourth pavilion.

"The one who drinks mead is not in the last in the row.

"The knight wielding a hammer is stationed between him with a flail and him with a mace as a weapon.

"Ale is favored by the one who uses an axe.

"The knight who drinks beer is in the pavilion after the knight whose symbol is a ram.

"The knight with a lion symbol is most distant from the Knight of the Purpure Shield.

"The Knight of the Vert Shield is next to the one whose weapon is a mace.

"He that is the Knight of the Sable Shield bears the talisman...

"So now, Worthy Heroes, you must solve the riddle, or gain the Tourney Talisman by dint of brute force!"

The GM might find it easiest to copy the clues above, give the sheet to the players for their reference use.

Note: Heraldric colors used above are: argent = while/silver, azure = blue, gules = red, or = yellow/gold, purpire = purple, sable = black, and vert = green.

If your players need a little help, suggest they list the following items in order with five columns with six slots under each: First the pavilions by number, first to last; the colors of the shields, the drink of the knight; weapons; and symbol. Then re-read the clues above slowly or hand them a copy of the information.

If the team is trying to solve this, and they are frustrated after a reasonable period of time—a half-hour is the bare minimum, then add another clue:

"The knight that drinks mead is more than one pavilion distant from the Knight of the Sable Shield."

Here is the rundown:

Pavilion #	Shield	Drink	Weapon	Symbol
1	Gules	mead	sword	lion
2	Azure	ale	axe	boar
3	Or	wine	mace	stag
4	Vert	cider	hammer	falcon
5	Sable	water	flail	ram
6	Purpure	beer	club	bear

Of course even if the Knight of the Sable Shield is called forth first, not properly identified as to all characteristics—drink, weapon, and symbol—then combat will ensue. In such case the talisman will appear only when all the knights are slain. These worthies will appear when called forth, one group at a time.

If a knight is attacked by more than one character, his esquire and armiger will join the combat in that same action.

Knight, Ftr 10: CR 10; HD 10d10+20; hp 75; Init +4 (improved initiative); Spd 20 ft.; AC 21 (+11 *full plate +3*); Atk Masterwork greataxe +15/+10 melee (critical 19-20/x3, 1d12+5); AL LN; SV Fort +9, Ref +3, Will +5; Str 17, Dex 10, Con 14, Int 11, Wis 11, Cha 13.
Skills and Feats Handle Animal +10, Jump +5, Ride +10; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Iron Will, Power Attack, Improved Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Esquire, Ftr 8: CR 8; HD 8d10+16; hp 60; Init +4 (improved initiative); Spd 20 ft.; AC 19 (+2 large steel shield, +7 half plate); Atk longsword +11/+6 melee (critical 17-20/x2, 1d8+4); AL LN; SV Fort +8, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 11, Wis 11, Cha 11.
Skills and Feats Handle Animal +8, Jump -1, Ride +10; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Power Attack, Improved Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Armiger, Ftr 5: CR 5; HD 5d10+10; hp 38; Init +0; Spd 20 ft.; AC 19 (+2 large steel shield, +7 half plate); Atk longsword +8 melee (1d8+4); AL LN; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 11, Wis 10, Cha 10.
Skills and Feats Handle Animal +6, Jump -1, Ride +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Knight H 80 P 90 S 9
Attack: Pole-arm, short 4-20 +18 p&s Harm, range 5, speed 9, +5. = 95
Defense: 13 normal, and 12 versus preternatural and supernatural Harm

Esquire H 60 P 70 S 9
Attack: Cleaving sword 7-20 +12 p&s Harm, range 2, speed 4, +15 = 85
Defense: 10 +8 (shield) vs. two opponents

Armiger H 40 P 50 S 9
Attack: Cut & thrust sword 4-20 +7 p&s Harm, range 3, speed 4, +15 = 65
Defense: 10 +8 (shield) vs. two opponents

Reward for Success: When the adventurers succeed in gaining the Tourney Talisman the herald will re-appear and present each character with an exquisitely forged neck chain of gold worth (at sale price to a jeweler) 40 gp. It will be set with gems—(deep green and pale red tourmalines) worth 10 gp each, one for each knight not slain—or with a central medallion of a silver skull worth 3 gp if all knights were

killed. Characters who receive the silver skull are in danger of shifting towards an Evil or Neutral alignment as bloodshed could have been avoided here.

> The neck chain is worth $6,000, the gems $1,200 each, and the central skull medallion $500. A neck chain of seven gems will be recognized as Repute of 1, while that with a silver skull will bestow Dark Repute of 1. Once seen worn by an Avatar back on his own world, the Repute or Dark Repute will be known and possessed without display, and thereafter the item can be sold if desired.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back incandesces, then disappears in red-violet motes as a blare of brazen trumpets echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

If no knights were killed during this quest the GM should award an xp bonus of 50x character level to each adventurer.

> **Award:** Give the usual Merits for meaningful Ability use and time spent actively participating in the adventure. If no knights were killed, each member of the party should receive an additional 250 General Merits.

49. VIOLET (AMETHYST)

In a Stony Maze

When the adventurous team touches and thus is drawn into this door to another dimensional matrix, they will find themselves in a small place indeed. This space is nothing more that a maze that loops back to its starting point, as you will see as you read on and check the map.

There is no magic operational in this place. Magical items are just ordinary in this place. Items have no magical properties, and activations/spells don't work. (Refer to the rules for anti-magic in the DMG for further details). Here is where brains and brawn in combination prevail.

This is the text to read aloud to the players when they enter the pane-portal:

With a most disconcerting feeling of attenuation followed by dizziness and some stomach twinges, you are drawn from the ramp inside the cylindrical demi-sphere through the colored two-dimensional portal into another plane. You blink, but all you see is darkness for the moment...

There is no light in the human-visible spectrum here. All characters with darkvision will be able to see here to a distance of 15 feet clearly, 16 to 30 feet indistinctly, and detect movement from 31-50 feet distant. If a light source is activated, a lantern or tOrch, that source yields the same range of vision. The properties of this space are thus, no ifs, ands, or buts.

If none in the party can see without a light, then inform the players of this fact, and wait until they strike a light to go on. If all the party is able to see without such aid, no matter, the "seeing" is the same either way.

As your eyes adjust, you are able to get a visual idea of where you are. The point of entry is a circular chamber of 15 feet diameter. The walls and floor are of mortared stone blocks. There are arched doorways of three feet width and nine feet height to the left, ahead, and right. Peering upward, you see a domed ceiling that rests atop the wall at about 15 feet height, arches upwards steeply to be lost in the gloom, perhaps 25 feet above your heads at its apex. The light is too poor to tell exact distances or reveal if there is any decoration there.

So, unless you party is to sit and mope, there seem to be three choices for exploration, left, ahead, or right.

The maze goes nowhere, but there are secrets in it. The whole place in 165 feet east and west, 205 feet north and south, 5 feet of the latter being the southern part of the circular entry chamber.

A map is included here, as the turns and secret doors need to be shown so the GM can inform the party of distances, know if any searching for hidden openings succeeds.

The Central Passage:

This is the key area for solving the problem of the maze. The secret doors here and in the middle of the main E-W passageway connecting the left and right hand ways—giving the players an extra chance—lead to short corridors that in turn bring the explorers into a 25-foot wide by 15-foot across room.

Secret Doors: These can be located with a successful Search check (DC 20), once located the means to open and close a door are likewise assumed to have been discovered.

> These doors are such that any Avatar successful in using Luck, Pantology, or Scrutiny Ability, or an Avatar otherwise able to detect such things through Knack, Psychogenic Power, or race, or any character with like skill or capacity will spot them. Otherwise, careful searching allows other characters to discover a secret door only 10% of the time, but if two are checking a five-foot section, the change is double, 20%. A search requires five minutes, and wall areas can be searched multiple times. Once a secret door is discovered, the means to open and close it are assumed to be known.

The Secret Room: This small room contains only empty wooden crates. There are six that are (just a little less than) five-foot cubes stacked two on two, and beside them there are

four boxes of four-foot dimensions. There are four that are three-foot cubes stacked likewise, and finally four two-foot cubes stacked atop each other. All of these need to be moved to the circular chamber, stacked in ziggurat-fashion, so as to create a solid pile with the top tier 18 or or more feet above the floor—four five-foot boxes as a base, then any stacking utilizing the remainder to attail the necessary height.

Examining the Entry Chamber Ceiling Dome

By stacking the empty crates as stated, a character can climb to the top, and with a light source see the dome above. Its apex is at 24-foot height, and its center has a circular trap door of two and one-half feet diameter. Thus, two characters working from the top of the piled crates should be able to reach or boost up one of their number to open the catch and push the trap door upwards and open.

The Chamber Above: This area is large, a circular space that is 100 feet across, 60 feet high, with 10 pillars of five-foot diameter ringing the wall at 20-foot distance from it. It is dark here, just as in the maze below. The party enters this space from the 6 o'clock position, with five pillars to each hand.

As soon as one or more passes into the central area inside the pillar ring, they are attacked by 10 trapdoor (jumping) spiders that emerge from their dimensional portals at the base of each pillar:

Monstrous Hunting Spider, Large (10): CR 2; Large Vermin; HD 4d8+4; hp 22 each; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk Bite +4 melee (1d8+3 and poison); Space/Reach: 10 ft. by 10 ft./5 ft.; SA Poison (Fort save (DC 16) initial and secondary damage 1d6 Strength); SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.
Skills and Feats: Climb +14, Hide +6, Jump +2, Spot +7; -.

Jumping Spider (huge): 10 total
H 30 P 70 S 15
Attack: bite for 9-12 (d4 +8) +13-16 (d4 +12) VT Harm
Defense: 8

Each spider leaps forth when a victim is within 20-foot distance of its lair and attacks with initiative thus. Each will attack only a single subject, and two will not attack together. Even if the spider's jaws fail to get past protection, their venom is such that it will splash and on contact cause the indicated damage of 13-16 (d4 +12) points.

When all are slain, it is necessary for the characters to search the trapdoors from whence that came. Nine of them open to show this place:

You see around you a world of great trees rising from a swamp that has many small islands dotted around in it. The lianas and vines interwoven above are augmented by giant spider webs. As you peer down to see upwards here, various giant insects can be seen moving about, caught in webs. A myriapod is searching the ground nearby, a monstrous centipede. The smell of this place is wrong too, and it doesn't look to be a way out, only a way to die quickly and horribly. Still. Some of you might want to take a chance...

The last one (this is the author's and GMs right, of course) examined will show something different:

As you peer down into this spider's lair, you see an earthen cave of about 35 foot diameter. It is filled with webs, the floor with the husks and skeletons of former prey. There are big balls of something like leather in the webs, about four such spheres, each around two feet in diameter.

Two of the "balls" are cases of baby spiders, and two hold other things. One to each side of the lair will hold young, one a magical object.

If the webs are burned, only the "ball" with the means of escaping this place will survive the flash of flame.

If the "balls" are examined closely, all look similar, so there is no telling. One is opened by "attacking" it with an edged weapon:

Two of the balls are spider cases containing immature spiders; these are killed if the webs are burned:

Immature Spider (2): CR 1/4; Tiny Vermin; HD ½ d8; hp 4 each; Init +3 (Dex); Spd 20 ft., climb 10 ft.; AC 15 (+2 size, +3 Dex); Atk Bite +5 melee (1d3-4 and poison); Space/Reach: 2 ½ ft. by 2 ½ ft./0 ft.; SA Poison (Fortitude save (DC 11) initial and secondary damage 1d2 Con); SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2.
Skills and Feats Climb +8, Hide +18, Jump -4, Spot +7; Weapon Finesse (bite).

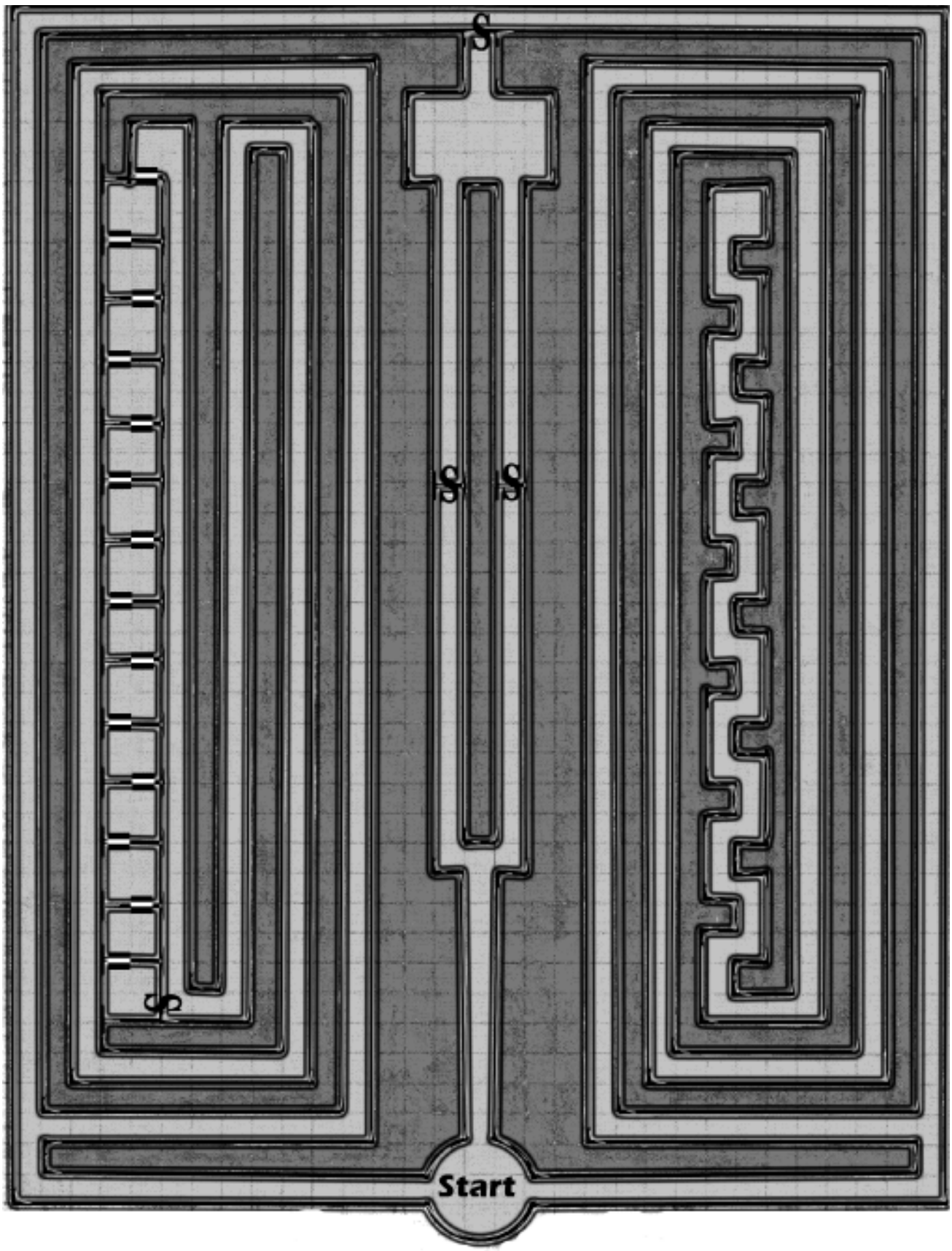
Spider Case Balls: 2, and destroyed if the webs are burned.
Spider, Jumping (big): 8 H 1 P 15 S 25
Attack: bite for 3-5 (d3 +2) +6-8 (d3+5) VT
Defense: 16

Even if the spider's jaws fail to get past protection, their venom is such that it will splash and on contact cause the indicated damage of 6-8 points (d3 +5).

Ball #3: 1, and destroyed if the webs are burned.

This sphere contains a "stick" and a hoop, the stick being a *Rod of Shimmering Stars* (*LA:* wand of shooting stars), the hoop a *Wooden Hoop* (*LA:* it is a variation of the metal "Escape Hatch" ones). See the appropriate appendixes for details of these magic items.

Wooden Hoop: Good (Grade V). The hoop is charged with preternatural energy.



Stone Maze

0 5 10

Rod of Shimmering Stars: This baton is of hawthorn tipped with metal caps. The wielder must make a ranged touch attack to succeed in directing its force to strike the desired target. By pointing the wielder can direct a cloud of shimmering bits of energy that is of five-foot radius up to 240 feet distant. There are 14 such energy bits in the cloud, and each creature within 5 feet of the central target will be impacted by one or two of these, with the central target being struck by one-half (seven) of the glowing missiles. Each bit of energy delivers 1-2 points of damage, thus the central target suffers 1d8+6 points.

Caster Level: 9th; Prerequisites: Craft Rod; Market Price: 36,000 gp

Wand, Shooting Stars: Good (Grade V): This baton is of hawthorn tipped with tilferium metal caps. It does not increase Extraordinary Ability, for the wielder must rely upon Weapons Ability to succeed in directing its force to strike the desired target. However, at the cost of a single Activation Energy Point, this from any Avatar employing it, and without need of Enchantment Ability to activate it, this wand sends forth in but two seconds a Shooting Star enchantment Power of the same exact nature as it is named for, with 14 energy bits in the cloud. Thus, this item performs as follows:

By pointing the wielder direct a cloud of shimmering bits of energy that is of five-foot radius in the direction indicated by the tip of the wand, up to 240 feet distant. There are 14 such energy bits in the cloud, and each target within the radius indicated will be impacted by one or more of energy bits, with the central target being struck by one-half (seven) of these glowing missiles, other target subjects being struck by one of more of these energy b.ts. Each bit of energy delivers 1-2 points of Harm ignoring any and all forms of armor/protection, supernatural forms included.

Ball #4: 1, with the escape object inside—not destroyed by any fire.

Upon cutting open this leathery globe, there appears a floating shape, a pane of about one-foot across, and shaped like a (heater) shield (a knight's shield). As it is freed from the case, the pane shows a rainbow play of pale colors over its surface, and it begins growing at the rate of one foot in length and breadth each 6 seconds. Anytime it is two feet across, it can be used as a portal to return to the ramp way. If the party fails to touch it after it has become 10 feet across, the GM can at option have it move so as to touch one, drawn them all through it, or else have it begin to fade. In the latter case allow a slow count of 12, and then it is gone, the party marooned and likely dead...

Exiting the Dimension: When the party exits thus, they are back on the ramp way. The pane-portal that they entered some time back becomes fiery, then disappears in electric blue motes as a metallic tinkling note echoes through the cylindrical space. Go to the "Cheat Sheet" and note the number of the plane that thus no longer exists.

Award: In addition to the usual Merits for meaningful Ability use and time spent actively participating in the adventure, each member of the party who survived the encounter should receive 25 merits, and for the Avatar figuring out that the boxes need to be stacked an extra 50 General Merits is in order.

THE STAR-SHAPED PANE

50. WHITE (CRYSTALLINE)

Rescued at Last!

This pane can be accessed only when all seven of the different shapes of panes of the same base color (red or blue or green, etc.), all seven of the different base colors of panes of the same base shape have been accessed, and all of one color of pane have been eliminated (that is at least 13 panes total), the last so entered will have within it a talisman that will cause the star-shaped pane to come into being within the hall when the team returns there with the crystal star talisman. In summation this pane comes into being when all of one shape of pane, all of one color in the seven different shapes, and one of each different shape of pane have been entered, exited, and thus eliminated.

Example of the 50th pane coming into being: The party has entered and exited all of the disk-shaped panes, so that covers the seven base colors. They then go on and enter and exit one each of the other shapes of panes—hexagon, lozenge, oval, square and triangle—so with disks gone before one of each shape has been eliminated. At the same time the party chose the same base color of differently-shaped pane, so they also have eliminated one of each different shape of the same color, thus eliminating all of that color too! This was accomplished by entering 13 panes—most unlikely.

All magical activations that do not allow exiting the particular place in which the characters find themselves work here. Additionally, those that summon any entity to assist the party will not function.

The plane entered is one of quite charming sort, a sort of rustic countryside with farm fields and cottages seen in the distance, a rather large and comfortable looking house immediately before them.

Read aloud the following text to the players to provide them with the information of what they experience as they step into this place:

You actually feel exhilarated when you pass through the gateway in the crystal-hued pane, are transported from "the pipe" to this place. It is as if you have just awakened, full of vim, vigor, and vitality. The air is clean and crisp, bracing as that of a spring morning. In fact, the vista around you is very much the same.

There are groves and meadows, fields and wild flowers all around. This lovely bucolic scene is enhanced by the fragrance of blooms and sweet herbs, the singing of birds, and the soft rustle of leaves in the gentle zephyr that plays across the mead and through the trees. What a lovely place to be on a bright morning like this!

There is a lane running off to right and left, the latter direction where the rolling hills and ridges shelter the valley to the right. That is certainly where you need go. The silver sheen of sunlight on water leads your eye along the river to manor and nearby mill, small cottages scattered around them, and everywhere gardens and orchards in bloom.

As you stride down the gentle slope of the lane past the fields in which folk are working, the peasants notice you and hasten away as if in fear. As your party continues on, these people are in full flight, running at speed as if you were fell raiders come to deal death and rapine. Odd, that... Such a lovely place and still the inhabitants must live in fear of bandits? Why, then, is there no defense for the village?

This question passes from mind as you complete the walk. It is just too beautiful here to be thinking of such things. Soon you are near to the rustic manse that is clearly the abode of the one who is master of this place. The building suits the scene perfectly, with white plaster walls between dark timbers, diamond-shaped panes of its many windows sending back sunlight in mirror-like manner. Nodding jonquils and tulips line the walk leading to its front door, and as you come near to it the big oak portal swings inward. Out steps a very large and bluff fellow with very black hair and eyes that match. He has a knobby club resting casually on his shoulder. When he sees you his face breaks into a great grin, and he speaks in a rumbling voice that is both welcoming and jovial:

"Faith, and welcome mortals! Know you that I am none other than the Hero McGregtim, and who may I be thankin' for my coming' rescue from this cursed place?"

So this towering fellow is the marooned bard that Lady Rowina sent you to find. He is a giant of a man, near to eight feet tall and surely tips the scales at close to 40 stone!

His thighs are indeed like tree trunks, his arms bulge with muscles, and his huge hands are calloused, with thick fingers that look like they could crush rocks. No wonder McGregtim was adopted by the Tuatha, for he is of truly heroic proportions.

Noticing your rather awed gaze, the huge man tilts his head back as he gives a deep laugh. "So, amazed you're bein' at seeing a real live demi-god, is it? Well, that's the way of it, it is. Come on now, and stop gawking and lollygaggin' here. If you expect to become heroes too, it's my rescue you're needin' to accomplish!"

He advances towards you with a long stride, shooing you back with a casual gesture. "Out and around to the place near the mill. Off we go, wee ones." Growling that, the giant fellow moves along the path from his front door, past you, and is off and tramping towards the river with strides that make you trot to keep up.

Beyond the mill is a marsh, and as you draw near to its verge the big man halts, points: "See there? That's the place. You must enter the mire, get to that pool, and the lot of you dive in. That's where the gate back to our dear world (LA game: of lejend, Learth) lies, eh? Only mortal heroes of fearless sort can open it, and then may I follow you. Ah, the riches I'll bestow on such fine fellows as do that for me... So, get on with it. Too long have I been languishin' here!"

This fellow is named Drobla who has been insinuated into "The Mors" mini-cosmos by Bili. The half-Formorian is not sly or very clever, and Bili did not show those traits either in selecting Drobla for the task of duping the party into drowning themselves in the muddy pool with quicksand-like properties.

Should the adventurers believe him, enter the marsh and go to the pool, the first of them will begin sinking into the mire as soon as a foot enters the watery spot. The half-giant will reassure the party:

Don't be frettin' about the feeling of being sucked down. Tis the home portal, of course, darlin's, so just keep going into the muck like good little ones.

When a character enters the pool, they will be sucked down into it in 5 rounds. Another character can pull out a victim using a rope or pole-like instrument to effect such rescue.

If one or more hesitate while the others are going into the place, then Drobla will hurl one, shove two into the marsh. They will go ahead or he'll strike them with his club to knock them into the pool.

If all hesitate, protest, then the half-giant will attack the party with fury, doing his best to slay the lot.

If at the outset the characters successfully apply their skills, they will note the following:

Sense Motive (DC 20): The manner in which the peasants ran seems to indicate they are in considerable fear, not at all like villeins being protected by a demigod.

Spot (DC 13): This fellow's voice and hands are certainly not those of a renowned bard.

Spot (DC 10): Why is a heroic bard armed with a giant's club? Something isn't quite right perhaps…

Sense Motive (DC 18): There is considerable attempt at dissembling being made by the huge fellow.

Divinatory magic can reveal even more damning evidence:

Detect thoughts (or similar): The thoughts coming from this fellow are those of enjoying the sight of your party sinking inexorably into a horrible death by drowning in watery mud.

Detect Evil (or similar): The energy radiating from this fellow is dark and malign.

Drobla, fiendish half giant, Ftr8: CR 17; Size L (10 ft. tall); HD 12d8+48+8d10+32; hp 161; Init +3 (-1 Dex, +4 Improved initiative); Spd 40 ft.; AC 19 (-1 Dex, -1 size, +9 natural, +2 leather); Attack Huge greatclub +23/+18/+13 melee (critical 19-20/x3, 2d6+14); Space/Reach: 5 ft. x 5 ft./10 ft.; SA: *smite good* (+20 damage) once per day; SQ: Darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3, spell resistance 25; SV Fort +18, Ref +5, Will +6; AL CE; Str 27, Dex 9, Con 19, Int 6, Wis 10, Cha 16.
Skills and Feats Bluff +8, Climb +9, Jump +15, Listen +2, Spot +5; Alertness, Cleave, Improved Bull Rush, Improved Critical (club), Improved Initiative, Improved Unarmed Strike, Power Attack, Skill Focus (bluff), Weapon Focus (club), Weapon specialization (club).

Drobla is a true terror, an adversary likely to be well beyond the party's ability to defeat in straight combat, he is half human and half Formorian in descent, but he has one weakness: excessive self-confidence. He is absolutely sure he has duped the party, so if they attack him he will be taken by surprise and the party gains a free partial action before the first round proper commences. When initiative is determined Drobla automatically gets the lowest score and thus every party member can act before he does. Even so he might well defeat them all… unless the party can somehow deposit him in the marshy pool. Tripping the brute is unlikely to work, nor is magical compulsion unless it overcomes his spell resistance, but a well-placed illusion or clever trick will do the job as Drobla is dim witted.

If initially the characters successfully apply any of the following Abilities, they will note the following:

Chivalry: The manner in which the peasants ran seems to indicate they are in considerable fear, not at all like villeins being protected by an benign and heroic demi-god.

Evaluation, Learning, Minstrelsy, or Scrutiny: This fellow's voice and hands are certainly not those of a renowned bard.

Chivalry or Luck: Why is a heroic bard armed with a giant's club? Something isn't quite right perhaps...

Pretense: There is considerable attempt at dissembling being made by the huge fellow.

Psychogenic—Mind Reading: The thoughts coming from this fellow are those of enjoying the sight of your party sinking inexorably into a horrible death by drowning in watery mud.

Psychogenic—Power Sensing: The energy radiating from this fellow is dark and malign.

One thing that Drobla has in excess is self-confidence. He is absolutely sure he has duped the party, so if they attack him, he will be taken by surprise, and a free round of attacks will be gotten in by the Avatars before initiative needs be checked.

Drobla, the half-Formorian: H 140 P 80 S 10
Attack: Club, huge: 5-20 shock Harm, Range 4, Speed 6, precision bonus 0
Additions to Harm: +10 Chivalry, +20 Physique, + 10 Savagery, +5 Tricks = +45
Abilities: Chivalry 50, Luck 50, Physique 200, Pretense 30, Savagery 100, Tricks 50, Weapons 80
Special: In one ABC of time able to change form from his own to that of any human, Veshoge or Alfar so as to appear exactly like that one.
Defense: 14, 4 for garments worn and 10 for preternatural energy.

Slaying Drobla is the only way that the team can succeed here. By doing that they have saved themselves, foiled Bili (and Gwynn), and can then find the way out of this dimensional matrix.

Within the rustic villa in which the half-giant lodged the adventurers will find mainly normal, if over-sized, furnishings, food, drink, etc. The only notable item to be discovered is a huge golden harp in the hall. It is far too large for a single character to carry, although four of them can manage it. However, if the silken cover for this instrument is noticed, and placed over the harp, it shrinks to the size of a lyre, weighs only 10 pounds, and can be transported easily. The cover is tossed casually on a couch in the room, so that it will be mistaken as a bed covering unless it is picked up and examined.

If the magical harp with its cover is gained thus, it will have no benefit to the party. They should take it, of course, for it belongs to McGregtim. If they give it to him when eventually he is found by the party, they will gain a special reward as will be noted in the appropriate place.

On the ceiling above the dining table is a crystal chandelier, it having five candle holders spaced around it in star-like form. The Avatars can escape this place easily, and all that is needed if for one member of the team so stand on the table, place his or her head into the opening of the chandelier, and transference back to "the pipe" is effected for all.

Exiting the Dimension: When the party exits thus, they are back on the ramp way. A blare of trumpets sounds a fanfare that rings through the cylindrical space, this followed by shouts of mixed sort, some triumphant, others dark and threatening. The pane which led the party to the crystalline one alters shape to show the glowering visage of the dreadful deity, Bili, then vanishes as described for the portal.

Additional Award: Along with the Award prescribed for exiting the pane leading to this one, if the two were entered in conjunction, and Ability Specific Merits gained in this one, the Avatars should each receive 350 General Merits for defeating the half-Formorian and thus foiling the evil machinations of their foes.

THE SUN-SHAPED PANE

51. BLACK (EBON)

A Lonely Place:

This pane is found as a talisman upon entry of the very last of the regular 49 pane-portals to be entered, i.e. all of encounters have been activated, and this is the last. As the team returns to "the pipe" with the talisman, the sun-shaped pane of gleaming black hue will manifest itself. Otherwise, failing to discover the item, for the party to escape here they will have to return to the "bottom" bottom. Once there, if they note that the pool is now glittering black and so search therein, they will find the black sun talisman. It must be taken out of the misty bottom layer, and then it will manifest into a pane portal, and the party can enter the portal and thus find the way home.

The vista before the team as they enter this dimensional matrix is one of wild and lonely sort. Read aloud the following text to the players to describe what they experience:

You are standing on a windswept and undulating moor. The grass and ground cover plants are thick and lush, a bright green, but there are few bushes and fewer trees still to vary the scene. The wind rustles in the grass, bringing the smell of damp growth and the sea—perhaps something else, but you can't say for sure what it is. From somewhere far to your left there is a rolling and crashing sound that's carried on the breeze. Perhaps it is the sound of surf breaking.

As you look around you see the land appears unchanged all round where you stand—empty moor with little foliage, although far ahead there are what might be fairly high hills. It is difficult to tell, as there are low clouds in the air even though the breeze blows strongly along the ground.

Looking above, the sun seems to be to your left, so probably that direction is east if it is rising, west if it is setting. A few minutes time and the shadows show the sun is setting, so you are looking north, left is west.

As your party is thus assessing the situation, you hear a deep baying coming from someplace off to your left, the direction in which you initially thought you heard what might be the sound of distant surf. The rather spine-chilling baying is answered from the east by even-louder, and mournful, howling of frightful sort.

Allow the players a little time do discuss amongst themselves what they should do. After a minute ask them what the characters are now planning, what action they will take.

North: To the north at about six miles distance there are rocky hills and crags. There are a pair of gargantuan wyverns dwelling there that will spot and fly forth to attack the party if they come within three miles distance of the place. The area is otherwise forlorn and desolate save for wild animals.

Wyvern (2): CR 8; Gargantuan Dragon; HD 14d12+56; hp 147 each; Init +5 (+1 Dex, +4 improved inititive); Spd 20 ft., fly 60 ft. (poor); AC 19 (-4 size, +1 Dex, +12 natural); Atk Sting +18 melee (1d6+8 and poison; Fortitude save (DC 17) initial and secondary damage 2d6 temporary Con), bite +13 melee (2d8+4), 2 wings +13 melee (1d8+4), or 2 claws +18 melee (1d6+8); Space/Reach: 20 ft. by 40 ft./10 ft.; SA Poison, improved grab, snatch; SQ Scent; AL N; SV Fort +13, Ref +10, Will +10; Str 27, Dex 12, Con 19, Int 6, Wis 12, Cha 9. *Skills and Feats* Jump +20, Listen +17, Move Silently +17, Spot +17*; Alertness, Flyby Attack, Improved Initiative.

*+3 to Spot when flying by daylight.

In an LA game the wyverns are of average size but the LM is encouraged to make them more potent if he believes the Avatars are very strong.

Wyvern, ave. 2 H 65, 60 P 50 S 16al/24f
Attack: 15-foot poisonous exhalation for paralysis of one or two victims struck by the jet of noxious gas (once), and claw kick for 13-20 +1-12 penetration & shock Harm, and/or
Tail stab-sting for 1-20 +9 penetration Harm plus VT of 9-12 Harm whenever armor is surpassed or by-passed.
Defense: 13 for scales and speed.

East: There are rolling downs stretching off to the east, and there from are coming dire wolves and barghests, also bent on stopping the party before it succeeds in locating and freeing McGregtim. If the party moves a mile or so eastwards, they will encounter these blue skinned fiends and a pack of dire wolves that the barghests command as attack and guard animals. The barghests are clad in greenish-gray garments, so they are not easy to spot.

Dire Wolf (12): CR 3; Large Animal; HD 6d8+18; hp 45 each; Init +2 (Dex); Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk Bite +10 melee (1d8+10); Space/Reach: 5 ft. by 10 ft./5 ft.; SA Trip; SQ Scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10. *Skills and Feats* Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +1*

*+4 to Survival when tracking by scent.

Greater Barghest (4): CR 5; Large Outsider (Evil, Lawful); HD 9d8+18; hp 59 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. or 60 ft.; AC 20 (-1 size, +2 Dex, +9 natural); Atk Bite +12 melee (1d8+4), 2 claws +7 melee (1d6+2); Space/Reach: 5 ft. by 5 ft./10 ft. (goblin form) 5 ft. by 10 ft./5 ft. (wolf form); SA Spell-like abilities, feed; SQ Damage reduction 15/+1, scent, alternate form; AL LE; SV Fort +8, Ref +8, Will +10; Str 19, Dex 15, Con 15, Int 18, Wis 18, Cha 18.

Skills and Feats Bluff +16, Concentration +14, Hide +10*, Intimidate +18, Jump +16, Listen +16, Move Silently +14, Sense Motive +16, Spot +16; Combat Casting, Combat Reflexes, Improved Initiative.

Barghest (16): CR 4; Medium-Size Outsider (Evil, Lawful); HD 6d8+6; hp 33 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. or 60 ft.; AC 18 (+2 Dex, +6 natural); Atk Bite +9 melee (1d6+3), 2 claws +4 melee (1d4+1); SA Spell-like abilities, feed; SQ Damage reduction 15/+1, scent, alternate form; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.
Skills and Feats Bluff +11, Hide +11*, Intimidate +11, Jump +12, Listen +11, Move Silently +10, Spot +11; Combat Reflexes, Improved Initiative.

*4 to hide in wolf form

In melee the greater barghests will hang back and use their spell-like powers on the adventurers while the lesser barghests and dire wolves race in to attack. They will assume their lupine form to confuse the party as to which opponents pose the greatest threat.

In an LA game the enemies to the East are Boggarts and wolves. If the party moves a mile or so eastwards, they will encounter these pink-skinned Alfar and a pack of wolves that the boggarts command as attack and guard animals. The Boggarts are clad in greenish-gray garments, so they are not easy to spot. Of course these sly creatures will be approaching while invisible, something they can accomplish in one ABC's time.

Wolf 12 H 35 P 40 S 20
Attack: Bite for 1-12 +2-12 variable Harm.
Defense: 6 for hide and speed.

Boggart, boggler 4 H 35 P 40 S 17
Attack: 2 x cleaver, great: 5-20 +4 penetration Harm; range 2, speed 6, precision bonus 5 = 45 or use of:
Powers: Each will use two of the following, no duplication from individual to individual:
1) Extinguish small fires within a radius of 30 feet.
2) Start a small fire in combustible material within a radius of 30 feet.
3) Bring a vile-smelling cloud of vapors of 30-foot height, breadth, and depth at up to 30 feet distance from themselves, exposure to which ruins the sense of smell for one minute.
4) Convey belching and flatulence to all within a radius of 15 feet, thus reducing their capacities and Abilities by 10% for one AB of time.
5) Convey coughing and choking to all within a radius of 15 feet, thus making it impossible for them to act/react for one ABC of time.
6) Cause an oncoming individual within 30 feet to stumble and sprawl prone.
7) Replicate an ordinary thing in sight and up to 60 feet distance, so as to make from 10-100 of it in relatively like places within sight. (For example, chalk marks, small plants, narrow paths [but of only a dozen or so paces long], burning tOrches, caltrops, small stones, bats, and so forth.)
8) Cause plants that are long and tough, such as creepers, lianas, and vines that are within sight and within a 60 feet radius to animate and entwine any individual as if that one were caught and held by as many lassos as there are such plants, or thus "lasso: many individuals as there are such plants.
Defense: 10, 6 for armor and 4 for preternatural energy that conveys the protection against even supernatural harm.
Boggart, ordinary 16 H 30 P 35 S 16
Attack: Two attacks each:
Sickle: 1-10 +2 penetration Harm, a 10 indicating the target subject is held fast next ABC and subject to attack at 20 bonus; range 1, speed 4, precision bonus 0; and
Hammer, battle: 6-20 +2 +6-8, shock Harm; range 2, speed 6, precision bonus 10 = 45
Defense: 8, 4 for armor and 4 for preternatural energy that conveys the protection against even supernatural harm.
As the wolves rush to attack the party, the Boggart bogglers will each activate a power—likely 4. 5. 6. and 8. These being their main offensive ones, the bogglers will thereafter join in a general melee with their ordinary fellows and the wolves so as to overwhelm the adventurers.

South: There is a hezrou demon and its lizardman allies behind the party in the miles of bogs to the south. These monsters have set up an ambush to prevent the team from finding McGregtim. The toad-skinned hezrou and green-scaled lizardmen are exceptionally well camouflaged in this place, and even their red eyes aren't likely to reveal their presence until it is too late – the GM should secretly make opposed spot checks if the adventurers are being cautious otherwise if the party moves south, or stays in place for a quarter hour, they will be attacked by surprise.

Hezrou Demon: CR 14; Large Outsider (Chaotic, Evil); HD 9d8+27; hp 68; Init +0; Spd 30 ft.; AC 26 (-1 size, +17 natural); Atk Bite +13 melee (4d4+5), 2 claws +8 melee (1d6+2); Space/Reach: 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, stench, improved grab, summon demon; SQ Damage reduction 20/+2, SR 23, demon qualities, half damage; AL CE; SV Fort +9, Ref +6, Will +8; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 14.
Skills and Feats Concentration +15, Hide +14, Listen +22,

Move Silently +12, Search +14, Spellcraft +14, Spot +22; Blind-Fight, Cleave, Power Attack..

Fiendish Lizardfolk Killers (4), Ftr2: CR 4; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2+2d10+2; hp 24 each; Init +4 (improved initiative); Spd 30 ft.; AC 15 (+5 natural); Atk 2 claws +7 melee (1d4+2), bite +5 melee (1d4+2); AL NE; SA: *Smite good* (+4) once per day; SQ darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1, spell resistance 8; SV Fort +4, Ref +3, Will +0; Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.
Skills and Feats Balance +5, Jump +8, Swim +10; Improved Initiative, Multiattack, Weapon Focus (claws), Weapon Focus (bite).

Fiendish Lizardfolk (12): CR 1; Medium-Size Humanoid (Aquatic, Reptilian); HD 2d8+2; hp 11 each; Init +0; Spd 30 ft.; AC 15 (+5 natural); Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4+1); SA *smite good* (+2) once per day; SQ darkvision 60 ft., cold and fire resistance 5, spell resistance 4; AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.
Skills and Feats Balance +4, Jump +7, Swim +9; Multiattack

In LA game the southern adversaries are Nis. These Alfar are using their Stealth (at 70) and Waylaying (also 70) Abilities to set up an ambush of the team and prevent them from finding McGregtim. The green-skinned Nis are exceptionally well camouflaged in this place, and even their red eyes aren't likely to reveal their presence until it is too late. As above, if the party moves south, or stays in place for a quarter hour, they will be attacked by surprise.

Nis chieftainess 1 H 70 P 65 S 17 l/w
Attack: Two attacks:
Hafted hook: 1-10 +8 penetration Harm, a 10 indicating the target subject is held fast next ABC and subject to attack at 20 bonus; range 2, speed 3, precision bonus 0; and Sword, short, thrusting (Extraordinary): 1-20 +8 +6-8 preternatural bonus, penetration Harm; range 3, speed 3, precision bonus 20; preternatural bonus 10 (from d% roll results) = 85
Defense: 12, 8 for armor and 2 for preternatural energy that conveys the protection against even supernatural harm.

Nis shaman 1 H 45 P 45 S 16 l/w
Attack: Sword, short, thrusting: 1-20 +4 penetration Harm; range 3, speed 3, precision bonus 20 = 65
Powers: Spring Trap (activated in front of shaman), Iron Agony (next activation), Shadow Bolts (Geourgy) Heal (Theurgy),
Defense: 11, 9 for armor and 2 for preternatural energy that conveys the protection against even supernatural harm.

Nis, killer 4 H 50 P 50 S 15 l/wHV +5-8 10
Attack: Harpoon, small: 2-20 +6 penetration Harm; range 20/40/60, speed 3, precision bonus 5/0/0 = 55/50/50; then Long dagger: 1-20 +6 penetration Harm; range 1, speed 3; precision bonus 10 = 60
Defense: 10, 8 for armor and 2 for preternatural energy that conveys the protection against even supernatural harm.

Nis, common 12 H 40 P 40 S 13 l/w HV + 1-8 9
Attack: Javelin (3): 1-20 +4 penetration Harm; range 30/75/180, speed 3, precision bonus 0/0/0; then Axe. belt: 2-20 +4 penetration Harm; range 1, speed 4; precision bonus 10 = 50
Defense: 9, 7 for armor and 2 for preternatural energy that conveys the protection against even supernatural harm.

West: to the west are moorlands terminating in sea cliffs in about three miles distance. The baying heard coming from this direction is coming from a pack of moor hounds (new creature) that now belong to McGregtim. These animals have been sent by the hero-bard to aid the party, but if the party attacks them, the moor hounds will revert to their savage nature and attack the characters fearlessly.

Moor Hound (8): CR 2; Medium-size Animal; HD 5d8+10; hp 32 each; Init +3 (Dex); Spd 50 ft.; AC 20 (+3 Dex, +5 natural, +2 leather); Atk Bite +6 melee (1d6+4); SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 16, Con 15, Int 2, Wis 12, Cha 7.
Skills and Feats Listen +5, Spot +5, Swim +5 Survival +1*; -.
*+4 to Survival when tracking by scent.

The moor hound is very much akin to an Irish wolf hound-a massive canine that is more than a match for most wolves. They are found both in wild state and as domesticated animals.

When the party encounters these animals, the huge hounds do not attack; rather they stop and stand stiffly, staring intently at the characters to see if they are hostile to them or not. Thus, if the Avatars show any signs of friendliness, the moor hounds will come slowly forward, tails down to show their non-aggressive intent. If the party still does not threaten them, they will then come close wag their tails, and display friendship.

Moor Hound (new creature): 8
Appearing: 1 or pack of 2-12 (equal chances)
H 36-45 P 56-75 S 17-20
Attack: Fanged bite for 1-12 +12 penetration Harm.
Defense: 6 armor protection due to speed and dodging, plus any armor the owner uses to clad the animal if it is trained and used for hunting and war (the 8

hounds encountered here are wearing 6-point leather barding so their total defense is 12).

If and when the team head west towards the shore cliffs, they will discover a valley near the coast, this having trees, a brook running along it towards the sea. By following the stream the adventurers will find:

The Hero's Dell and Cottage:

Note that at this time McGregtim is not his usual charming sort, full of humor and blarney. He is gruff and irritable from his imprisonment, eager to get back to the mundane world and find his lost love, the beautiful Lady Rowina. Not sure who the party members are, what they intend, he will be none too pleasant when they appear in his clearing:

As you near the western end of the small valley, you see a small cottage made of logs and turf, with a thatched roof. The place is rather rude but looks strong and comfortable enough for a small family.

As you stare, a tall, lean fellow comes from the area beyond the dwelling. He is evidently a rustic of some sort, for he is clad in shabby garments, has a hoe in hand, and is quite covered with dirt. He glares at you with ice-blue eyes as he advances, and the gardening tool in his hands might be a fine sword the way he holds it.

(If the moor hounds are with the party add:)

The rangy peasant makes a gesture, and the hounds slink off to the side, lay down well away from you and him.

(Continue in any event with:)

"Now what do you sorry lot of knaves and scoundrels want here?" the fellow demands as he stares you down one at a time. "Another scruffy band come on 'business' or a 'quest,' I'll wager. If so, all you have to do is win past me—or slay me—and you'll be successful. Come on then, have at it!"

As he gives the challenge, the cheeky villein grasps the hoe firmly in both hands, plants his feet as if he really expects to fight and beat all of you.

Of course the hero-bard suspects that the party before him is just another ploy by the malign deities who he believes sent him here—Bili and Gwynn. If McGregtim knew that this was the work of "The Mors", he would be torn between thanking and cursing his fellow. If Amadan Mor could create this place and put him in it, McGregtim would certainly demand to know why that deity could not simply have removed him to a place of safety. There are two reasons why that didn't happen: First, Gwynn and Bili would have then become both deadly foes, never rested until McGregtim was destroyed and "The Mors" harmed in some egregious manner. Second, it is against the fundamental nature of Amadan Mor to not play a practical joke upon all parties concerned when the opportunity presents itself...as it did.

So the hero-bard does not know that Lady Rowina has sent a party of mortals to find and free him. If he comes to that realization, he will be delighted with all concerned, but he will not know what the rescuers need to do to effectuate his escape.

If there is a fight, he will do his utmost to win, and win he likely will, grabbing a real weapon from a fallen opponent at the first chance. If the party strikes to subdue, not kill him, McGregtim will do the same.

McGregtim was once a mortal, a skilled bard, but for services to the deities he was granted fellowship in the company of the Tuatha da Danaan. He is the patron and friend of adventurers of bold sort.

MacGregtim, demi-god Brd10/Bbn10: CR 24; HD 10d6+50+10d12+50; hp 223; Init +3 (+3 Dex); Spd 40 ft.; AC 19 (+3 Dex, +6 *leather armor +4*); Attack hoe wielded as a staff (initially) +23/+18/+13/+8 melee (1d6+10), or +20/+15/+10/+5 ranged (MacGregtim will take a better melee weapon, or a missile weapon, from a fallen foe); SA: Rage/3x day*, special divine spell-like abilities, bard spells, bardic music; SQ Air, cold and electricity resistance 20, damage reduction 10/magic, fast movement, spell resistance 25, uncanny dodge (+1 against traps), bardic knowledge; SV Fort +15, Ref +13, Will +15; AL CG (strong CN tendencies); Str 23, Dex 16, Con 20, Int 15, Wis 16, Cha 24.

Skills and Feats Climb +10, Concentration +14, Escape Artist +15, Gather Information +19, Handle Animal +15, Hide +16, Jump +15, Knowledge (arcana) +10, Listen +14, Move silently +11, Perform +16, Scry +8, Sense Motive +16, Spot +10, Swim +19, Tumble +15, Survival +14; Alertness, Blind-Fight, Cleave, Great Cleave, Improved Unarmed Strike, Iron Will, Power Attack, Improved Sunder

Bard Spells (DC 17 + spell level): 0-level (3 per day*): Daze, Detect Magic, Flare, Ghost Sound, Mending, Read Magic*; 1st-level (5 per day) *Charm Person, Identify, Mage Armor, Sleep*; 2nd-level (5 per day) *Cure Moderate Wounds, Minor Image, Silence, Summon Monster II*; 3rd-level (4 per day): *Charm Monster, Cure Serious Wounds, Dispel Magic, Invisibility Sphere*; 4th-level (1 per day): *Improved Invisibility, Summon Monster IV*

Special Divine Spell-Like Abilities (as 20th level cleric, DC 13 + spell level): 3 x per day: *Holy Aura, Protection From Evil*; 1 x per day: *Aid, Bless, Cure Serious Wounds, Detect Evil, Dispel Evil, Holy Smite, Holy Word, Miracle, Neutralize Poison, Remove Disease, Resurrection, Summon Monster IX, Symbol*

***Raging:** Duration 10 rounds; Hit Points +40; AC 17; Atk hoe (initially) +25/+20/+15/+10 melee (1d6+12); SV Fort +17, Ref +13, Will +17

Note: Not to guild the lily or anything, but those of you with access to rulebooks featuring rules for deities should consider using the powers found in those books. Assume that MacGregtim is something akin to a quasi-deity or low ranked demigod (or perhaps a hero of "epic" proportions,

also keeping in mind not to make him **too** powerful either, as he doesn't have the ability to escape this prison.)

McGregtim: 10th Rank deitial figure.
H 125 P 80 S 23 (125 AEPs)
Attack: Currently only 2 x staff (the hoe) with the usual normal stats, base chance 140 due to Chivalry and Unarmed Combat Ability additions: 1-8 shock Harm, Range 3, Speed 3, precision bonus 5 = 140; Additions to Harm with Weapons: +10 Chivalry, +10 Physique, +12 Tricks, +25 Weapons = +57 Additions to Harm with Archery (2 x, base chance 137): +37 Archery, +10 Chivalry, +10 Physique, +12 Tricks =+71
Abilities: Arcana: 75, Archery: 100, Chivalry: 50, Creativity: 50, Divination: 100, Enchantment: 125 (knows all Powers of the Ability), Hunt: 100, Learning: 100, Luck: 75, Minstrelsy: 125, Pantology: 50, Physique: 100, Pretense: 125, Ranging: 75, Rustic: 100, Scrutiny: 100, Stealth: 100, Swashbuckling 50 Tricks: 125, Unarmed Combat: 50, Urbane: 75, Weapons: 125
Special: McGregtim can once per day activate a Heart's Desire Power of modest scope, such as bringing a person back to life after being dead for up to 10 days, at no AEP cost and in but one second of time after thinking of the desired result.
Defense: Supernatural leather half armor that has no penalty to Speed Base Rating and provides 8 points of protection against all attacks for up to 80 points total Harm in one ABC/round. If this number is exceeded, the armor suffers 10 points Harm to its Health of 80; to this Unarmed Combat Ability adds another 5 for a total of 13; and to that there is in addition the base deitial protection of immunity to normal weapons, 17 against preternatural, and 11 against supernatural Harm. If desired, he can use Minstrelsy Ability to avoid up to an additional 12 points of Harm, this reducing Weapons Ability that ABC by 14 points.
Defense Summary: Normal weapons = immunity (unless Harm is from a huge creature) Preternatural Harm: 30 plus a potential +12 addition for Minstrelsy Supernatural Harm: 24 plus a potential +12 addition for Minstrelsy

If any parlay is attempted, the hero-bard will listen and assess what is said. If any character lies or dissembles, he will not believe any of them without proof that they are actually come to assist him in escaping this imprisoning sphere. Mention of the fey, Tiryana or relating how Lady Rowina sent them, with a full account of how they then got here, what they have done (in précis), will then enlighten McGregtim, and he will welcome the party:

"Now you're shaming me for a poor host and an ingrate too! My pardon, and welcome. Come into my most humble lodging—I built it myself, and tis but a temporary place, for I knew some kind soul would come...although I supposed sooner than this. Well, no matter!"

With that the demi-deity leads the way to his abode, and soon you are seated around a rough trestle table, sharing a cup of cheer distilled by McGregtim himself. He has cleaned himself up, donned light leather armor, buckled on a well-worn sword, and gathered a bow and quiver of arrows ready near the door.

As he pours a second tot around, he asks: "So tell me how it is that we'll be leavin' here, and then let's be off, eh? It seems an eternity that I've been marooned here with naught but nasty things for company!"

Now the team needs to consider what to say, for being a demi-god does not equate to being calm, rational, and not prone to fits of violent rage. Imagine a Celtic hero, one that's just imbibed about a pint of 100 proof whiskey, and then play the role of McGregtim accordingly.

As the team has had a fair chance to observe the surrounding terrain, there are only two likely places where a portal might be hidden, the sea cliffs just to the west and the rocky hills two leagues to the north. If the characters broach the subject carefully, say they are sure they can find the egress gate as they have so many others, then McGregtim will not become agitated, instead ask for their plans to discover the place.

It should be fairly obvious to the thinking party that the shape of the pane they must find is that of a crescent moon—star, sun, and then moon for the exceptional portals. Finding and activating a sun-shaped portal would return them to "the pipe." Its color should also be fairly easy to guess—a gray, the only choice left considering the spectrum covered by the adventure panes and that the star and sun portals were respectively clear (white) and black. In all cases, if this is not anticipated, upon seeing a crescent moon shape of gray heu, the team should reason it is their means of egress.

In order to suit the location of the final portal to the GM and group, its exact location is left in your hands. Should you decide that the seashore cliffs are the place, a dangerous climb down to a cave might be the means of escape. If it is in the rocks of the northern hills, there will be a fight with the wyverns that will be sport to McGregtim, but possibly fatal for one or more characters—especially if you increase the size of these nasty creatures. The portal in this case will be dound in the lair of the dead wyverns, of course.

Wherever you locate the gray, crescent-shaped portal, be sure to have the characters lead the way, McGregtim watching in amused manner or making caustic comments about inept "heroes." The hero-bard is impatient and excitable...

Exiting the Dimension: When McGregtim and the party find the portal and exit, they are back in the land from which the adventure started. Amadan Mor is there to cheer as they appear:

As you come back at last to you own world, there is only one person there to greet you. Although he looks like a great, overgrown leprechaun, and is cheering and turning cartwheels at your arrival, somehow you guess that this odd and foolish-looking man is none other than Amadan Mor, " 'The Mors' " as Alfar folk refer to him. Definitely not a figure to be trilfled with!

"Amadan, you—" the hero-bard growls, but the capering and cavorting trickster waves him to silence, winks:

"Now don't be gettin' all mushy and overcome with gratitude, McGregtim. O'course I know you're grateful for my savin' you from those wicked bastards of the Midrealms, so you needn't go overboard in thankin' me. Just thought I'd give you a bit o' welcomin'—especially since it's these mortals with you that deserve the credit, eh? So give 'em the thanks you surely planed to lavish on me!"

The leprechaun-like deity taps a toe, the hero-bard sputters, looks down, and then looks at your company:

"Now for once that trickster is speakin' plain truth. You are a band of heroes, so if you have one small wish, speak, and I'll do my best. Otherwise, all I can give you is my thanks, my hand in friendship, and some added potency as suits new heroes. If we ever meet again, you know you can count on me..."

(Pause here to allow a consultation regarding the matter. If the party had stored treasure in "the pipe.", it will suddenly appear beside them, "The Mors" secretly causing that to happen. If "The Mors" also confiscated a too powerful item like we mentioned in the beginning, the item may also be returned to the characters if the GM wishes. While we believe the treasures found in the many panes to be an ample reward for the adventurers the GM may have whatever extra booty he thinks appropriate given to the band now—if he believes the party have earned it!)

"Well begorra! Here I was frettin' about you being rewarded, and you have quite a haul here. All's well, then. Goodbye, and I'm off to find my lady-love."

So saying, the hero-bard vanishes. You look around, and the leprechaun-like deity has also vanished. With a sigh of relief you gather your things and head for the town that you can see in the distance, a familiar-looking place...

(The GM decides where they have returned to, of course.)

Additional experience points are in order for the heroes that have completed this quest. At minimum the GM should award the following:

For completing the quest to rescue McGregtim: 5,000 xp (or more if the GM desires)

For recovering and returning the magical harp and case to the hero-bard: 1,000 xp (plus 1,000 more for the character primarily responsible for this).

For telling McGregtim that it was Tiryana that came to the rescue of the party, to each who swore to relate that and remembered: 600 xp

Additional Award: Along with the usual Specific Merits for meaningful use of various Abilities and General Merits time spent in adventuring herein, the Avatars should each receive:

Base Rating Point Increase: Health 2-8. Precision 2-5, Speed .5-2, the GM deciding the number to award per Avatar based on their overall individual performance in the long adventure.

General Merits: For completing the quest to rescue McGregtim, 3,500.

Repute: 2 points for this feat.

Extra General Merits: For recovering and returning the Extraordinary harp and case to the hero-bard: 350 plus, if applicable 350 more to the single Avatar who was primarily responsible for the deed.

Extra General Merits: For telling McGregtim that it was Tiryana that came to the rescue of the party, to each who swore to relate that and remembered, 250.

AFTERWARD

So at last the grand adventure to rescue the hero-bard McGregtim is concluded, and the party is both richer and much more able for the experience. If you do not have a further adventure planned, then one of the following suggestions might be used to create your own epic:

Adventure Hooks

Where is Lady Rowina?

As the team is celebrating, and being feted in the town, who should appear but McGregtim. It seems that when he returned to get his lady, after a brief side-trip to thank Tiryana the Fey, Lady Rowina was gone without a trace. There are pressing demands that the hero-bard must see too, so he can not immediately begin a search for her, but of course a band of heroic adventurers such as found and rescued him can manage alone. Has she been kidnapped by Gwynn's evil minions? Did she leave in a fit of pique because McGregtim was off seeing another female? Could it be another of "The Mors" pranks? Or has some other agency intervened to bring about the disappearance?

Trouble in the Wilderness: As the party is enjoying their lionization and the revels in the town, word comes that the folks far to the west that aided them in their initial search for the lost hero-bard are now suffering dreadful vengeance from the evil creatures that are aligned with the nether beings Bili and Gyynn. Although these attackers are mortal they are savage, and their raiding and burning is laying waste the lands and villages of the good people that helped them. Indeed, it seems as if malign forces there are at work there to destroy what civilization exists and to create in its place a base from which evil forces can grow and spread south across the fair lands there. Will the heroes answer the call to stop these depredations?

Royal Privateers: A messenger from the sovereign head of state summons the team to an audience. Their renown has already spread throughout the land, and the monarch is determined to enlist such heroes in his cause. It seems that a neighboring state has been raiding the merchant ships of his own land, so the ruler has outfitted a cruiser to attack the piratical vessels that are so galling his commerce. Of course the ship has a captain that is well-able to manage matters regarding seamanship and sailing, but the team of heroes is invited aboard to manage all the attacks on the enemy ships discovered. As privateers, the heroes will share 10% of the booty taken amongst themselves too.

A Distant Summons: As the team is ready to depart the town, having a surfeit of city life and soft-living, a man in exotic-looking garments comes in. He is a courier from a distant kingdom come to implore the band of heroes to accompany him to his own land where the king is in desperate need of such mighty adventurers. If they will come with him he has a marvelous carpet that will carry them there to the palace where they will be told what is needed. It seems onis of most fearsome sort are coming nightly to the capital city, killing, looting, and pillaging. None of the king's warriors have been able to stop these raids, and soon these ogrish monsters will have all in ruins!

Return to the Bazaar: None other that Ayla the Devoted from the "In a Thieves' Market" has discovered a magic lamp, and the genie therein appears before the party, whisks them off to the world in which the princess dwells. The servant of the lamp is not exactly cooperative, though, and so he drops them off in the camp of the son of the former padisha. The prince has been freed, the wicked padisha deposed and slain, but his son survived and is now heading up a force of other evil warriors who wish to re-take the throne, place him on it, and return the kingdom to its former wicked state. So the characters find themselves captured, in the power of the padisha's son, and forced to choose between serving him or dying horrible deaths at the hands of his torturers.

Revenge of a Cosmic Monster: The adventures within "the pipe" have likely brought down the enmity of the monster-deity known as Dhu-kalkhru, both by directly thwarting a few of his plots, and indirectly by interfering in other areas influenced by the Yattemic pantheon. It is likely that the deity may send agents to extract revenge, such as cultists, pirates, sea monsters of a fiendish sort, the race of brain eaters (variant mind flayers in D20), and evil water elementals (or water-based elementaries in LA). Furthermore, as this monster is a potent manipulator of probability, if the players make use of portals, teleportation powers, etc, they might find themselves in some treacherous dimensional matrix of a most evil or dangerous nature.

FROM THE LEJENDARY ADVENTURE RPG
Danneen Pantheon Deity References:
Amadan Mor: 5th Rank. A god of the Alfar folk, one of the few active in the human dimensional matrices such as the Lejendary Earth world. Amadan Mor is a trickster who appears on earth as a foolish person. His angry touch causes facial paralysis, stroke, or death to mortals at his will.

Arianrod (Arianrhod): 3rd Rank. Goddess of the silver circle of the moon. She is the duaghter of Danu (Don) and the brother of AAmaethon, Gilvaethwy, Govannon, Gwydion, and Nuada. She is the wife of Gwydion, Lord of the West and master of magic. Her sons are Llew Llaw Gyffes and Dylan the sea god.

Bili (Bilé, Beli): 4th Rank. The malign god of the living and restless dead, a death deity who is said to engender rebirth, and to whom human sacrifices are offered thus. He is a patron of necrourges, of course.

Gwynn (Gwynwas): 3rd Rank. The malign god of the underworld of the Midrealms. He is the son of Nudd. His dimensions are called Annyn. He is always accompanied by a supernatural owl of terrible sort. Gwynn is called a hunter of men's souls.

Llew Llaw Gyffes: 4th Rank. A sun god of the Midrealms and a great hero. He is the son of Arianrod and Gwydion. He is the twin brother of Dylan and a friend of Lugh.

APPENDIX A: Glossary of Lejendary Earth

Alfar: The term "Alfar" refers to a category of various humanoids that are found in the world of Lejendary Earth but actually are native to an alternate dimensional matrix—worlds where many humanoid races exist, sometimes integrated in racial castes, and where physical laws are a little more chaotic than found on Earth. Various humanoids, especially those classified as "Fey" or "Sylvan" can be found on that world. Alfar races in the d20 game would include dwarves, gnomes, orcs, goblins, and elves, along with creatures like sprites, magical beasts, etc.

Alf: Not to be confused with the general term alfar, the Alfs are the "great nobility" of the Fair Alfar races. This race is most aloof and lordly of their kind. Alfs do not normally inhabit earth's dimensions, preferring their own matrix, but they occasionally visit the earth to call upon elven vassals. The Alf race is quite tall, males averaging several inches over six feet in height, females about six feet height. They are as slender and lithely built as elves, of course. In regards appearance, the Alfs are the handsomest of all. The average Alf met is likely to have a perfect complexion of pale cream and peach sort, blue or pale violet eyes, and hair of pale gold or platinum color. (They are akin to Grey Elves in a d20 campaign).

Clodreg: These strange and seemingly androgynous humanoids have no known habitat. They all look very much alike, being hairless and pale with huge, silvery eyes. That is, they appear suddenly in some remote and usually wild place, or below ground in a mine, and then disappear. The clodregs attack, pillage, destroy, and thereafter the surviving vanish as mysteriously as they came. Some have likened then to army ants, although they are not, fortunately, as numerous or deadly, albeit they are remorseless in their attack and unflinching in the face of any threat. The corpses of their dead decompose with a most unnatural rapidity, and in a half an hour or less, the remains are nothing but a fluid mess of putrescence, even bones liquefying in this process.

The advent of a clodreg assault is usually predicated by the appearance of a small party of these things. These clodregs seem to be scouts. If they are promptly attacked and slain, then there is a fair likelihood (c. 65%) that no others will follow. There are three well-known sorts of clodregs.They have been named by those who have survived attacks as "soldiers" (about five feet tall and thin), "monitors" (about five and a half feet tall and muscular), and "wardens" (about six feet tall and very muscular). A scouting party will be composed mainly of soldiers, with one monitor for each five soldiers, and a warden. The latter remains behind and will abandon his "command" and escape if flight is possible and the main body is being slain. There is no means of eliciting information from clodregs, for seemingly they communicate only by chemical scent.

If more than 20 clodregs are encountered, the number will be at least 100 soldiers accompanied by four monitors and two wardens per 100. Clodregs attack mindlessly and fight until destroyed. In large-scale combat, this applies to all sorts of them.

Clodregs are, of course, automaton-like creatures created somewhere in masses to perform duties for whomever it is that is creating them. As these creatures have only recently been discovered, there is little certainty, but it could be that some subterranean race is behind this.

Deital Rank: The term "rank" involves the general power and prestige of a deity. It does not just equal raw power however, but also power and influence of the deity within a particular pantheon. A powerful god may still have a lower rank than a more popular one, and a popular demigod might have a relatively high rank.

A GENERAL GUIDE TO RANK NUMBERS FOLLOWS:

= Those entities beyond the ranking scale.
1 = Pantheon leaders, the eldest deities or monsters, those of great renown
2-3 = The greater gods
4-6 = Gods of middle or intermediate rank
7-9 = Gods of lesser rank and demigods.
10-15 = The least powered demigods, quasi-gods, and powerful outsiders such as powerful fiends and celestials (like solars and planetars, pit fiends, balors).

Dimensional Matrix: The term "dimensional matrix" to describe alternate planes and spheres within the cosmic multiverse. Basically, the multiverse is fundamentally composed of several dimensions beyond the usual ones we see and/or are aware of. The term matrix is used to describe a specific mathematical equation involving multiple dimensions—thus if you change your location (or value) on one or more (non-perceivable) dimensions, you exist "elsewhere".

Dunnie: The dunnie race is primarily nocturnal and sometimes of subterranean habitat. They are, unfortunately, the sinister side of their cousins, brownies. In all, dunnies look almost exactly like their close kin, being just about three feet tall, sturdy of build, and dark tan of skin. They too are plain and homely looking folk by human standards, and dress mostly in muddy brown and dun colored apparel with some touches of dark reds or blues. Dunnies are no smarter than brownies, but they have an innate cunning when it comes to playing malicious pranks. They are tricky, hard-working only in mischief, and sly so as to lie well when the need arises.

As with their brownie kin, the small and quick dunnies can literally vanish in one round. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be. Dunnies have very keen visual and tactical senses, but their olfactory and auditory ones are a bit less than the human norm.

Empyreal: (1) Elemental fire of purest sort, coming from those elemental planes that touch upon the positive energy spheres. Fire of this realm is pure, tends to be brighter, is resistant to cold, and sometimes manifests itself as crystalline, a transparent form of it (akin to "white heat")—resistances to flame are less effective against empyreal fire. (2) Holy Fire that is embued with holy power, the fire found in the Upper Outer Planes—such fire is imbued with the "Good" descriptor and does holy damage as well as fire damage.

Grotto/Thicket Elf (Wylf), Alfar: Note that the above-ground members of this Alfar race are sometimes distinguished from those preferring subterranean habitat, the former being referred to as thicket elves or thicket wylves. Both types are properly wylves (short for "wild elf"). This race of Fair Alfar has the capacity to move virtually noiselessly, considerable acuity of hearing and eyesight, grotto elves being not so keen of eyesight in daylight, thicket elves being less keen of vision in darkness. These Alfar are about as tall as tall humans, are generally of small bone structure and quite willowy build, with sinewy strength and great agility. They are reclusive and suspicious, but in general deal well enough with Alfar Races of their own sort, even tolerate gnomes and some free-spirited humans, and will deal with others guardedly.

Grotto elves dwell in subterranean places and remain therein the majority of the time. They are near albinos, with pale to fair hair and large, light-colored eyes and largish and pointed ears, but relatively small noses and mouths.

Thicket elves are much like that in appearance but have fair, tanned, or even wood-hued skin with hair colors that range from fair to the spectrum of leaves in autumn. Either sort has a whimsical and exotic beauty that is usually highly attractive to humans. (If the party is stupid enough to start a fight with the wild elves then use standard elf stats, the Wylfs' leaders will have psionic and magical abilities.)

They have large, light-colored eyes and largish and pointed ears, but relatively small noses and mouths, have fair, tanned, or even wood-hued skin with hair colors that range from fair to the spectrum of leaves in autumn. Wylfs have a whimsical and exotic beauty that is usually highly attractive to humans.

Grotto Elves are akin to Wild Elves or Wood Elves in a d20 campaign

Ilfs (Alfar): Ilfs are an elf-like race as tall as short humans, generally of small bone structure and slender build, but having much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. Looks tend towards the very attractive. Ilfs are akin to Wood Elves in a d20 campaign.

Hobgoblins (Alfar): The Alfar Hobgoblin race is related to the more common goblin and hobgoblin races, they look like a rounder version of goblins, with an average height of three and a half feet, a rotund body, and a strong red cast of skin. The devilish look is strong, for the big and slanted eyes, long sharp nose, and wide toothy mouth are framed by large pointed ears. Alfar Hobgoblins dress in no set fashion, although motley garments might be the common denominator.

They possess intelligence equal to human-average, and, like their goblinoid kin enjoy coarse humor and cruel jokes. The Alfar Hobgoblins are concerned mostly with ease, revelry, and devilment of hapless victims and shun labor assiduously-much to their detriment at times, for they are thus often caught unprepared by wily foes. However, woe to the human intruder who stumbles unknowingly upon a band of Alfar Hobgoblins.

This race can become invisible at will, and in such state they are able to harass and confuse, but not employ their weapons to do deadly harm for doing so causes their reappearance.

The Alfar Hobgoblin "troubler" is a sort of group leader, and one will always be present in any group of 6 or more common Alfar Hobgoblins.

Khemetic Pantheon: A pantheon from Lejendary Earth similar to that of our Earth's historical Egyptian mythology.

Kobold, Alfar: The Alfar kobolds are a handsomer cousin of the more commonly encountered dog-like reptilian kobolds, an alternate race if you will, that are a species more commonly encountered on the Lejendary Earth world and its extra dimensionally adjacent Alfar dominated worlds. Some sages speculate that this is the original form of the kobold race and that the common "dog men" are a time-corrupted degenerate offshoot. Others argue that the alfar family of kobolds are the result of fay blood being intermixed with the common kobold race. Whatever the truth may be it should be noted that alfar kobolds deeply resent comparisons between them and their weaker brethren.

The race of alfar kobolds is primarily but by no means exclusively nocturnal. Savage kobolds are typically found in deep forests, wild and dark valleys and sometimes in subterranean habitat such as mines or caves but they do not suffer from light sensitivity. They are around three feet tall, slender of build, and have a greenish cast of skin. They are slightly devilish looking folk, with slanted eyes, sharp noses, and wide mouths - a bit frightening by human standards. They dress mostly in clothing of green, ocher, and russet.

This race has the capacity to become invisible in one round. They have very keen visual and tactical senses, but their olfactory and auditory ones are a bit less than the human norm. About one individual in four possesses the ability to use a spell-like ability equal to an arcane spell of 4th or lower level. The spell can be cast once per day only. These are generally "trickster" kobolds, although the chief or chieftainess of a community of these creatures will also have this capacity.

Lyfs (Alfar): Lyfs are the "lesser nobility" of the Fair Alfar races. As are Elves, this race is most aloof and lordly in dealing with almost all other races, save for the haughtiest the fair (true) Alfar, to whom they must bend a courtly leg, as it were. The race of Llyfs is otherwise very much like the Elfin one, a bit taller perhaps, and if anything a bit fairer and more handsome. The average Lyf met is likely to be pale or fair in complexion, gray or blue of eye, and with hair of gold.) Lyfs, as well as standard elves, are considered akin to a standard elf in a d20 game.

Nis: The Nis are a race of swamp dwellers that live in burrows dug into higher ground in their marchy habitat, or in underwater-accessed dugouts or caves, most typically. They are primarily nocturnal, but almost never subterranean, their senses are generally superior to the human norm, but light conditions are nearly the reverse of human, so full light is like dim twilight to their eyes. Nis have spindly arms and legs and round bodies. Their average height is four feet, and all have a strong green cast of skin. The devilish look is accentuated, as the head is round, with big and slanted red eyes, long and sharp nose, wide toothy mouth and large pointed ears. Nis wear little in the way of clothing, save for some meager bits of reptile skin and leather harnesses. They possess intelligence equal to human-average, and usually find their pleasure in raiding, looting, and pillage, but they are concerned mostly with ease, revelry, and sloth, usually having slaves do their work.

Oaf (Alfar): An oaf is a large, somewhat dim-witted breed of Alfar. A typical specimen is about six and a quarter feet tall from the top of his flat, oval-shaped head to the calloused soles of his big, flat feet. Facial features are apish, with prognathus jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers. The chief ones of this race are major oafs, these being larger and stronger, but no smarter, than the rest.

Qi-Lin: A qi-lin resembles a mighty horse, although it has a longer neck with a dragon-like head, and the lower portions of the legs are fringed with tendril-like growths. The hooves of the creature are broad and glow with energy. The tail is long and almost cloud-like. Coloration ranges through the colors of a sunset, from pearly to pastel green, blue, and violet all the way to glowing gold, fiery orange, bright scarlet, and glowing crimson. These mighty aerial creatures can assume human appearance, and they will frequently take the form of a mundane animal such as a horse or an ox. Qi-lin do not accumulate wealth in the dimensions of earth, but each carries with it a mystical pearl with which it can grant a minor wish. Ki-Lin and Dragon Horses are related to these creatures.

Sidhe: The Sidhe are quasi-deital faeries, exceptionally beautiful with long dark tresses, a cooling touch, and beguiling eyes suggestive of erotic pleasures and other-worldly secrets.

Trogs: Trogs most closely resemble the extinct primitive human species known as Homo neaderthalus. The species is about five feet tall, heavy boned, broad of shoulder and muscular, with very large hands and feet. The skull is low and long, with a beetling brow ridge. Features are thick and flat, eyes small, and ears rather large. All are hirsute, so the sallow complexion of the leathery skin is sometimes most difficult to see.

They are basically underground dwellers, though some bands will dwell in dark forests and like gloomy places. Although they are rather dull-witted, trogs have excellent senses, save in bright light where their vision is reduced, as such illumination is akin to twilight to their eyes, and touch that is not nearly as sensitive as is human tactile sense. They are mainly carnivores and enjoy mostly any sort of tender flesh, that of humans being near the top of their culinary list. Use bugbear stats if any are encountered, modifying their size to medium.

Trollkin: An Alfar race, small beings with skin of a pale slate blue or deep gray hue. A typical specimen is about three and a half feet tall, weighs some 60-70 pounds because of dense bones and muscle. Trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces, with large ears protruding laterally that accentuate this condition. Cranial hair is in a straight standing shock atop the point of the head.

Ulf (Alfar): The ulf race is perhaps the vilest known to man, too tall, at least seven feet in height, thin to the point of cadaverousness, frighteningly, hideously ugly, and of a dead gray or putrescent ivory complexion. The leering visage with evil apparent in its every aspect, the fanged mouth and glittering red eyes, the snake-like fingers with razor-like nails, all bespeak volumes of woe to the one who has fallen into the hands the ulfs.

The race of ulfs possess intelligence above the human-average, and find their pleasure in putting their intellects to devising innovative ways of causing misery, suffering, disaster, and lingering death.

All ulf senses are superior to the human ones, they can see very well in pitch darkness, but light conditions that are equal to full sunlight is like a dark night to their eyes. (These are unique creatures, and despite having a name similar to all the other "elves" of the Alfar races, they are not akin to drow in a d20 campaign—they are more akin to living liches, or perhaps the legendary Slaugh/Sluagh of mythology.

Veshoge: One looks very much like a human with pink cast of skin and some what pig-like visage-often outward turning canines, round cheeks, upturned nose, beady eyes, and horizontally oval face with sparse hair. Average height is about five feet tall, with slope-shouldered thick torso, tending towards corpulence. A veshoge has little body hair save a shock growing atop the head and running to the shoulder blades. Note that Veshoge's are not an Alfar race, but come from their own separate dimensional dimensional matrix.

Veshoges are strong but not overly robust. In wilderness areas Veshoges will sometimes be found in tribes numbering from several hundred to many thousands. These "wild" members of the race are of better, sturdier, and more mentally active sort, it seems. This is generally to the detriment of human opponents, of course. (Those found dwelling near or in human communities are not exceptionally bright on average. The crossbow is about the height of such a veshoge's mechanical reasoning, and to grasp its principles, the typical one must study its operation for a day.)

On balance, Veshoges are generally cowardly except when in large groups, where they become near foolhardy. The Veshoge race is of other-

dimensional origination, and, being despised by most humans, the better sort are usually found only in remote areas where they often reside underground. These groups go forth to raid and pillage hated human communities for booty. They are notorious kidnappers and slavers, taking humans captive and transporting them for sale to humans or humanoids in order to gain wealth. Veshoges are particularly attracted to crystals and gems of all sorts, prizing them above gold, for instance.

Veshoges do not generally associate with Alfar or any other humanoids, save to trade, and most often prefer to keep strictly to themselves otherwise, undoubtedly and justly suspicious of attack from the sorts of other creatures with whom they trade.

Veshoges look very much like humans despite their pink cast of skin and somewhat pig-like visages with outward turning canines, round cheeks, upturned nose, beady eyes, and horizontally oval face with sparse hair. They are possibly a parallel species of Homo neanderthalus crossed with some Alfar race. A Veshoge is on average about five feet tall, usually slope-shouldered, thick of body and limb, tending towards corpulence, and have little body hair save a shock growing atop the head and running to the shoulder blades.

Yattemic Pantheon: This is a fantasy pantheon, a minor one of the Lejendary Earth cosmos. Several names and some inspiration come from certain myths of the South Pacific, while the general tone of the deities comes from classic fantasy with a group of deities akin to those of H.P. Lovecraft & A. Merritt.

APPENDIX B
New Monsters for the d20 game system

ADDER'S TONGUE SMALL PLANT
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: N/A
AC: 13 (+1 size, +2 natural), touch 11, flat-footed 13
Base Attack/Grapple: +1/+2
Attacks: Stamen +2 melee (1 point plus poison)
Full Attacks: Stamen +2 melee (1 point plus poison)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attack: Poison
Saves: Fort +3, Ref -, Will +0
Abilities: Str 12, Dex -, Con 12, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: patch (5-30)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2-3HD (small); 4+ HD (medium)

This is a normal-appearing knee-high plant with a clump of 5-8 leaves of grass-like shape surrounding its deadly striking portion, the stamen-like central growth with venomous sap discharged by its striking a target. Creatures slain by the poison decompose and provide nutrients for the plant.

Posion (Ex): DC 16, initial damage 1d12 hp, secondary damage 1d3 temporary Con

Blindsight (Ex): The plants have no visual organs but can ascertain foes using sound, scent, and vibration.

Camouflage (Ex): Since they look like normal plants it takes a successful Spot check (DC 20) to notice one before it attacks. Anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice a plant.

ARROW ROOT MEDIUM-SIZE PLANT
Hit Dice: 2d8 (9 hp)
Initiative: +0
Speed: N/A
AC: 12 (+2 natural), t
Attacks: One to three "arrows" +1 ranged (30' range)
Damage: "Arrow" 1d8
Space/Reach: 5 ft./5 ft.
Special Qualities: Tremorsense
Saves: Fort +3, Ref -, Will +0
Abilities: Str 10, Dex -, Con 11, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: patch (3-12)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium-size); 5+ HD (Large)

This is a normal-appearing fairly broad-leafed shrub that has four specialized tuberous roots that spread out from it center so a distance of up to five feet, lie just beneath the surface of the ground. Each such root will be alerted to anything moving within a 500-foot vibratory sensor range, so that when a target approaches to within 30 or less feet distance, the shrub's roots will discharge missiles. As the roots radiate equidistantly around the shrub usually only one or two attacks can occur, and three is the maximum against a single subject. Creatures slain by such attack decompose and provide nutrients for the plant.

BEAR GRASS MEDIUM-SIZED PLANT
Hit Dice: 8d8+24 (60 hp) (Tentacle-leaves 12 hp each)
Initiative: +0
Speed: 5 ft. (1 sq.)
AC: 20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple: +6/+8
Attack: Tentacle +8 melee (1d4+2)
Full Attack: 2 Tentacles +8 melee (1d4+2); bite +8 melee (2d12+2)
Space/Reach: 5 ft./5 ft.
Special Qualities: Tremorsense
Saves: Fort +9, Ref +2, Will +2
Abilities: Str 14, Dex 10, Con 16, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: Patch (1-6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-10 HD (Large); 11+ HD (Huge)

This mobile plant appears to be a clump of man-high, broad-leaved grass growing around another plant that is gray-brown and of barrel-shaped sort. It is all one organism, of course. When vibrations indicate potential prey is near, the two mobile tentacle-like leaves strike to capture prey, as the barrel-like main portion opens its jaws to clamp shut on the entrapped victim. Once closed, the central jaws remain in place, inflicting the indicated harm. If the mobile tentacle-leaves are destroyed, the plant regrows them in about 31-40 days' time, remaining rooted and non-predatory during this period.

BOREAL GIANT HUGE GIANT
Hit Dice: 20d8+160 (250 hp)
Initiative: +0
Speed: 50 ft (6 sq.).
AC: 28 (-2 size, +18 natural, +2 leather), Touch 10, Flat-footed 28
Base Attack/Grapple: +15/+37;
Attack: gargantuan greatclub +25 (3d6+15) or rock +15 (2d6+10)
Full Attack: gargantuan greatclub +25/+20/+15 melee (3d6+15) or rock +15/+10/+5 ranged (2d6+10)
Damage: Gargantuan greatclub 3d6+15 or rock 2d6+10
Space/Reach: 20 ft./15 ft.
Special Attacks: see text
Special Qualities: damage reduction 10/magic, sense portal, water breathing
Saves: Fort +20, Ref +6, Will +9
Abilities: Str 30, Dex 10, Con 26, Int 10, Wis 16, Cha 14
Skills: Listen +7, Sense Motive +20, Spot +7, Survival +6
Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Skill Focus (sense motive), Improved Sunder
Environment: Any forest

Organization: Solitary or family (2-3) or community (11-30)
Challenge Rating: 19
Treasure: 50% chance for half standard treasure
Alignment: Usually chaotic good
Advancement: 21-25 HD (Huge), 26+ HD (Colossal)

Boreal giants are native to a parallel world of humankind, one that is of greater diameter, with a core that has less metal; and where all the flora and fauna is like that of human worlds but about half again as large, so they are less "giant" in their own habitat as on most other worlds. Boreal giants are able to enter any anomaly between their own world and that inhabited by humans, if they "see" such an inter-dimensional gateway. This sort of "travel" they seldom do, however, as they dislike the "small" world of men, preferring their own one where things are more to their scale.

A boreal giant is about 16 to 20 feet tall, heavy of bone and ropy of muscle, but otherwise proportioned much as a human. Complexion is either tan to brown or olive to green.

These huge creatures trend to be solitary or dwell in a nuclear family group. About 10% of boreal giants are sufficiently social to form small communities of 11 to 30 individuals. They are omnivorous just as humans are, although boreal giants tend to enjoy vegetable foods as much as they do animal ones.

Boreal giants do not covet wealth as we know it. They consider many living things and natural ones-trees, animals, rocks, streams, etc. as treasures. Of course one might have a beautiful rock that is pure lapis lazuli or jadeite, admire a formation of quartz and gold in a rock face.

Water breathing (Ex): These creatures are able to breathe under water, the transition taking one minute to accomplish. Similarly, they can survive at very high altitudes where oxygen is scarce—they do not suffer damange from lack of air unless there is a total vacuum or poison gas/smoke.

Sense Portal (Ex): Boreal giants have an innate capacity to detect where the inter-dimensional forces meet and form portals between various worlds, planes, and like matrices.

Additionally boreal giants possess 1d4 of the following powers, each usable once per day:

Bellow (Ex): the giant releases a terrifying shout that paralyzes one character or creature within sight and 60 feet distance, by directing the noise at that one, thus inflicting 1-3 rounds paralysis unless a Will save (DC 30) is made.

Whistle (Ex): The giant makes a high-pitched whistling sound that deafens all within 60 feet distance for 2-4 rounds unless a Fortitude save (DC 30) is made.

Breathe (Ex): By exhaling deeply the giant stuns one character or creature within sight and 15 feet distance by blowing breath at the subject, the subject is stunned for 1-3 rounds unless a Fortitude save (DC 30) succeeds.

Hum (Su): This causes a 10 feet high cloud of dust to appear in a 30-foot radius around the giant, this dust blinding all within it for the 2-5 rounds unless a Reflex save (DC 30) is made.

Summon Irritating Swarm (Su): By rubbing its hands together the giant summons swarms of crawling, hopping, and flying insects that gather in a cloud of 10 feet height and 30 feet diameter around the giant. Those within it, other than the boreal giant, are affected thus: 1 round of blinding, followed by 1 round of stunning, followed on the 3rd round by stings and bites inflicting 1-2 points of damage. The insects disburse thereafter. There is no saving throw to avoid these effects.

Thunderous Hand Clap (Ex): The giant claps its hands deafeningly and causes one character or creature within sight and 30 feet distance to be thrown down by the force of the sound, deafened and stunned thus for 1 round unless a Fortitude save (DC 30) succeeds.

Stamp (Ex): This causes a portion of normal ground within sight and 45 feet distance to fall downwards and thus form a 10-foot diameter, 10-foot deep, pit into which all who stand where it appears will fall and suffer 1-6 damage unless succeeding in a Relex saving throw (DC 30).

Battle Cry (Ex): By utter a roaring battle cry the giant causes all enemies within 120 feet distance not able to avoid the fear this sound causes by succeeding in a Will saving throw (DC 20), to retreat at full movement rate on that round and each round thereafter until a successful save is made.

BRAIN EATER MEDIUM ABBERATION
Hit Dice: 9d8 (63 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft, Swim 60 ft, Fly 90 ft (Good).
AC: 16 (+3 Natural, +3 Dex), touch 13, flat-footed 13
Base Attack/Grapple: +9/+11
Attack: 1 Brain Boring Tentacles +10 melee (or weapon)
Full Attack: 2 Brain Boring Tentacles +10 melee (or weapon) 1d6+2/1d6+2 (or weapon)
Space/Reach: 10'/5'
Special Attacks: Psychic Attack, Improved Grab, Brain Bore, Psionic Powers
Special Qualities: SR 25, Psionics
Saves: Ref: +6 Will +11 Fort: +4
Abilities: Str: 14 Dex: 16 Con: 14 Int: 20 Wis: 18 Cha: 19
Skills: Bluff +12, Concentration +13, Hide +12, Intimidate +12, Knowledge (Any Two) +13, Listen +13, Move Silently +12, Spot +12
Feats: Alertness, Combat Casting, Improved Initiative, Weapon Finesse (Tentacles)
Environment: Aquatic, Deep Subterranean, Isolated & Dark Forested Jungles
Organization: Solitary, Group (2-4 or 4-8), or Community (10-60)
Challenge Rating: 12
Treasure: Normal Magical and Art Objects only.
Alignment: Usually Any Evil, Often Neutral Evil
Advancement: As class, 10-13 HD (Large), 14-16 HD (Huge)

COMBAT:

Telepathy (Su): A Brain Eater can communicate with any creature within medium range (100 feet) capable of understanding languages, they can communicate with a creature based on its intelligence—beasts and animals can be given simple commands.

Psychic Attack (Su): The Brain Eater can attack with a blast of psy-chic (psionic) force every other round that interferes with normal creatures' thought processes. The Brain Eater can use on of the follow-ing three modes of assault—will save (DC 18) to resist. Those wear-ing metal helms get a +2 bonus to their saving throws.

Stunning: Failing a will save forces stuns the opponent for 2d6 rounds.

Confusion: Failing a will save results in confusion for 2d6 rounds.

Panic: Failing a will save results in panic effect for 2d6 rounds.

Psionics (Sp): Charm Monster, Dominate Person, Detect Thoughts, Hold Monster, Fly, Plane Shift, Sending, Scry, Suggestion, Telekinesis, all as if cast by a 10th level sorcerer. (Save DC 13 + Spell Level)

Improved Grab (Ex): To use this ability, the brain eater must hit a creature that is from small to one size larger than it. If it gets a hold, it attaches the tentacle to the victim's head (any creature more than one size larger can be attacked only if the brain eater can reach its head).

After a successful grab, it can attempt to attach the other ten-tacle to the head with a single grapple check. The opponent can escape with a single grapple check or escape artist roll, but the Brain Eater has +4 to its opposed check roll.

Brain Bore (Ex): If a victim is helpless, grappled by both tentacles, and held successfully for 2 rounds (+2 if wearing a helmet), the tentacles are assumed to have bored into the skull and extracted the brain matter, killing the victim. Note that such an attack is effective mainly on human and human-like creatures. The brains of non-intelligent creatures are not desirable food, although they will be eaten if nothing "tastier" is available. Large subjects are generally shunned due to the difficulty of overcoming them.

Water Breathing (Ex): The creature is aquatic in nature, and breathes normally underwater, and is not hindered in natural attacks under water.

Weakness (Ex): Creature is blinded in bright light (normal sunlight), and will take d6 damage per turn exposed to sunlight. They are susceptible to ultraviolet light such as a sunburst spell.

Description: A race of highly cunning and intelligent quasi-humanoid creatures of man-size known to originate from an alternate plane or sphere, Brain eaters are bipedal creatures likely descended from cephalopod-like ancestors of 10-armed sort. Two tentacles have developed into leg-like appendages, two are of arm-like sort, and six remain in the cranial region drooping down over the mouth. Of those six tentacles, two are longer and

resemble somewhat the "whips" of squids.

A typical brain eater is from five- to seven-foot height, relatively light because of cartilage being in place of bone, but very strong and flexible of body, as the lack of bone would suggest. Females of this species are larger than the males.

Equally at home in water or on land, these creatures dislike bright light, are effectively blinded by it, and their skin suffers from exposure to sunlight. Due to these factors, brain eaters will be found mainly in subterranean or deep water (over 50-feet) habitat.

Brain eaters tend to be solitary when encountered, although groups of 2-4 individuals will cooperate on a mission (or at least a hunt for nourishment). Sometimes a larger group of 4-8 are known to exist in outposts, or hidden deep in areas populated by other beings, like a large urban environment.

Many of their communities in a standard human-centric world are small and hidden, in the 10-60 individual range. Such communities will have almost twice that additional number of an enslaved race of humanoids (or perhaps intelligent marine life such as dolphins, octopi, and squids, whom may also serve as livestock.). They are also known to work in partnership with trolls, as there are species suited to both land and sea, are easy to dominate, and can provide "muscle" where needed. Rumors exist of some large sea kingdom, colonies on the elemental spheres or water, or subterranean hidden cities with anywhere from 10 to 100 times the amount in a standard community. All therein are adult, as immature brain eaters hatch and develop through a squid-like "pupa" stage lasting several years, then change in a week's time from squid-like form to that of a small adult member of the species.

Brain Eaters depend on their psionics for most attacks, and do not wear normal armor other than robes or cloaks, though they might have magical items facilitating protection. They consider most other humanoid creatures barbaric and competition at best, cattle and vermin at worst. Their culture is somewhat mysterious, and it's known that leadership seems based on combinations of meritocracy, raw power, and private intrigue.

Brain Eaters favored classes are sorcerers (or psions if you are using the advanced psionics rules), however some few will also know arcane magicks, and wizards are known to exist that specialize in elemental water. Leaders tend to be clerics of their own dark pantheon—with a domain focus on Knowledge, Evil, Water, and Magic, and specialize in negative energy. Assume each community would have at least one wizard and one cleric. In additional to classes, some species that consume a lot of brain matter tend to swell in size. (A certain reputed beast in a certain popular horror-fiction mythology might be a Gargantuan sized version of this creature).

CHAMELEON-LASHING SLIME MEDIUM-SIZE OOZE

Hit Dice: 3d10+25 (42 hp)
Initiative: +3 (Dex)
Speed: 10 ft.
AC: 13 (+3 Dex);
Attacks: Slam +3 melee; or 3 globules +5 ranged touch attack
Damage: Slam 1d6+1 and 1d6 acid; globules special
Space/Reach: 5 ft./ 5 ft.
Special Attacks: acid, globules
Special Qualities: Blindsight, cold immunity, acid immunity, ooze, mimic shape
Saves: Fort +6, Ref +4, Will -4
Abilities: Str 12, Dex 16, Con 20, Int -, Wis 1, Cha 1.
Climate/Terrain: Any marsh and underground
Organization: Solitary
Challenge rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (medium-sized); 7+ HD (large)

This slime lurks virtually anywhere proximity or contact is likely, for it can assume the coloration and texture of many surfaces-sand, gravel, dirt, mud, rock, hewn stone, or even wood or brick. As it uses its many little cilia to creep rapidly onto its prey and ooze parts of itself through openings in armor and clothing, attacks upon the slime will surely affect its victim as well.

Acid (Ex): As the slime uses its many little cilia to creep rapidly onto its prey and ooze parts of itself through openings in armor and clothing, attacks upon the slime will surely affect its victim as well, inflicting 1d6 acid damage.

Globules (Ex): If a detached glob of slime strikes a victim it holds fast. On the next round it bursts releasing acid that inflicts 1d4+2 damage and delivers full and equal harm to both objects such as armor and flesh. Two rounds thereafter rhizome-like filaments of the slime complete piercing the victim's flesh, enter the blood stream, and a new slime begins to grow, leeching 1 hit point per round from the victim and adding it to its own hp total, until the victim is at 0 hit points at which point the brain of the victim has become slime, and soon all the corpse will be consumed as a new member of the tribe emerges! A swiftly applied cure disease spell or similar magic will destroy the slime before it grows to maturity.

Blindsight (Ex): the slime's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Mimic Shape (Su): The slime can assume the general shape of any object. The creature cannot extend its size beyond "large" though. Anyone who examines the slime can detect the ruse with a successful Spot check (DC 25).

CHOKE CHERRY HUGE PLANT

Hit Dice: 22d8+44 (143 hp) (Vines 20 hp each)
Initiative: +0
Speed: 0 ft.
AC: 11 (-2 size, +3 natural), touch 9, flat-footed 11
Base Attack/Grapple: +16/+32
Attack: Vine +20 melee (1d6+4/Crit 20 x2)
Attacks: 4 Vines +20 melee (1d6+4/Crit 20 x2)
Damage: Vine 1d6+4
Space/Reach: 10 ft./10 ft.
Special Attack: Improved grab, Entanglement, constrict 1d6+4
Saves: Fort +15, Ref -, Will +6
Abilities: Str 18, Dex -, Con 14, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: Solitary or pair
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 23+ HD (Huge)

A choke cherry tree looks very much like a normal one of its sort, but it has mobile attack vines and the physical movement ability to raise these appendages. The vines are kept raised up and hidden in the normal foliage of the plant. Note that when found in areas of cool temperate climate, these trees become dormant, shed their leaves as regular deciduous trees do.

Entanglement (Ex): Four tough and wire-thin vine-like appendages of 20-foot length whip down on from 1-4 target subjects within 10-foot distance of the bole. A creature successfully hit by any one of the four attacking vines is caught fast and entangled until the vine is cut free. Damage continues each and every round thereafter; a victim of large size or less and 500 or less pounds in weight being raised up from the ground at the rate of two feet per round. Note, a critical hit by this plant when it attacks indicates the victim is caught around the neck, and damage per round is doubled (x2)

CLINGING VINE LARGE PLANT

Hit Dice: 2d8 (9 hp)
Initiative: +0
Speed: 0 ft.
AC: 15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple: +1/+5
Attack: Entanglement +1 melee touch attack
Full Attack: Entanglement +1 melee touch attack
Space/Reach: 10 ft./5 ft.
Special Attack: Entanglement, soporific sap
Saves: Fort +3, Ref -, Will +0

Abilities: Str 10, Dex -, Con 11, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: Patch (3-6)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3+ HD (Large)

A vine of this sort looks rather like a wild grape. For those familiar with the latter, assume the vine thickness is only about 50% greater, but the flexibility and toughness of the clinging vine's creeper is at least twice that of a grape vine.

Entanglement (Ex): Each plant has an automatic response triggered by contact, much the way a Venus flytrap operates. Immediately upon its hair sensors being touched, the clinging vine releases the tendrils holding it aloft above the point of contact, entangling the victim. Thus, about 7-12 feet of this ropy plant fall upon a subject. The vine stem is sticky, adhering to the victim, as it curls around to further entangle its prey.

Poison Narcotic (Ex): Unless the victim manages to break free in 3 or fewer rounds, the vine releases sap that is a soporific. (Contact, initial damage 2d4 Wisdom and Strength, Secondary Unconciousness, Fortitude DC 22 to resist). Any victim entangled in the plant for more than 1 hour is dead, as vine tendrils penetrate its flesh and begin to feed on body fluids.

Note: Assume a vine of this sort is rooted so that it can only be pulled from the ground with a strength check against DC 45.

CLUB MOSS SMALL PLANT
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 0 ft.
AC: 13 (+1 size, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple: +1/-3
Attack: Slam +4 melee (1d6+2)
Full Attack: Slam +4 melee (1d6+2)
Space/Reach: 5 ft./2 ft.
Saves: Fort +4, Ref -, Will +0
Abilities: Str 14, Dex -, Con 12, Int -, Wis 10, Cha 9
Climate/Terrain: Temperate and warm land
Organization: Patch (4-16)
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: 3+ HD (Small)

What appears to be thick moss growing over a hummock or like uneven ground is actually a dangerous predatory plant. Creatures slain by the clubbing attack decompose and provide nutrients for the plant enabling it to propagate. Each plant covers four square feet, and anything touching it elicits an attack from its hidden, club-like stem.

DEADLY NIGHTSHADE (HAZARD, CR 3)

This is a normal-appearing ankle-high plant that grows in a cluster. A cluster blooms with small white flowers that develop into purple-gray berries that are mildly poisonous. A plant so fruiting will have from 2-8 berries that will cause 2d4 points of damage if ingested. This capacity is retained if the berry is carefully dried.

Each plant in a bed of deadly nightshade covers approximately one square foot of ground, with a patch covering an area 1d20+10 square feet. It releases a potent sleep-inducing perfume when any one of the growths there is contacted roughly. All air-breathing creatures within a 10-foot radius that are not purposefully refraining from drawing in a breath at this time and for 1d20+4 rounds (LA: 31 to 130 seconds time) thereafter must make a Fortitude saving throw (DC 13) each round or else collapse in unconsciousness. The plant leaves themselves release a deadly contact poison when crushed. Each roughly contacted plant causes 2d4 points of damage per round when it touches bare flesh or soaks into clothing so as to then do so, the poisonous exudation lasting only one minute before it breaks down into a harmless but sticky sap. Avoidance of the sap is automatic if the subject is in full armor or had high leather boots and walks through the flora. Other subjects must make Fortitude saving throw (DC 17) for each plant potentially contacted, high boots and half armor allowing such checks to be made only for potentially exposed areas such as arms and legs. (The GM is to use discretion in this regard.) Each square foot of deadly nightshade can withstand 2 hp of damage.

DZUNKHWA LARGE GIANT
Hit Dice: 12d8+84 (138 hp)
Initiative: -2 (Dex)
Speed: 40 ft. (8 sq.)
AC: 22 (-1 size, -2 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple: +8/+19
Attack: Slam +15/+10 melee (1d8+10)
Full Attack: Slam +15/+10 melee (1d8+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Shriek
Special Qualities: Poison immunity, cold/fire/electrical resistance 15
Saves: Fort +15, Ref +4, Will +7
Abilities: Str 25, Dex 7, Con 24, Int 6, Wis 12, Cha 10
Skills: Climb +12, Jump +12, Spot +5
Feats: Improved Bull Rush, Iron Will, Lightning Reflexes
Environment: Any hill, mountains, and underground
Organization: Solitary or pair
Challenge Rating: 12
Treasure: Standard
Alignment: Usually Chaotic evil
Advancement: 13-14 HD (Large), 15+ HD (Huge)

This creature is a child-devouring ogress. They are rather far-sighted, so their dexterity is low. All adults of this kind are female, but if more than one is encountered the second will usually be an immature male, a young ogre. Even though his mother, the dzunkhwa, cherishes and defends her offspring fearlessly, as soon as he is near maturity, the young ogre leaves without a goodbye.

If a particular favor is done for a dzunkhwa, such as saving/sparing her offspring's life, the ogress will give the one so doing a Potion of Life Restoration. This magical liquid will return life to any human-type creature that has been dead less than one week. Otherwise, the chance for gaining such an elixir in the hut of a dzunkhwa is but 10%, for it is either hidden beyond means of discovery or not yet brewed.

Shriek (Ex): This is a sonic attack with a 30-foot radius that will paralyze any opponent failing a Will save (DC 22) for one round.

EMPYREAL SENTINELS MEDIUM-SIZE ELEMENTAL (FIRE)
Hit Dice: 7d8+7 (38 hp)
Initiative: +6 (+2 Dex, +4 improved initiative)
Speed: 10 ft. (2 sq.)
AC: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple: +7/+7
Attack: burning tentacle, +8 ranged touch attack
Full Attack: 4 burning tentacles +8 ranged touch attack
Damage: 1d6 fire
Space/Reach: 5 ft./10 ft.
Special Attacks: Burn, Crystalline Fire, Melt
Special Qualities: Damage Reduction 10/magic, elemental, fire subtype (non-standard), spell immunities
Saves: Fort +3, Ref +7, Will +5
Abilities: Str 11, Dex 14, Con 12, Int 2, Wis 16, Cha 11
Skills: Listen +13, Spot +13
Feats: Alertness, Improved Initiative, Weapon Focus (tentacle)

Environment: Elemental Fire Planes, near the Positive portions of those dimensions.
Organization: Solitary, pair, squad (3-5)
Challenge Rating: 7
Treasure: Usually none
Alignment: Always neutral

Advancement: 8+ HD (large)

Burn (Ex): Those hit by a sentinel's attack must succeed at a Reflex save (DC 17) or catch fire. The flame deals 1d6 damage per round, see the rules on fire damage in the DMG for ways the fire may be extinguished.

Crystalline Fire (Su): Every 4 rounds an empyreal sentinel is able to send forth from its base portion a fan of crystalline fire that is a three feet high, three feet wide at the base, and eight feet wide at its terminus. All within this area suffer 1d4+10 points of damage disregarding all protection not specifically against elemental fire. The nearly invisible flames will set all combustible material touched by it afire, this burning inflicting such harm as is appropriate (see Burn above).

Melt (Su): Non-magical weapons striking a sentinel are instantly destroyed, as are non-magical armor and shields touched by a tentacle. A magical item hitting an empyreal sentinel, or being hit by it, must succeed in a Fortitude saving throw (DC 22) or be destroyed.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire subtype (Empyreal): Fire immunity. Unlike other creatures of this type a sentinel is not harmed by cold however total immersion in water inflicts sufficient damage in one round to destroy one and otherwise each two gallons of water striking one inflicts 1 point of damage. A medium size or larger water elemental using its drench ability destroys a sentinel but is itself destroyed in the process.

Spell Immunities: A sentinel is invulnerable to most damage deal-ing magic save that creating water (or acid), fog or ice. See the list of effective spells above.

Empyreal sentinels are semi-intelligent creatures from the dimensional matrices of elemental fire, the uppermost spheres of this place. They are amorphously shaped moving mounds that rather resemble stalagmites of red-brown gelatin that are around eight feet tall, with a base diameter of three feet not considering pseudopods for movement. Such entities neither eat not sleep, but exist mainly in a state resembling suspended animation when in material dimensions, not on their own plane of fire. When aroused and attacking, however these creatures suddenly incandesce, burst into flame, and their extensions, fiery pseudopod and burning tentacles of 10-foot length, inflict terrible punishment upon those whom they oppose.

FASTBADGER SMALL MONSTROUS HUMANOID
Hit Dice: 1d8+1 (5 hp)
Initiative: +5 (Dex)
Speed: 40 ft. (8 sq.), 10 ft. burrowing
AC: 21 (+5 Dex, +1 size, +5 natural), touch 16, flat-footed 16
Base Attack/Grapple: +0/-4
Attack: Claw +1 (1d3) melee or blowpipe +7 ranged (1d2 + poison)
Full Attack: Claw +1 (1d3) melee or blowpipe +7 ranged (1d2 + poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, wave of fear
Special Qualities: Camouflage appearance
Saves: Fort +1, Ref +7, Will +3
Abilities: Str 10, Dex 20, Con 12, Int 5, Wis 12, Cha 11
Skills: Listen +3, Move Silently +15, Spot +4
Feats: Weapon Focus (blowpipe)
Environment: Warm desert
Organization: Tribe (5-30)
Challenge Rating: 1
Treasure: none
Alignment: Usually neutral
Advancement: 2-4 HD (small)

Fastbadgers are vaguely humanoid in form, but only about two and a half feet tall. They are very stealthy and receive a +5 racial bonus to Move Silently checks. They are fast of movement both above ground and when burrowing in loose soil such as sand.

These creatures are territorial and aggressive, so any intruders will be followed, harassed and attacked until they vacate the area.

Fastbadgers are dappled buff and gray of coat, have rather savage furry faces, small and beady eyes under bristling brow. Their body is cat-like, and the forepaws are manipulative, similar to those of actual badgers, however, claws included. These creatures dwell in burrows in desert-region habitat where they collect shiny things to decorate their individual dens.

It is believed that these creatures are intelligent, or at least semi-intelligent, but have so different a thought process that humans and their ilk cannot fathom it. Fastbadgers have a number of growls, snarls, and teeth-clicking sounds, perhaps communicating by these means as well as possibly some limited form of empathic exchange between them.

Poison: The toxin employed on the darts is a hallucinogen that takes effect in 1d4 rounds after being insinuated by a dart unless a Fortitude save (DC 20) is made. When active the effect is to cause a non-aggressive subject to see pleasant things around it and to wander off following some desirable-seeming vision thus for 1d3+2 rounds. Aggressive subjects will instead see dangerous foes all around and attack them furiously; if there are actual creatures within 10 feet they will be seen as nightmarish enemies and be the subject of the attacks.

Wave of Fear (Su): This is a wave of psychic energy that engenders a feeling of terror to all creatures with an intellgence score that are not immune or protected against to mind-affecting spells or psionics that are within a 30 foot radius of the sending fastbadgers, at least five must be present to generate the effect. Activation requires one round.

Subjects will react to the inner sense of fear and become panicked, for as many rounds as the number of fastbadgers that created the effect, unless they make a Will saving throw (DC 22). Those creatures that utilize psionic abilities have a +6 bonus to resist this effect. The wave radiates from each individual involved, so the area of effect is probably quite large. The fastbadgers can use this capacity only once every hour at most.

Camouflage Appearance (Su): At will the fastbadger is able to make itself appear to be some natural object of the same size as it is, such as a plant, rock, or another creature of animal sort native to the environment. If a character succeeds in a Spot check (DC 15) when looking directly at a fastbadger cloaked by this illusion, that one will note something "is not right" in regards to the supposed object being inspected. Likewise magic that detects, dispels or suppresses illusions will be effective in noticing the ruse.

LEGLOP LOG (TREE) [HAZARD] CR 4

The leglop tree seems to be nothing more than a fallen and dead log lying split open on the forest floor. Woe to the one stepping on it, though, for the two halves snap shut as would a steel trap, and in short order the prey is dead from shock, blood loss, and eventual severing of the limb trapped. The plant then sends forth its many tiny roots to slice and drag down the victim's flesh, so that, rotting underground, it will feed the tree above. The leglop is found mainly in temperate climates.

The leglop can withstand 120 hp of damage, has an AC of 10 and a hardness of 5. It always fails saving throws. If stepped upon the halves of the tree bole snap shut for 1d4+4 initial points of damage unless the victim succeeds in a Reflex saving throw (DC 16), note that Dexterity based additions to the save do not apply unless the victim is aware of the danger. If successfully hit, the subject is caught fast and immobilized with 1-8 continuing points of damage each round of time thereafter as the plant's "jaws" close. A trapped victim reduced to a negative hit point total is deemed to have lost its leg.

FUNGI, LEJENDARY SUBTERRANIAN

Branch rockmold: A fleshy, near fungoid growth that springs from damp rock or stone. It is not usually poisonous and provides food for some subterranean creatures.

Cone mushroom (Hazard, CR 2): This tasty fungus grows from the ceilings of subterranean places, its shape and coloration making it seem to be a stalactite. Cone mushrooms can attain a size of several feet length, a foot in base diameter. A pound of this fungus suffices to furnish a large man with sufficient nutrition for six hours hard physical activity. The lower, pointed end of the fungus is very woody, calcious. If contacted violently, the cone mushroom will release internal gas that shoots this one-third portion pointing downwards with a sharp report. Anything in the path of the downwards propelled missile will suffer from a base 2d10 damage, with each 2-feet of length of the parent fungus adding an extra d10 of damage from the object.

Dark floater (Hazard, CR 3): A flatish fungoid of slate-gray color that thrives in higher-ceilinged subterranean areas where there is some moisture. It generates internal hydrogen when utilizing oxygen, so that it can float near the ceiling to find and devour fungi and slimes growing there. From three to as many as 30 individual dark floaters will be encountered, a typical specimen being about a half of a foot thick and three feet in diameter. The flesh of this fungus is poisonous to humans, but some other underground creatures devour it with relish. If a dark floater is contacted by open flame or something akin, such as an electrical spark, it explodes inflicting 2d10 damage on all things within a 10-foot radius (Reflex save (DC 30) for half damage).

Glowlichen: A phosphorescent subterranean lichen that emits a bluish radiance. If profuse it can actually enable normal sight in an area of about 20-foot radius, vision in humans equal to partial moonlight in the area. It is consumed by a number of underground creatures, and this causes them to glow faintly for some few minutes thereafter.

Whistling toadstool: A large subterranean fungus that is sensitive to and thrives on various ultraviolet and other radiation. When it senses heat moving towards it, one will begin giving off internal gas, this discharge causing a piercing, whistling sound that generally drives away species that are predatory to the fungus, for the noise attracts other denizens of the subterranean world. A typical whistling toadstool is about two feet tall, taller if there is a rich soil upon which to grow, and of near colorless hue.

LOSEL MEDIUM-SIZE HUMANOID (LOSEL)
Hit Dice: 4d8+8 (24 hp)
Initiative: +1 (Dex)
Speed: 30 ft (6 squares).
AC: 14 (+1 Dex, +3 natural), Touch 11, Flat-footed 13;
Base Attack/Grapple: +4/+8
Attack: Club +8 melee (1d6+4)
Full Attack: Club +8 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 18, Dex 13, Con 15, Int 9, Wis 12, Cha 12
Skills: Climb +15, Jump +11
Feats: Weapon Focus (club), Lightning Reflexes
Environment: Temperate forest
Organization: See below
Challenge Rating: 2
Treasure: 50% Standard
Alignment: Usually neutral evil
Advancement: By hit dice (or character class for shamans)

Losels are humanoids of apish sort, resembling a cross between a gorilla and a human. They are able climbers, as agile as chimpanzees, can braciate as do orangutans (moving at normal speed thus), even wearing armor and carrying gear with them. However, their complexion is green, so no doubt these creatures are a race that developed in a parallel world to that of our own. It is fairly well established that the breed was brought to the world of mankind during the Age of Adepts* or the Time of Vainglory* to serve as some form of troops for one or another of the powers then extant.

They are forest dwellers, living in tribal bands with woven huts hidden in the tree canopy and gaining a +10 racial bonus to Climb checks, a +6 bonus to Jump checks, a +6 bonus to Hide checks when in trees or other green foliage, and a +4 bonus to Move Silently checks. These groups of losels are generally hostile to each other, constantly war with humans, Alfar, and Veshoges that are within their territory or near enough to it so allow raiding parties. Losels have superior darkvision of 300 ft. range.

Tribal groups number from 21-50 male warriors, with approximately the same number of females and about half than number of young and old. Thus a tribe with 40 male warriors would have 40 breeding females, 20 immature, and 20 elderly members. Immature and elderly losels are non-combatant. There will always be a shaman in a tribal community.

Raiding parties of losels number from 5-30, half of the group being female. There is a 10% chance per 10 members of a raiding party that a shaman will be accompanying the group, a shaman is always female and will have levels in the cleric, druid and/or sorcerer class.

*These are periods in the history of the Lejendary Earth world and can be ignored by Game Master's who are not using that setting.

MANDREAGLE SMALL MONSTROUS HUMANOID
Hit Dice: Male 3d8+3 (16 hp); Female 2d8+2 (11 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 sq.), fly 50 ft. (poor)
AC: Male 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; Female 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +2/-2
Attack: Male: bite +5 melee (1d6+3); Female: bite +3 melee (1d6+1)
Full Attack: Male bite +5 melee (1d6+3), 2 claws +3 melee (1d4+3); dropped rock +4 ranged (dropped rock 1d8 +2/10' distance fallen;); Female bite +3 melee (1d6+1), 2 claws melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Male Fort +2, Ref +4, Will +3; Female Fort +1, Ref +4, Will +3
Abilities: Males: Str 16, Dex 12, Con 15, Int 6, Wis 10, Cha 10
Females: Str 13, Dex 12, Con 13, Int 6, Wis 10, Cha 10
Skills: Male Climb +8, Hide +4, Listen +4, Spot +4;
Female Climb +6, Hide +3, Listen +4, Spot +3
Feats: Flyby Attack, Multiattack (males only)
Environment: Temperate and warm land or underground
Organization: Pack (2d10+7)
Challenge Rating: 2 (male), 1 (female)
Treasure: 50% chance for incidentally gained standard treasure
Alignment: Usually neutral evil
Advancement: 4-6 HD (small), 7+ HD (medium-sized)

These are subterranean monstrosities who hate light and fire. Males will hurl down available missiles of large size inflicting 1d8 +2/10' distance fallen if a light- or torch-bearing party is in their area for longer than two rounds.

A mandreagle looks like a small mandrill with a beakish proboscis and a feathery-furred coat with skin flaps from elbow to waist and knee to groin. Their limbs are considerably attenuated. A male can weigh as much as 60 pounds, females no more than 40. They can climb as agilely as any baboon, leap and glide much as do flying foxes. Mandreagles have intelligence akin to the chimpanzee, and they are vicious carnivores with considerable cunning. Any explorer left wounded in their lair will be torn to pieces and devoured.

PEPPERMINT, DANGEROUS DIMINUTIVE PLANT
Hit Dice: 1 hit point
Initiative: -3 (Dex)
Speed: 1 ft.
AC: 11 (+4 size, -3 Dex), touch 11, flat-footed 11
Base Attack/Grapple: N/A
Attack: See Below
Full Attack: See Below
Space/Reach: 1 ft./0 ft.
Saves: Fort +2, Ref -3, Will +0
Abilities: Str 10, Dex 5, Con 10, Int -, Wis 10, Cha 9
Climate/Terrain: Temperate and warm land
Organization: Patch (100-1,600)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: None

This is a semi-mobile plant that shoots sharp, pointed seeds at what it deems as a threatening predator (or likely fertilizer). Dangerous peppermint is likely a mutant hybrid created from normal peppermint plants by ancient adepts.

Pepercorn Burst (Ex): Once per day each Dangerous Peppermint can unlease a burst of sharp peppercorns. Everybody in a 30' radius of the plant take 1d4 points of damage as peppercorns assault all in range, a reflex save (DC 15) will halve this damage. A dangerous peppermint that has

discharged its seed missiles will grow a new batch in one week. (Note that as Dangerous Peppermints are in groups, several may all attack at once, making this an attack of 5, 10, or even more burst attacks).

SNAP DRAGON MEDIUM-SIZE PLANT
Hit Dice: 5d8+5 (27 hp)
Initiative: +0
Speed: 5 ft. (1 sq.)
AC: 15 (+5 natural), touch 10, flat-footed 10
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (4d4+4)
Full Attack: Bite +7 melee (4d4+4)
Space/Reach: 5 ft./5 ft.
Saves: Fort +5, Ref +1, Will +1
Abilities: Str 18, Dex 10, Con 12, Int -, Wis 10, Cha 9
Environment: Temperate and warm land
Organization: Solitary or patch (2-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Medium-sized); 8+ HD (Large)

The mobile snap dragon appears to be an area of mixed plant growth of about five feet diameter, with low, flowering plants around its verge. These ring taller leaves and stems that surround a log-like central portion. The latter is actually a mouth with jaws like those of a crocodile. When any creature is in contact with it, the plant's feeding portion moves to that location, and an attack takes place. Prey is actually devoured, the snap dragon sending down shallow roots and remaining dormant for the week or more time required for its digestive acids to liquefy the meal and utilize the nutrients there from.

SUB-HUMAN MEDIUM-SIZE HUMANOID (SUB-HUMAN)
Hit Dice: 2d8 (9)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares) (hide armor); base 30 ft (6 squares).
AC: 14 (+1 Dex, +3 hide armor), Touch 11, Flat-Footed 13
Base Attack/Grapple: +2/+3
Attack: Club +2 melee (1d6+1)
Full Attack: Club +2 melee (1d6+1)
Special Attack: lasso +2 ranged touch attack (see below)
Space/Reach: 10 ft (2 squares)/5 ft.
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 12, Dex 12, Con 11, Int 5, Wis 10, Cha 7
Skills: Hide +10, Move Silently +5
Feats: Weapon Focus (club)
Environment: Any land and underground
Organization: Gang (2-5), or band (14-50 plus one first level irregular (fighter) per 4 adults, one fourth level fighter subleader per 10 adults and one sixth level leader)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Typical sub-human species are smaller than the average man and vaguely ape-like in visage and gait. The Neanderthal is a fair starting point, but too bulky and strong for the sub-human of this sort. Ugly, stupid, and vicious, these creatures hide in out of the way places because they know they will not be able to steal and murder if humans discover them.

Most sub-humans are on good terms with other evil humanoids and various sorts of quarrelsome and malign races but have little love for gnomes, dwarves, halflings or elves.

Here is an example of sub-human counting: One to 10: uh, duh, tuh, fuh, vuh (pause to go to other hand), suh, buh, euh, nuh, ... ZUH! (smile of self-congratulation at this feat). More than 10 of anything = Lotsa. All are pretty cunning, and leader types are much smarter than the others and can be given higher ability scores if the Game Master so desires.

COMBAT

Sub-humans prefer to attack from ambush otherwise they use overwhelming numbers to beat down a foe. Typically each enemy will be subjected to several lasso attacks and once immobilized other sub-humans rush in with their clubs.

Armor worn varies from grubby bits of cloth providing minimal protection to quite good suits stolen in raids but hide armor is the norm.

Lasso (Ex): The sub-humans are adept in the use of lassos made out of strips of leather and vines. These weapons deal no damage but the victim is immobilized for as many rounds as the lasso remains in place – until it is cut free or the sub-human using the lasso is killed. Sub-human lassos have an armor class of 10 plus their wielders dexterity modifier, 3 hit points and a break DC of 24. Lassoed adversaries lose their dexterity bonus to armor class and can be struck at with a +2 bonus. An Escape Artist check (DC 20 plus wielder's Strength bonus) can be made to slip free of the lasso.

Skills: Individually weak and cowardly the sub-humans have become adept at waylaying their enemies; they receive a +2 racial bonus to Move Silently checks and a +7 bonus to Hide checks.

TIGER LILY LARGE PLANT
Hit Dice: 6d8+6 (33 hp)
Initiative: +0
Speed: 5 ft. (1 sq.)
AC: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +4/+12
Attack: flower +4 melee (1d8)
Full Attack: 2-5 flowers +4 melee (1d8)
Space/Reach: 10 ft/5 ft.
Special Attack: Pollen
Saves: Fort +5, Ref +2, Will +2
Abilities: Str 10, Dex 10, Con 12, Int -, Wis 10, Cha 9
Climate/Terrain: Temperate and warm land
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7+ HD (Huge)

This slow but mobile plant camouflages itself so as to appear as nothing but a normal bed of wild lilies. Creatures slain by the tiger lily are covered, sap discharge and roots aiding to rapidly decompose the flesh and digest the nutrients.

When any creature is in contact with its bank 2-5 "flowers" will attack up to four different targets thus.

Pollen Burst (Su): Each "flower" sends forth a burst of pollen-like sort, this done with a growling sound from the propellant. A subject within three feet must succeed in a Fortitude saving throw (DC 16) for each such cloud he is exposed to, with failure indicating the victim is blinded, sickened, and temporarily exhausted for 1d4 rounds, all effects ending after the term—this is a special form of magical attack. After pollen-like discharge, the "flower" strikes, piercing with its hard and sharp "petals".

APPENDIX C:
New Spells for the d20 game system

APATHY Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Sor/Wiz 3
Components: V,S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature per two caster levels to a maximum of four targets.
Duration: One round per three caster levels to a maximum of six rounds.
Saving Throw: Will negates
Spell Resistance: Yes

Affected creatures within sight of and indicated by the caster become lethargic and will take no actions. In the case of effect beyond a single round, each subject is entitled to another saving throw each round to attempt to overcome the lethargic force.

CLOAK IN POWER Abjuration
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Personal or Touch
Target: One creature
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When this spell is activated successfully, the spell caster, or such individual as he or she touches immediately thereafter, is covered with a shimmering aura. Although difficult to discern, the color of this energy is that of the prevailing environment. This aura is a magical energy that provides the subject with 32 points of protection, a hit point bonus, if you will, that absorbs all normal and magical damage first, so only when it is gone does the individual suffer damage to his or her own hit points. In addition, each 16 points of aural energy gives the subject individual a +1 bonus to attack and conveys an additional +1 of damage to attacks delivered by weapons. If not dissipated by attack damage, the energy of this spell persists for eight hours.

INTELLECT ARROW Enchantment [Mind Affecting]
Level: Sor/Wiz 2
Components: V,S
Casting Time: 1 action
Range: Long 400ft. + 40 ft./level
Target: one creature with an Intelligence score.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell enables the caster to send forth a psychic missile, an energy dart that will strike any target selected that is within range. The mentally hurled missile inflicts 1d8 points of psychic damage plus 1 additional point per two caster levels of the caster to a maximum of 1d8+5 at caster level 10 and above. The wound is not seen on the target, of course, as the energy affects the internal nervous system. Note that this spell is ineffective if used against creatures lacking an Intelligence score or against creatures said to be immune to mind-affecting spells, and a mind blank spell offers immunity to this attack. For purposes of pentrating barriers and/or affecting non-corporeal creatures, this is considered a force attack.

PITCHFORK Conjuration (Creation)
Level: Sor/Wiz 3
Components: V,S
Casting Time: 1 action
Range: Personal
Target: You
Saving Throw: None
Spell Resistance: No
Duration: One round per level

By means of this power the spell caster creates a hand-held weapon, a bident/military fork (q.v.) with which he is deemed to be proficient. It has a +2 enhancement bonus to hit. Furthermore, it is coated with flaming pitch, and any target subject struck will suffer an additional d6 points of fire-based damage, as if the weapon had the flaming magical attribute. The energy of this power persists for one round per level of the spell caster, then dissipates, and the weapon vanishes.

SHADOW BLAST Necromany
Level: Brd 2, Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Area: 20 feet wide and 30 feet long wave of shadow beginning at and centered on the hand of the activator
Duration: 1 round
Saving Throw: Fort negates
Spell Resistance: Yes

By activation of this spell the caster sends forth a cloud of negative energy that appears as shadow. The wave of shadowy stuff is 20 feet wide, beginning at and centered on the hand of the activator, and extending for a distance of 30 feet. Each subject within this area failing a Fortitude saving throw will be unable to take any actions for one round, as if they were nausiated.

APPENDIX D:
New Magic Items for the d20 game system

AMBROSIAS: Magical Ambrosias are a form of magical food, originating from the Alfar (or fay or faerie) realms. They are special foodstuffs enchanted with mysterious magic. Some spellcasters who also excel in the culinary arts have learned how to duplicate this magic.

AERIAL WAFER: This strange and tasty treat grants a maximum flying speed of 90 feet per round with perfect maneuverability (if one dives straight downward a speed of 530 feet peer round may be attained!). Also, if the user stands perfectly still or hovers over a spot, a glamour will disguse the user as a whirlwind or waterspout, this is a glamer that adds a +12 bonus to Hide skill when not moving. The consumer can fly with what is normally worn and carried. This lasts for 2 hours or ends earlier per the will of the consumer.

Moderate Transformation; Prerequisites: Caster level: 9th; Brew Potion, overland flight, caster must have 8 ranks in profession (cooking) or a similar culinary art; Market Price: 4,000 gp. Weight: -

AQUATIC GELATIN: This wobbly jelly-like substance grants a swimming speed of 60 feet per round. Additionally, if the consumer stands atop land or water he or she may appear as a fountain of water or a wave-like projection, this is a glamer that adds a +12 bonus to Hide skill when not moving. The effect persists for four hours time or ends sooner at the will of the consumer."

Prerequisites: Brew Potion, water breathing, freedom of movement, hallucinatory terrain, spellcaster level12th+; Market Price: 4,000 gp. Weight: -

GROUND CAKE: A slice of this gritty tasting cake grants a burrowing speed of 60 feet per round, with all worn and normally carried, although the consumer can't burrow through solid stone or metal. Furthermore, the consumer can stand atop land or in the midst of mire or mud and appear as a tall mound or a rock-like pillar. This is a glamer that adds a +12 bonus to Hide skill when not moving. The effect persists for eight hours time or ends sooner at the will of the consumer.

Caster level: 6th; Prerequisites: Brew Potion, passwall, spellcaster level12th+; Market Price: 4,000 gp. Weight: -

FLAME RELISH: This spicy condiment allows movement through the fiery substances noted at a speed of 40 feet per round, with all worn and normally carried. This substance offers complete protection from the naturally occurring

fire in an environment, but does not offer any sort of fire immunity or energy resistance from instantaneous attacks like a breath weapon or a spell. The consumer can also stand atop land or in the midst of fire or lava or in the air and appear as a flaming bonfire or a jet of fire or as a small cloud of dark smoke, this is a glamer that adds a +12 bonus to hide skill when not moving. This effect persists for 12 hours time or ceases upon the will of the consumer.

Caster level: 6th; Prerequisites: Brew Potion, resist energy, spellcaster level12th+; Market Price: 4,000 gp. Weight: -

KUNBAT'S JUGGERNAUT RATION: This plain substance allows the user to increase his or her density and strength. By performing a standard action, the user becomes very dense and hardened. The effect is akin to a stoneskin spell (DR 10/adamantine) but will only last for 4 rounds, and the user gets a +4 strength bonus for the purposes of breaking down doors, bull rushes, overruns, and any other tasks a "juggernaught" would do. Concentrating to gain the special effects is a standard action. The effects can be replicated any number of times, each time requiring a standard action to invoke, and invokes all of the penalties therin (attacks of opportunity, requirements of a concentration check if damaged, etc.) The effect of this substance lasts for two hours.

Caster level: 6th; Prerequisites: Brew Potion, stoneskin, spellcaster level 12th+; Market Price: 4,000 gp. Weight: -

OSWALD'S NICTOSCOPY JELLY: This fruity substance allows the consumer to see at night as if it were full day, in lightless places as if it were a dark, heavily clouded afternoon. It enables darkvision clearly to 300 feet distance, and low-light vision to 3,000 feet. It takes three rounds for eyesight to adjust to differing light conditions. If the change in light has been abrupt the imbiber is effectively blinded for this period.

Caster level: 3rd; Prerequisites: Brew Potion, darkvision, spellcaster level 6th+; Market Price: 2,000 gp. Weight: -

RAKVOSH'S MIND OVER MATTER TART: This wonderful food temporarily gives the capacity to manipulate or move small objects by thought alone. The matter to be moved must be unique, a single object or small object group such as hairs or keys on a ring. The matter must be in plain sight of the individual. Matter movement can be in any direction unimpeded by obstacle. Objects up to 3 lb in weight can be moved or manipulated from a distance of 45 feet or less. Precise movements require a dexterity check against a DC set by the Games Master, this could be as low as 10 for a relatively easy task, 15 to successfully insert a key in a lock, or 20+ for a very difficult operation.

Caster level: 2nd; Prerequisites: Brew Potion, mage hand, unseen servant, spellcaster level 4th+; Market Price: 500 gp. Weight: -

"We can give you Treetop Pastry so each one eating it will grow in height and weight—increase to three times normal size. All normally worn and carried in hand is affected by this Power, so that armor, equipment, weapons, etc. also become as big. You will be able to strike hefty blows and take big strides but your reactions will be impaired. The effect persists for one hour."

The imbiber gains a variable damage bonus of 1d4 and their speed is doubled but a –8 penalty is applied to all initiative rolls.

Thus a character who usually delivered 1d8+4 damage with his sword would deliver 1d8+4+1d4 points after consuming this ambrosia, and a movement speed of 20 would be doubled to 40 but if their usual initiative modifier was +3 it would become –5.

Caster level: 3rd; Prerequisites: Brew Potion, enlarge, spellcaster level 4th+; Market Price: 650 gp. Weight: -

WHIPPLE'S VIBRATORY ALTERATION BISCUIT: This baked good gives the consumer the temporary capacity to change the molecular vibrations of the body for the space of an instant so as to become visible but incorporeal and ethereal—only those attacks that can affect ethereal creatures will affect the user, and the user can't attack either. This will automatically divest the individual of all worn, affixed to the body, or carried—in other words, no equipment of any sort will become incorporeal when the user does. In the case of a simultaneously harm-causing event, including a fall, the capacity will prevent any damage from occurring, provided the character succeeds in a reflex saving throw. If an attack is being avoided the DC is 15, for a fall the DC is only 12. The latter use can be risky and success is not guaranteed, as timing must be precise. The effect persists for four hours time—the consumer can choose to go insubstancial at any time, and may end the effect at will, but once it ends the effect is over.

Caster level: 5th; Prerequisites: Brew Potion, blink, spellcaster level 6th+; Market Price: 1,650 gp. Weight: -

AMULET OF VENTRILOQUISM: This silver object in the shape of a horn has a magical energy that enables the one wearing it to use ventriloquism once per day for no longer than one hour of time in any day. Wear beyond this time gains no magical capacity, and for each hour or fraction thereof it is so worn, the amulet must remain unused and recharging for one week of time. Ventroliquistic sound can be made to seem to come from a maximum distance of 50 feet. Sounds include not merely those of living things (male, female, infant, creature, etc.), but any other with a decibel rating that is within that of a human using his or her voice to cause it. Thus, creaking noises, footfalls, wind, glass breaking, etc. can be ventroliquisticly projected.

Prerequisites: Caster level: 5th; Craft Wondrous Item, ghost sound, ventriloquism; Market Price: 4,000 gp. Weight: -

BANDERLOG ARMBANDS: Each pair of these magically energized items of jewelry are typically made of rare and finely polished wood, but of the densest and hardest sort. When donned the wearer is physically enabled to perform as if he or she were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc gaining +10 competence bonus to Climb and Jump checks. Thus, the wearer is as facile in a forest habitat as any of the monkeys or apes and can travel thus at full speed for as long as four hours without rest.

Caster level: 5th; Prerequisites: Craft Wondrous Item, jump, creator must have 5 ranks in the climbing skill; Market Price: 4,000 gp.

BANDERLOG KING ARMBANDS: Similar to the more common of the Banderlog Armbands, each pair of these magically energized items of jewelry are typically made of rare and finely polished wood, but of the densest and hardest sort. When donned the wearer is physically enabled to perform as if he or she were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc gaining +10 competence bonus to Climb and Jump checks. In addition, these armbands convey to the wearer an enhanced physique increasing Strength by +4. Thus, the wearer is as facile in a forest habitat as any of the monkeys or apes, very strong as well, and can travel thus at full speed for as long as eight hours without rest.

Caster level: 15th; Prerequisites: Craft Wondrous Item, bull's strength, jump, creator must have 8 ranks in the climbing skill; Market Price: 40,000 gp.

BRIGHT BUBBLE: This item is an egg-sized sphere of chromium upon which some magical sigils have been engraved. Upon the possessor speaking the words thus indicated, and hurling it where desired, up to 90 feet distance, the object swells in size to become as large as a person's head. The Bright Bubble then floats at ceiling height, or 20 feet above the level of the plane from which it was hurled, whichever is the lower. From it emanates a soft but bright illumination that spreads to a radius of 30 feet in all directions, and anything within a distance of from 31 feet to 60 feet will also be partially illuminated in light and shadow.

Upon command the item will instantly cease its light, shrink, and fly back to the possessor's hand. However, when it is enlarged and illuminated, the Bright Bubble is vulnerable to harm. It has a hardness of 10 but any single attack inflicting more than 10 points of damage upon it at one time will utterly destroy it.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, daylight, levitate; Market Price: 10,000 gp

DIADEM OF ILLUSIONS: This magical item is forged from silver, inlaid with gold and set with four cat's-eye chrysoberyls equidistant around its circumference. Any character able to employ spells of any kind can utilize this object, and this will become apparent to any such individual when the circlet is placed upon his or her brow. When wearing the Diadem of Illusions, the individual able to cast spells will by mere thought be able to produce at a distance of up to 160 feet from his person illusions in an area of up to 8,000 square feet surface size, this extending upwards to as high as 80 feet. The effect produced has an affect on all five senses, including touch and taste, although it is light and shadow, has no true substance. This is considered a

figment, and if the situation calls for it, disbelief requires a Will save (DC 16). Once imagined and set into such motion as is desired, the activator need not concentrate on the illusion further, and it will persist until its energy is negated by magical means.The time required to activate it is that of the thought required, at least a standard action in any case.The item has 50 charges and once these are spent it is useless thereafter.

Caster level: 11th; Prerequisites: Craft Wondrous Item, knowledge of five or more illusion spells; Market Price: 66,000 gp; Weight: 1 lb

DOCKALVEN ARMOR: Dockalven armor is woven from spider silk and mineral strands, reinforced at key points with chitin. It is generally resistant to acid and fire, thus not harmed by it, and will not accept any adhesive contacting it. It cannot normally be bought, has an armor bonus of +4, a maximum dexterity bonus of +6, no armor check penalty, an arcane spell failure chance of 10%, and allows full normal movement speed. (The dockalves are a subterranean race of Alfar known for their sinister practices.)

HAND OF DESTRUCTION: This is a sculpted metal object about 10 inches across at its widest part, two inches at its thickest portion. It is shaped in the form of a wrist and hand with thumb and small finger spread in a broad sort of Y-shape, with the other fingers curled against the palm.

It is properly held in reverse, with the small finger up and pointed at the target, with the right hand grasping the clenched fingers while the left grasps the thumb portion of the weapon. As the downward-projecting thumb-lever is pulled back, ammunition from the clenched-finger portion is forced upwards. When the thumb-lever is pressed forward, the ammunition is activated and launched in the direction in which the small-finger barrel part is pointing. Hits are determined with the wielder's normal ranged attack bonus.

A crystal projectile dropped into the finger-barrel base first will be launched as if a mortar round were dropped in a mortar. Crystals are properly loaded into the upside- down clenched finger portion, one at a time, disappearing into the weapon as they are pressed flat there, point in the direction of the barrel.

There are three sorts of these weapons:

Bronze: range 30 feet. Magazine capacity 15 rounds.

Copper: range 60 feet. Magazine capacity 12 rounds.

Gold: range 120 feet. Magazine capacity 9 rounds.

There are at least 16 types of crystal ammunition for these wea-pons. These are magical crystals that grow in various places where energies of this sort cause them to form and enlarge over a period of time ranging from a few days to many weeks—although certain spellcasters can empower gemstones with these energies to form ammunition items in groups of 6. The various types follow.

Caster Level: 12th; Prerequisites: Craft Wondrous Item; Market Price: 20,000 gp; Weight: 4 lb

AMMUNITION CRYSTAL

AMBER: Blinding causing the target subject to be unable to see for 1d4 rounds and inflicting 2d6 points of damage. Caster Level: 12th;
Prerequisites: Craft Wondrous Item, magic missle, blindness; Market Price: 250 gp per 6 crystals; Weight: -

AQUAMARINE: Acid causing 2d6 points of damage to non-metalic items, and/or 1d6+2 points to the target subject and/or any normal metallic armor worn when so hit. Caster Level: 12th; Prerequisites: Craft Wondrous Item, magic missle, acid arrow; Market Price: 300 gp per 6 crystals; Weight: -

BLACK: Caustic to metal and causing 3d6 points of damage to such substance, and/or 2d6 points of harm to the target subject and/or any normal non-metallic armor worn when so hit. Caster Level: 12th; Prerequisites: Craft Wondrous Item, magic missle, acid arrow; Market Price: 300 gp per 6 crystals; Weight: -

BLUE: Impact causing the target subject to be forced back a distance of 10 feet at up to 300 pounds weight (double distance if 150 pounds or less, half distance up to 600 pounds weight, and unmoved if target is over 1,000 pounds weight). The strike inflicts 2d6 points of damage to the target. The subject struck is knocked prone, stunned, and unable to react for one round per 5'of distance knocked back from impact. Caster Level: 10th; Prerequisites: Craft Wondrous Item, magic missle, bulls strength; Market Price: 500 gp per 6 crystals; Weight: -

BROWN: Scattering to a three-foot-wide path and causing 2d6 points of damage to each target subject in the direct path, i.e. targets behind cover or shielded by ones before them are not affected. Caster Level: 10th; Prerequisites: Craft Wondrous Item, magic missle; Market Price: 400 gp per 6 crystals; Weight: -

CLEAR: Cold causing freezing in fluids comprised of 25% or more water and inflicting 2d4 points of harm to the target subject. Freezing effect also slows movement speed by 50% and temporarily reduces dexterity -6 points for 1d4+1 rounds.

FLAME: Incendiary causing combustion in inflammables and 2d4 points of damage to the target subject. Combustion of clothing and/or hair might occur (see the rules on fire in the DMG).

GREEN: Minimal: Triple-shot piercing missiles, each checked for separately, and successful hits inflicting 1d4+1 damage to the target subject. The target can be singular or up to a multiple of three, at the wielder's option, but targets are indicated before results are checked.

IRON-GRAY: Super penetrating missile ignoring all armor protection as a ghost touch weapon, and inflicting 1d8+6 points of damage to the target subject.

MILKY: Salt scattering to a three-foot-wide path and inflicting 1-2 points of damage to each target subject in the direct path of its impact and causing a poison reaction in regards the sodium chloride for creatures subject to poisoning from such substance. In the latter case, the target subject(s) sustain additional 2d6 points of damage.

PINK: Gas-cloud missiles with a five-foot radius around the point of impact, each air-breathing target subject in the radius of the blast checked for separately, and successful hits indicating the target subject is unconscious and helpless for from 3d6 rounds unless they succeed in a Fortitude save (DC 20).

PURPLE: Toxic inflicting 1d6+1 points of damage to the target subject and requiring a Fortitude save (DC 20) against the venom; it failing, the target subject sustaining 1d4 temporary constitution damage.

RUBINE: Red-hot missile causing combustion in inflammables and 1d4+3 points of damage to the target subject. The target subject will continue to suffer 1d4+1 points of damage each round thereafter for 1d4+4 rounds, or until a quart or more of cool, non-inflammable liquid is poured on the wound, or the subject is immersed in cool water or similar liquid.

SMOKE: Obscuring fog-like cloud in a 10-foot radius of the target and inflicting 1d4+1 points of damage to the target subject.

TOPAZ: Exploding missiles with a five-foot radius, each target in the radius of the blast checked for separately, and successful hits inflicting d6 points of damage on secondary subjects and 2d6 points of damage on the target subject.

VIOLET: Lightning inflicting 2d6 points of damage to the target subject, doubled if wearing conductive metal armor, touching grounded metal, or standing on a very damp or wet surface.

FUNGI—MAGICAL

There are several species of fungi that confer magical power upon the consumer. These are (super)natural occurring substances found on Lejendary Earth, and other planes and spheres such as fay realms, and perhaps isolated forests and subterranean grottos exposed to magical eneries. These items can't be created by normal means (in effect, minor artifacts).

BLACK DARKVISION MUSHROOMS: A small, feathery-capped mushroom growing on fresh manure. In faint green light they appear an angry red, paling to an amber-gold in strong green light-and as several similar species of deadly toxic sort look very much the same as these do, a careful check is recommended. Anyone ingesting one is able see in pitch darkness as he were holding a torch-to 20 feet clearly, 21 to 40 feet as if in deep shade, and from 41-to 60 feet as if shadowed twilight where bright color and motion only can be noted. The power conferred lasts for up to 24 hours. Eating more than one at a time inflicts 1d4 points of damage, but if more than three are consumed damage is absolutely fatal.

BLUESPEED FUNGI: This subterranean fungi is pale blue and has a

cratered top. Eating one increases the nerve and muscle signals in the body, so that after one second of time after consumption, and for 13-16 minutes thereafter, the individual has a 2 point temporary increase in Dexterity and a 4 point bonus to initiative. If the consumer has suffered harm, the fungus will instead restore hit points, curing 1d4+4 points of damage. Eating more than one within an hour's time simply wastes the second consumed.

CONNIWISS TOADSTOOL: 2-8 in a batch: This subterranean fungi form grows almost anywhere underground where there is rich compost. Because it is tasty, it seldom survives past the white immature stage to the mature black and white splotched form. It shrinks in mature form to a hemispherical-cap growth of about one-inch diameter and double that height. Dried, it is half that size. It has a musky smell redolent of bovine excrement. Eating one causes the consumer to snort and huff for one minute, then become exceptionally strong for d4+12 rounds time. During this period, an extraordinary strength is added, effectively giving the user a +6 enhancement bonus to strength. Eating more than one doubles the base time of non-aggression (snorting and huffing), but adds no further strength, for each additional one consumed.

GOLDENAETHER MUSHROOM: 1-6 in a batch: This subterranean fungi form grows nearly anywhere, but it is rarely found. It is the color of old gold, has a triple-branching stem with smooth, globular caps. Eating one so enhances the mind as to enable the consumer, after one minute of time has elapsed, and for d4+12 rounds thereafter, to defy gravity. The consumer can, at will, and instantaneously, rise up as if lighter-than-air, move along in the direction faced at slow or running speed when floating thus-ahead, up, down. When suspended in air the individual can perform as if on solid ground; that is, the use of things such as weapons is not affected. Eating more than one within an hour's time simply wastes the second consumed.

FEYWAFERS: 1-8 in a batch: This subterranean fungi form grows only near where some magical power gives off energy. It is a deep lavender color, and phosphoresces softly. Each is very thin and flat, with a diameter of no more than an inch. Eating one so alters the physical body of the consumer, and all he or she wears and holds as well, that after one second of time has elapsed, and for d4+12 minutes thereafter, that individual is absolutely invisible to any form of sight, save sight of magical sort. Additionally, that individual is odorless, makes no audible sound, nor any vibration nor heat radiation. Any very rapid motion, though, weakens the cloaking power of the fungus consumed, so that the portion moved rapidly can be seen as a blur-a sword and arm striking, for example, or even the area of the discharge of an ammunition crystal from a hand of destruction weapon. Even so, the fey state is such that any opponent trying to strike back at the invisible individual suffers a 70% miss chance. Eating more than one within an hour's time simply wastes the second one consumed.

INDIGOFORCE TOADSTOOL: 1-6 in a batch: This subterranean fungi form often grows where dangerous slimes and oozes are found. t is small, deep indigo in hue, and has a flat cap that smells terrible. Eating one increases the internal ki-like energy of the individual so that one minute of time after consumption, and for d4+12 rounds thereafter, the individual has the capacity to send a missile of glowing indigo energy from the fingertip up to 45 feet distance, with hit probability equal to a ranged touch attack, and inflicting 1d8+3 points of damage with a successful hit.The able individual can deliver no more than one such missile every other round, to a variable maximum of 13-16. Each missile discharged thus reduces the time of effect of the capacity to so do. Eating more than one within an hour's time simply wastes the second consumed.

SILVERENERGY FUNGI: This subterranean puffball mushroom-like form is about the size of a golf ball, the color of tarnished silver, and looks warty. Eating one increases the body's energy, so that after one minute of time after consumption, and for 1 hour thereafter, the individual has added 1d6+4 hit points, or else hit points lost to damage of about half that amount, 1d4+1 points, is restored. In the former case, damage suffered while invigorated by a fungus of this sort comes from the added vigor, and is not actually suffered by the individual. Eating more than one within an hour's time simply wastes the second consumed.

HEALING NAUTILUS: Crafted of agate to appear like an egg-sized chambered nautilus' shell, this magical item is of great benefit to adventurers in general, clerics with access to spells from the water domain gaining more from possessing and using it than all others. The Healing Nautilus can be used four times a day on one to four different subjects. Its enchantment is such that any character can use it to cast cure serious wound spells. If the one using the Healing Nautilus has access to the water domain then cure critical wound spells are cast instead.

Prerequisites: Caster level: 9th; Craft Wondrous Item, cure serious wounds, cure critical wounds, creator must have access to the spells of the water domain; Market Price: 13,000 gp.

MORBEN'S ENERGY NODES: These magical crystals, named for the known discoverer, are small mineral deposits that resemble small chestnuts in size and shape. Each contains magical energy of the sort used to fuel spells. The color of the node indicates its energy charge: Black ones can restore a 1st-level spell or add 3 points of damage, red ones can restore two 2nd-level spell or add 4 points of damage, green ones restore two 3rd-level spells or one 4th-level spell or add 7 points of damage, and violet ones restore two 4th-level spells or one 5th-level spell or add 12 points of damage. When grasped, the character needing energy will draw it from the node, turning it into sandy bits in the process. Because of its plasticity when pressed to wood or metal, a node can be used as a missile (tip on a crossbow bolt or as a stone in a sling, for example. A missile so augmented imparts its magical damage as above if it strikes its target, but otherwise wasting the energy and being destroyed when missing.

These unusual mineral formations are found only deep underground, and even if found in a cache there are usually only 7-12 black nodes, or 5-8 red, 2-4 green, or 1-3 violet nodes.

These are naturally occurring substances and thus can't be created. Market Price: 50 gp (black), 450 gp (red), 1,400 gp (green), 2,250 gp (violet)

SOVEREIGN KEY: This ankh-shaped piece of plain gray metal is about three inches long, and half as thick as a finger. Forged from silver, iron, and tilferium, then imbued with renewing magical energy, when it is touched to an opening made for a key, it automatically shapes itself so as to fit into it, then to the lock device so as to open it. Using the Sovereign Key takes one round of time while it fits into the keyhole, at least another round for it to adapt its form to open the lock's mechanism. If the lock is complex, then it will take from 2-8 rounds to shape itself so as to successfully manipulate the tumblers or other mechanisms of the device.

Caster level: 3rd; Prerequisites: Craft Wondrous Item, knock, creator must have5+ ranks in the open lock skill; Market Price: 24,000 gp.

ROD OF SHIMMERING STARS: This baton is of hawthorn tipped with metal caps. The wielder must make a ranged touch attack to succeed in directing its force to strike the desired target. By pointing the wielder can direct a cloud of shimmering bits of energy that is of five-foot radius up to 240 feet distant. There are 14 such energy bits in the cloud, and each creature within 5 feet of the central target will be impacted by one or two of these, with the central target being struck by one-half (seven) of the glowing missiles. Each bit of energy delivers 1d4 points of damage, thus the central target suffers 7d4 points. This is considered a force effect.

Caster Level: 9th; Prerequisites: Craft Rod; Market Price: 36,000 gp

SUNSHINE SPHERE: This is a tough crystal globe of four-inch diameter and supernatural nature. It will float stationary in the air when released, and upon command shed its radiance or else be lightless. The illumination shed is the same as direct noonday sunshine to a radial distance of 40 feet, and to 80 feet as if partial, late afternoon sunlight is illuminating that area. It can be thrown and will travel rapidly up to 20 feet, with an 80% chance of breaking on impact with a hard surface struck within this distance. It slows from 21 to 40 feet, breakage chance dropping 5%/foot traveled, and at 40 feet it remains static, floating. It otherwise has an AC of 20, and any strike actually causing damage to it has a 5%, chance to break and destroy it. Otherwise it simply bounces around in place, bobbing as if it were a cork.

Caster level: 4th; Prerequisites: Craft Wondrous Item, daylight; Market Price: 16,000 gp. Weight: -

WINGED HELMET: (New Item) This magical item is forged from silver, with wings of gold set on each side of it. Any character wearing it is able to take to the air and fly at a speed that is equal to three times that individual's normal walking pace, move proportionately faster as if trotting or running, with applicable restrictions as to time spent thus at increased pace. Resting after such

exertion is also the same as if normal pedestrian movement was involved; the wearer of the helmet needs to come to ground and sit or lie down to recover.

The Winged Helmet also conveys supernatural protection to the wearer in regards to damage and other undesirable effects from electrical, light (blinding) and sound (deafening/stunning) attacks. Such damage and effects are reduced by one-half.

If the wearer suffers a critical hit a check must be made to see if the Winged Helmet is dislodged from the wearer's head. A Reflex saving throw must be made, the DC equal to 10 plus the amount of damage dealt by the critical hit. A failure indicating that the helmet has been knocked off. If the wearer is airborne at the time he will fall to earth and suffer damage accordingly.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, endure elements, fly, creator must be 13th+ level; Market Price: 48,000 gp

WOODEN HOOP: This is a wooden hoop charged with magical energy. It can be commanded to be as small as a finger ring with a little silk cord attached to it as if to be worn as a piece of jewelry. When another command is uttered, and the hoop pulled to cause it to enlarge, it expands to up to three feet diameter. When the enlarged hoop is placed against a surface, the material beyond disappears, and a smooth, circular tunnel opens to the extent of the power of the device. Whoever wishes to may crawl along/through the passageway thus created. The last one entering the enchanted passage-tunnel must keep a hold of the silken rope attached to the hoop. It will extend to no more than a three-foot length beyond the length of the tunnel created by the energy of the hoop. When the rope is pulled, the hoop comes after, shrinking as it does so, the power is disenchanted, the tunnel closes, and the escape hatch device returns to small size once again as it reaches the hand of the one holding the rope.

This device will create a tunnel of 16-foot length through earth or wood, one of four feet length through stone, and only to one-foot length through solid metal. If the material it is placed against is of greater thickness than the energy can penetrate, then the tunnel has a solid end, and the device is likely useless.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, passwall; Market Price: 50,000 gp; Weight:-

APPENDIX E: New Monsters for the LA Game

BRAIN EATER (new creature): 1, 1-4, 10-60 in a community
H: 41-50 P: 61-70 S: 17-20

This is a race of highly cunning and intelligent quasi-humanoid creatures of man-size known to have been brought to the world by the Utiss, a race of advanced lizardfolk that ruled before the rise of mankind on Lejendary Earth during the last stages of the successful human rebellion against them. The brain eaters were far too difficult for the Utiss to control, so they attempted to kill all of them, but the brain eaters were too clever and some escaped to prey upon Utiss and humans alike. Brain eaters are bipedal creatures likely descended from cephalopod-like ancestors of 10-armed sort. Two tentacles have developed into leg-like appendages, two are of arm-like sort, and six remain in the cranial region drooping down over the mouth. Of those six tentacles, two are longer and resemble somewhat the "whips" of squids. A typical brain eater is from five- to seven-foot height, relatively light because of cartilage being in place of bone, but very strong and flexible of body, as the lack of bone would suggest. Females of this species are larger than the males.

Attack: Brain Blast (creature specific Power): Primary attack is a conic wave of energy that emanates from the brain eater's eyes to a distance of as many feet as the individual has points of Speed Base Rating, the diameter coming from the center of the creature's head at only four inches but at the end being equal to the length of the cone. All living creatures with a brain that are within the cone of the Brain Blast effect must succeed in an Avoidance Roll against 2 x Speed BR—3 x if a steel cap is being worn, 4 x if a full steel helmet covers the head of the intended victim—or be stunned, knocked prone and helpless, for 3d4 ABCs time. The force of this attack, even is stunning is avoided, inflicts 9-12 points of shock Harm. This attack can be used every other ABC, it draining the brain eater of 5 AEPs per use.

Secondary attack is by two brain-boring tentacles. 2 x 1-6 p Harm ignoring armor; range 2, speed 1, precision bonus 0. Note that if the target subject of a tentacle attack is stunned and thus helpless, or grappled and powerless to resist, the tentacles will drill through the victim's skull after 1 ABC of tentacle attack/drilling, causing death instantly as the brain is drawn forth and consumed. Note that such an attack is effective mainly on human and human-like creatures. The brains of non-intelligent creatures are not desirable food, although they will be eaten if nothing "tastier" is available. Large subjects are generally shunned due to the difficulty of overcoming them.

Abilities: Typical to all this race are the following Abilities, although individuals will have varying scores as well as added ones:
Psychogenic*: 55-100 (5-10 Powers focused on mind control)
Stealth: 62-80
Panprobability: 45-70
Arcana: 42-60
Waylaying: 32-50
Weapons: 22-40
Geourgy: (1 in 100 in regards to elemental water only): 51-100
Theurgy: (1 in 100 in regards the malign members of the Yattemic Pantheon only): 51-100

*Typical Psychogenic Powers in addition to the Brain Blast
Create Contentment
Empathic Confusion
Power Sensing
Premonition
Self Levitation
Thought Insinuation
Thought Reading
Unreadable Mind

Defense: Usually little or no armor worn, as these creatures tend to depend on their Psychogenic Powers. Cloth half garment or Extraordinary protection are not uncommon.

Brain eaters tend to be solitary in their hunting, although groups of as many as four individuals will cooperate to attack large groups of prey. Equally at home in water or on land, these creatures dislike bright light, can not see in it, and their skin suffers from exposure to sunlight (1 point of Harm per minute of exposure). Due to these factors, brain eaters will be found mainly in subterranean or deep water (over 50-feet) habitat. Their communities are small, in the 10-60 individual range. All therein are adult, as immature brain eaters hatch and develop through a squid-like "pupa" stage lasting several years, then change in a week's time from squid-like form to that of a small adult member of the species.

Wealth: In general individuals carry no wealth other than some equipment they find useful—weapons and protective device items of Extraordinary sort (10% chance per individual for one each such item of any Grade). In their personal dwelling place various objects d'art and jewelry might be found (50% chance per individual with a value range from $1,000 to $100,000). Here too there is a slight chance some Extraordinary Item that enhances Psychogenic Ability might be discovered (any Grade).

DOMLITHICAN (commonly Harpooner, new creature): 1.
H: 71-90 P: 51-70 S: 20 attacking, 1 moving*

*In extremis, the harpooner will release its grip on the ceiling, vent hydrogen gas, and shoot through the air at a movement speed equal to that of one with S 15 running. Its ocular preceptors will enable it to travel safely to any nearby opening, continue along thus for 1 AB's movement, then bring it's upper portion into contact with a wall upon which it can cling, climb upwards to attain its usual overhead position.

Attack: One "harpoon" attack per foot of diameter of the specimen on any target beneath within a five-foot radius of the main body of the creature, a hit inflicting 7-30 points of Harm. If the target subject is actually wounded thus, the VT contained in the "harpoon" missile will cause instant anesthetization of the victim for as many minutes as Harm points were inflicted. f left unmolested thereafter, the harpooner will then

shoot forth several successive missiles, draw the unmoving prey upwards, impaling it on its defensive spikes. Several of these spikes will then open to become hollow feeding tubes that send forth digestive juices to liquefy the internal portions of the victim even as other tubes suck out readily available fluids such as blood and serum.

Defense: 16 lower surface, 4 upper surface. Note: An attack involving electricity, fire, or flame that penetrates its defense has a 50% chance of causing the hydrogen stored in the harpooner's bladders to ignite. The resulting explosion will send a shower of its protective spikes down and outwards in an area whose radius is triple the creature's diameter—36 feet on average. Each living thing within the radius noted will suffer d4 "attacks" by such projectiles, P being 50 and penetration Harm 7-20 per hit.

The "line" of the harpoon-like missiles of the domlithican has a Health of 10 and a Defense of 6. Only edged weapons can Harm these cords.

This thing is likely a monstrous hybrid from some long-dead mad adept's laboratory. The harpooner is disk-shaped, a fully grown specimen being about 12 feet in diameter. It lives in reverse in that a harpooner dwells on the ceilings of underground places. Its upper side being covered in a combination of suction cups and hundreds of clawed cilia, it clings and moves easily thus. Its tough and rubbery bottom side is convex, covered for defense with chitinous spikes that resemble stalactites, save around the outer perimeter where most of its multiple visual organs reside. To assist in its reversed mode of living, the domlithican also generates hydrogen gas, storing it in bladders spaced about a foot apart around its inner perimeter. These gas-filled portions relieve the creature of much of its actual, considerable weight. From the central section of its body, where the monster is as much as four feet thick, it can propel barbed missiles that are attached to it by strands of what resemble incredibly thick spider silk. These "harpoons" are only about a foot long, but deadly nonetheless, as they are sharp, shot forth at a great velocity by gas discharge, and contain a toxic substance that anesthetizes prey, the domlithican has a stock of 12 such missiles.

DZUNKHWA (dzunk-hwa—new creature): Appearing: 1 (75%) or 2 (25%): H 131-160 P 30 (at least) S 12 moving/4 attacking

Attack: Two club-like blows of the fist for 1-20 plus 13-16 Harm, and a shriek with a 30-foot radius that will paralyze any opponent on the following ABC of time that fails to avoid the effect by succeeding in a check against 3 x Speed BR.

Defense: Hide garments and naturally tough hide combine for 10 armor, 20 against shock Harm. Immune to poison, and all cold-based, fire/heat, and electrical attacks at 75% Harm.

This creature is a child-devouring ogress. They are rather far-sighted, so their speed is low. All adults of this kind are female, but if more than one is encountered the second will usually be an immature male, a young ogre. Even though his mother, the dzunkhwa, cherishes and defends her offspring fearlessly, as soon as he is near maturity, the young ogre leaves without a goodbye.

If a particular favor is done for a dzunkhwa, such as saving/sparing her offspring's life, the ogress will give the one so doing a Potion of Life Restoration. This magical liquid will return life to any human-type creature that has been dead less than one week. Otherwise, the chance for gaining such an elixir in the hut of a dzunkhwa is but 10%, for it is either hidden beyond means of discovery or not yet brewed.

Treasure: In addition to the potion there are many fur pelts and hides (11-20 random), foodstuffs (21-50 man-days), and normal sorts of armor (1-6 random but of the locale) and weapons (3-12 random but of the locale) inside the dwelling of the ogress. There will also be a heap of coins as follows: 1-30 gold, 2-200 silver, 5-500 copper.

LOSEL: 5-30 or 31-60

Losel male	41-50	36-45	8-10	HV +7-12 as worn + sp.
Losel female	21-40	26-35	9-11	HV +2-5 as worn + sp.
Losel shaman. (f.)		16-35	16-25	12-14 HV & sp. as worn+ sp.

Attack: By type of weapon plus 7-12 (d6 +6) Harm bonus due to ferocity and strength in regards to males, 2-5 (d4 +1) Harm bonus for females. A losel shaman (always a female) possesses Geourgy Ability at a score of from 21-30 and 2-3 Powers of up to Good Grade considering only one element) and Theurgy Ability at a score 31-40, no Rites needed, and 4-5 General Powers of up to Very Good Grade).

Abilities: Very able in brachiating: travel through the trees or climbing, hanging, leaping, swinging, etc. at normal movement rate of 15 for this activity.

Natural camouflage makes them 80% unlikely to be seen when not moving.

Natural Stealth Ability of 70.

Vision at night equivalent to the Psychogenic Power of Nictoscopy without activation or AEP cost.

Defense: Base of 4 for males, 2 for females (including shamans) plus any armor worn and/or shield carried.

Wealth: A male is unlikely to carry any wealth at all, but a losel female has a 50% chance each of carrying from $300-1,800 (3d6 x 100) in silver and/or gold coins, and a like amount in crystals and gems. In regards a losel shaman, there is a 15% chance each for 1 object of from Grade Very Minimal to Low Moderate Extraordinary sort (three checks in all).

EMPYREAL SENTINEL H 80 P 80 S 4m/16a

Attack: Primary melee, 4 x 3-5 Harm vs. 1-4 targets, Harm ignoring all but supernatural armor, range 8, speed 2, precision bonus 0; item hitting an empyreal sentinel, or being hit by it must succeed in an Avoidance roll or be destroyed, base = Extraordinary bonus as a percent.

Secondary Power: Every 4 ABCs an empyreal sentinel is able to send forth from its base portion a fan of crystalline fire that is a three feet high, three feet wide at the base, and eight feet wide at its terminus. All within this area suffer 26-35 points of Harm disregarding all protection not specifically against elemental fire. The nearly invisible flames will set all combustible material touched by it afire, this burning inflicting such harm as is appropriate. Clothing and hair, for example add from 6-8 to 9-12 points Harm.

Defense: Immune to all save supernatural Harm, 9 against that; however, attacks by preternatural water/ice inflict full indicated Harm. Total immersion in water inflicts sufficient Harm in one ABC to eliminate one, Psychogenic Ability Apport & Teleport Power bringing rain into the radius will deliver 20d4 Harm as the two inches of rain fall, but hail of like sort delivers only 10d4 Harm, and otherwise each quart of water striking one inflicts 0.25 point of Harm.

BOREAL GIANT (new)

1 +	201-300	92-130	6-8a/18-24m	HV MT + sp.	20/10 sp.
female	182-240	71-100	7-9a/17-23m	HV MT + sp.	20/10 sp.
young	105-150	61-90	8-10a/16-22m	HV MT + sp.	16/8 sp.

GIANT. BOREAL: 1 (2-3 family—male, female, young, 11-30 community) **Male H: 201-300.** P: 91-140. S: 6-8 attacking/18-24 moving

Unlike Alfar giants, (see Giant in the Creatures of Lejend book), boreal giants are native to a parallel world of human kind. See above for further details.

Attack: Boreal giants are able to hurl objects such as tree trunks similar missiles up to a 80-foot range causing 1-30 shock plus Physique Ability bonus Harm of 24 (or less), and better missiles, such as boulders weighing 100 or so pounds to a range of 120 feet causing like Harm.One is usually armed with giant-sized club, spiked club, or great mallet, also plied with added Physique Ability bonus of +24 (or less) Harm. Thus to the weapon's base are added Physique and Precision BR over 100. (Female Physique Harm bonus is 20, young giants have a bonus of 16.)

Defense: 20, 10 general due to thick garments, and 10 against all Extraordinary Harm due elemental nature of such creatures. Boreal giants possess from one to four random innate Extraordinary, enchantment-like Powers, and one in 10 actually possesses in addition either Divination or Shamanism Ability ranging from as little as 10 to as great as 80 score. Their inherent Powers can each be activated once per day only, and doing so does not require either a memory tablet or AEPs, but is innate in the giant. Note Ability-gained Powers do require AEPs, this energy calculated by multiplying movement Speed by four. Typical innate Powers are much the same as

Alfar giants possess, namely:

1) Bellow and paralyze instantly one character or creature within sight and 60 feet distance by directing the noise at that one, thus inflicting 1-3 ABCs paralysis.

2. Whistle and deafen instantly all within 60 ft distance for 2-4 ABCs.

3. Breathe and thus stun instantly one character or creature within sight and 15 feet distance by blowing breath at the subject, the subject suffering action penalty at half-normal capacity (movement and Ability use) for 1-3 ABCs.

4. Hum and cause instantly a cloud of dust 10 feet high above the ground around to appear in a 30-foot radius of the one making this sound, this dust blinding all within its for the 2-5 ABCs it persists after the humming is sounded.

5. Rub hands together and thus summon instantly swarms of crawling, hopping, and flying insects that gather in a cloud of 10 feet height and 30 feet diameter around the summoner, with those within it, other than the boreal giant, affected thus: 1 ABC of blinding, followed by 1 ABC of actions at 50% normal, followed on the 3rd ABC by 1 ABC of suffering 1-2 points of Harm regard-less of protection (unless it excludes small creatures). The insects disburse after 3 ABCs thus.

6. Clap hands deafeningly and cause one character or creature within sight and 30 feet distance to be thrown down by the force of the sound, deafened and stunned (100%) thus for 1 ABC of time.

7. Stamp and cause a portion of normal ground within sight and 45 feet distance to fall downwards and thus form a 10-foot diameter, 10-foot deep, pit into which all who stand where it appears will fall and suffer 1-10 harm.

8. Utter a roaring battle cry so as to cause all within 120 feet distance not able to avoid the fear this sound causes by succeeding in a check against 4 times Speed BR, to retreat at full movement rate on that ABC and each thereafter until a successful check as noted is made.

These creatures are able to breathe under water, the transition taking one minute to accomplish. Similarly, they can survive at very high altitudes where oxygen is scarce. They have an innate capacity to detect where the inter-dimensional forces meet, form portals between various worlds, planes, and like matrices.

Their Abilities thus include:

Divination (1 in 20)
Evaluation (persons and practical things only)
Hunt
Panprobability
Pantology
Physique
Rustic
Shamanism (1 in 20)

FASTBADGER 5-30 9-14 66-7525/5e special 12

height	weight	quadrupedal	cunning/IQ
2.5'	25# - 30#	as desired	17/70

Whisklings in General—Fastbadgers (New Creature):

These are a separate species of the whiskling race of other-dimensional creatures, they are very silent (90% stealth Ability) and fast of movement both above ground and when burrowing in loose soil such as sand. As noted above, fastbadgers are aggressive, will defend their territory with tenacity.

FASTBADGER: H 9-14 P 66-75 S 25/5e

Attack: Small blowpipe for 1 p Harm plus 3-5 VT special, range 30 feet. Normal clothing means there is a 90% chance for a dart to strike flesh, half armor gives a 50% chance for the dart to insinuate its toxin, full armor reduces the chance to a mere 10%. The toxin employed on the darts is an hallucinogen that takes effect in one minute time after being insinuated by a dart. When active the effect is to cause a non-aggressive subject to see pleasant things around it and to wander off following some desirable-seeming vision thus for3-5 ABCs. Aggressive subjects will instead see dangerous foes all around and attack them furiously; if there are actual creatures within 10 feet they will be seen as nightmarish foes and the subject of attack.

Secondary attack with claws inflicting 3-5 harm.

Powers:

1) Psychogenic telempathic Wave of Fear Power generated communally at the force of the total number of fastbadger individuals sending it forth. At least five must be present to generate the effect, and each individual above five adds to the time of terror the subject experiences, flees. Psychogenicly able individuals automatically repress the induced terror and ignore the effect. The wave radiates from each individual involved, so the area of effect is probably quite large. AEP regeneration occurs in one hour time, so the fastbadgers can use this capacity only once every hour at most.

2) The fastbadger is able to make itself appear to be some natural object of the same size as it is, such as a plant, rock, or another creature of animal sort native to the environment.

Defense: 12 effective armor for size, agility, and movement speed.

Empathic Fear (New Psychogenic Ability Power: The Extraordinary Power that gives the capacity to send forth a wave of psychic energy that engenders a feeling of terror to all creatures possessing a brain that are within a 30 foot radius of the sending individual. Activation requires one ABC of time. The individual using this Power must then succeed in a check against AEP base total points, adjusted downwards by any negative difference between his or her total and the subject's (greater) total to affect any subject that possesses Psychogenic Ability. Other subjects will react automatically to the inner sense of fear and leave the area at maximum movement speed possible for each; continuing thus for one AB plus as many more ABCs time as the activator expended AEPs for effect.

As noted, the individual utilizing the Power can also expend additional AEPs above the base cost to intensify the dread in subjects, so that they will flee for a longer period. Each added AEP causes one additional AB of full-speed flight from the area.

This Power costs five Activation Energy Points (AEPs) to activate.

PLANT, DANGEROUS

Dangerous plants are detectable only by those who have skill regarding flora recognition, such as Ability in Alchemia, Learning, Nomadic, Ranging, Rustic, and Savagery. Save for successful use of Learning Ability, identification is not possible without having previously encountered a species.

ADDER'S TONGUE Appearing: patch of 5-30

H: 10. P: 35. S: 15 attacking/0 movement

Attack: Each plant stabs at any living thing within a three-foot range with a coiled, stamen-like central growth that delivers 1 point of piercing Harm and VT of 9-12 poison Harm—that always ignoring bucklers and shields, full armor 10% of the time, and half armor 50% of the time.

Defense: 10 against weapons inflicting only shock-type Harm.

This is a normal-appearing knee-high plant with a clump of 5-8 leaves of grass-like shape surrounding its deadly striking portion, the stamen-like central growth with venomous sap discharged by its striking a target. Creatures slain by the poison decompose and provide nutrients for the plant.

ARROW ROOT Appearing: patch of 3-12

H: 20. P: 50. S: 10 attacking/0 movement

Attack: Each plant can launch to a distance of up to 30 feet missiles resembling small arrows, 1 per specialized root, each missile inflict-ing 1-20 penetration Harm. As the roots radiate equidistantly around the shrub, usually only one or two attacks can occur, and three is the maximum against a single subject.

Defense: 10 against weapons inflicting only shock-type Harm.

This is a normal-appearing fairly broad-leafed shrub that has four specialized tuberous roots that spread out from it center so a distance of up to five feet, lie just beneath the surface of the ground. Each such root will be alerted to anything moving within a 500-foot vibratory sensor range, so that when a target approaches to within 30 or less feet distance, the shrub's roots will discharge missiles. As the roots radiate equidistantly around the shrub usually only one or two attacks can occur, and three is the maximum

against a single subject. Creatures slain by such attack decompose and provide nutrients for the plant.

BEAR GRASS Appearing: 1-6 clumps, each covering 9 square ft.
Per individual—H: 81-100, attack leaves 20 each. P: 70. S: 12a/1m

Attack: 2 x 1-4\1-30 c; range 5 feet. This plant uses mobile, tentacle-like leaves to enwrap prey, and if held fast by one or both, then central mouth and biting attack for 1-30 shock & penetration attack follows.

Defense: 20 against weapons inflicting only shock-type Harm, 10 otherwise due to leathery, fibrous composition.

This mobile plant appears to be a clump of man-high, broad-leaved grass growing around another plant that is gray-brown and of barrel-shaped sort. It is all one organism, of course. When vibra-tions indicate potential prey is near, the two mobile tentacle-like leaves strike to capture prey, as the barrel-like main portion opens its jaws to clamp shut on the entrapped victim. Once closed, the central jaws remain in place, inflicting the indicated harm. If the mobile tentacle-leaves are destroyed, the plant re-grows them in about 31-40 days' time, remaining rooted and non-predatory during this period.

CHOKE CHERRY Appearing: 1 or more each in an area of at least 64 square feet. H: 250, vines 25. P: 30. S: 10 attacking/0 moving

Attack: Four tough and wire-thin vine-like appendages of 20-foot length whip down on from 1-4 target subjects within 10-foot distance of the bole. Each that hits inflicts 1-6 Harm ignoring all protection save full plate armor; if a creature is successfully hit by any one of the four attacking vines it will be caught fast and immobilized until the vine is cut free. Harm continues each and every ABC thereafter; a victim of 500 or less pounds in weight being raised up from the ground at the rate of one foot per ABC. Note a special success by this plant when it attacks indicates the victim is caught around the neck, and Harm is doubled (2-16)

Defense: No armor but generally unaffected by weapons inflicting only shock-type Harm. Each of the four vines has 25 Health, this in addition to the main plant's base 250.

A choke cherry tree looks very much like a normal one of its sort, but it has mobile attack vines and the physical movement ability to raise these appendages. The vines are kept raised up and hidden in the normal foliage of the plant. Note that when found in areas of cool temperate climate, these trees become dormant, shed their leaves as regular deciduous trees do.

CLINGING VINE Appearing: 3-6
H: 20. P: 85. S: 20 attacking/0 movement

Attack: Unless the victim manages to break free in 3 or fewer ABCs, the vine releases sap that is a soporific, so that the victim must Avoid (2 x Speed BR) the effect each ABC thereafter or immediately loses 50% of all Ability use, physical strength, and will to keep struggling. A second failure by a victim means that one has become semi-conscious and unresisting. Contact after one hour suffices to kill the victim, as vine tendrils penetrate its flesh and begin to feed on body fluids.

Note: Assume a vine of this sort is rooted so that it's

Defense: 20 against weapons inflicting only shock-type Harm, 10 against edged weapons or other attack forms.

Resistance of the plant to being pulled free of the ground is equal to five normal persons trying to do so, addition of Physique requires a combined total of 50 between four pulling, 75 for three, 100 for two, or 125 for a single individual.

A vine of this sort looks rather like a wild grape. For those familiar with the latter, assume the vine thickness is only about 50% greater, but the flexibility and toughness of the clinging vine's creeper is at least twice that of a grape vine.

Each plant has an automatic response triggered by contact, much the way a Venus flytrap operates. Immediately upon its hair sensors being touched, the clinging vine releases the tendrils hold-ing it aloft above the point of contact. Thus, about 7-12 feet of this ropy plant fall upon a subject. The vine stem is sticky, adhering to the victim, as it curls around to further entangle its prey.

CLUB MOSS Appearing: patch of 4-16 covering 16 to 64 sq ft
H: 25. P: 50. S: 9 attacking/0 movement

Attack: The club-like stems have a range of two feet and inflict 1-20 shock Harm.

Defense: 12 against weapons inflicting only shock-type Harm, 6 against other attack forms.

What appears to be thick moss growing over a hummock or like uneven ground is actually a dangerous predatory plant. Creatures slain by the clubbing attack decompose and provide nutrients for the plant enabling it to propagate. Each plant covers four square feet, and anything touching it elicits an attack from its hidden, club-like stem.

DEADLY NIGHTSHADE Appearing: patch covering 11-30 square ft. H: 6 per plant. P: special. S: 0

Attack: Avoidance of the sleep-inducing narcotic perfume is at 4 x Speed Base Rating. Each roughly contacted plant delivers VT of 13-16 points Harm when it touches bare flesh or soaks into clothing

Defense: 0.

This is a normal-appearing ankle-high plant that grows in a cluster. A cluster blooms with small white flowers that develop into purple-gray berries that are mildly poisonous. A plant so fruiting will have from 2-8 berries that have an ingestive VT rating of 6-8 each. This capacity is retained if the berry is carefully dried.

Each plant in a bed of deadly nightshade covers approximately one square foot of ground, with a patch covering an area 11-30 square feet. It releases a potent sleep-inducing perfume when any one of the growths there is contacted roughly. All air-breathing creatures within a 10-foot radius that are not purposefully refraining from drawing in a breath at this time and for 31 to 130 seconds time The plant leaves themselves release a deadly contact poison when crushed. Each roughly contacted plant causes damage when it touches bare flesh or soaks into clothing so as to then do so, the poisonous exudation lasting only one minute before it breaks down into a harmless but sticky sap. Avoidance of the sap is automatic if the subject is in full armor or had high leather boots and walks through the flora. High boots and half armor allow Avoidance checks to be made only for potentially exposed areas such as arms and legs. (The LM is to use discretion in this regard.)

PEPPERMINT, DANGEROUS
Appearing: 1 patch (100, 400, 900, or 1,600 square feet in extent—1 Dangerous Peppermint plant per square foot)
Per individual—H 4 P 10 S 1

Attack: 5-8 "peppercorns" fired to a range of up to 30 feet, each hit inflicting 1-4 points of Harm,

Defense: 2 armor protection for fibrous substance.

This is a semi-mobile plant that shoots sharp, pointed seeds at what it deems as a threatening predator (or likely fertilizer). Dangerous peppermint is likely a mutant hybrid created from normal peppermint plants by ancient adepts.

SNAP DRAGON Appearing: 1 or more
H: 60. P: 75. S: 1 attacking/3 moving.

Attack: Jagged-edged central jaws snap shut for 5-20 +10 penetration & shock harm that ignores bucklers, shields, and half-armor.

Defense: Generally unaffected by weapons inflicting only shock-type Harm, 4 against other attack forms.

The mobile snap dragon appears to be an area of mixed plant growth of about five feet diameter, with low, flowering plants around its verge. These ring taller leaves and stems that surround a log-like central portion. The latter is actually a mouth with jaws like those of a crocodile. When any creature is in contact with it, the plant's feeding portion moves to that location, and an attack takes place. Prey is actually devoured, the snap dragon sending down shallow roots and remaining dormant for the week or more time required for its digestive acids to liquefy the meal and utilize the nutrients there from.

TIGER LILY Appearing: 1 in a 6 x 3-foot bank
H: 51-70. P: 35. S: 15 attacking/1 movement

Attack: 2-5, for the tiger lily is a group plant as noted. A subject exposed to the pollen must succeed in an Avoidance check against 4 x Speed Base Rating for each such cloud he is exposed to, with failure indicating 50% movement and action speed/Ability for 1-4 ABCs. After pollen-like discharge, the "flower" strikes, piercing with its hard and sharp "petals" for 1-10 Harm ignoring bucklers, shields, and half armor protection.

Defense: 10 against weapons inflicting only shock-type Harm, 2 against other attack forms.

This slow but mobile plant camouflages itself so as to appear as nothing but a normal bed of wild lilies. Creatures slain by the tiger lily are covered, sap discharge and roots aiding to rapidly decompose the flesh and digest the nutrients.

TERMITE, GIANT (new creature): 110 to 1,000 in a community

male consort	H 36-45	P 56-65	S 12
soldier (15%)	H 21-30	P 36-45	S 15
worker (85%)	H 11-16	P 20-25	S 10

Giant termites vary in length from four feet for workers, six-foot-long soldiers, to eight feet for male consort guards. The queen is some 24 feet in length. Height it one-third length, and greatest girth is at the abdomen where diameter is one-sixth length.

Coloration is a pale yellow-white, and the eyes of these creatures are large and blue-white. They are light-sensitive, brightness equaling darkness in regards their visual capacity. Full sunlight blinds them, but most other light only makes it progressively easier for giant termites to see; torchlight being akin to what humans can see under such conditions, the area around the torch being like deep shadow to the creatures.

Attack: All types attack with mandible bites, inflicting 1-12 Harm, consort termites inflicting a variable 2-16, soldiers 2-12, and workers 2-8 points of additional Harm due to their strength. The soldier termite also squirts forth a pint of turpentine-like fluid in a jet with a range of six feet that bypasses all forms of armor and inflicts 3-5 Harm on the flesh of a single target subject. If this fluid is exposed to flame, it combusts instantaneously, causing an additional 6-8 Harm, 9-12 Harm if it ignites before or upon contact with the target subject.

Defense: 12 for male consorts and soldiers, 10 for workers. This protection is in their chitinous exoskeletons that have triple the Health of the individual. When Harm exceeds exoskeleton Health the creature is dead, just as Harm accruing separately to the body will kill one.

The queen termite is huge, and she does not fight. However, she will be surrounded by male consorts that do fight, their number being 1 per 100 other termites in the colony.

APPENDIX F: New Castings for the LA Game

CLOAK IN POWER: Very Strong (Grade VIII). When this supernatural Power is activated successfully, the shaman, or such individual as he or she touches immediately thereafter, is covered with a shimmering aura. Although difficult to discern, the color of this energy is that of the prevailing environment. This aura is preternatural energy that provides the subject with 80 points of protection, a Health BR, if you will, that absorbs all normal and preternatural Harm first, so only when it is gone does the individual suffer Harm to his or her own Health. In addition, each 10 points of aural energy gives the subject individual a one-point increase in chance to hit, conveys an additional one point of preternatural Harm to attacks delivered by weapons. If not dissipated by attack Harm, the energy of this Power persists for eight hours.

INTELLECT ARROW: This Power enables the psychogenicly able individual to send forth instantaneously a psychic missile, an energy dart that will strike any target selected that is within sight or perception of the individual and within a range of 300 feet. The mentally-hurled missile inflicts Harm as if it were an arrow loosed from a strong bow, causing 3-20 points, but disregarding any armor/protection not specifically negating psychogenic Harm or not of supernatural energization if. Harm is not seen on the target, of course, as the energy affects the internal nervous system. Each such missile requires the expenditure of 5 AEPs.

PITCHFORK: Low Moderate (Grade III): By means of this preternatural Power the sorcerer creates a hand-held weapon, a bident/military fork (q.v.). It has a bonus of –10 added to the Weapons Ability of the sorcerer wielding it. Furthermore, it is coated with flaming pitch, and any target subject struck will suffer an additional 6-8 points of fire-based Harm. The energy of this Power persists for three ABC's time, then dissipates, and the weapon vanishes. For each additional 1 AEP invested at the time of activation, the Power's duration is extended by 1 ABC.

APPENDIX G: New Extraordinary Items for the LA Game

DIADEM OF ILLUSIONS: Major

Any Avatar able to employ Powers because of possession of an Extraordinary Ability can utilize the diadem. The time required to activate it is at least three seconds. The diadem has unlimited charges but a cost in AEPs per 1,000 square feet of base surface area covered by an illusion—only 1 for an Avatar possessing Enchantment Ability, 2 for activators possessing Psychogenic Ability, and 3 AEPs for all other activators, (cf. Theatrical Wizardry enchantment Power).

DRUM OF WICKED SPIRIT CHASING: **(Grade VI)** When an Avatar with Shamanism or Theurgy Ability taps upon this percussion instrument, the special supernatural positive energy contained in the sound produced carries for as many feet radius as the drummer has points of score in the Ability enabling this, Shamanism or Theurgy. All living dead or unquiet spirits within the indicated radius suffer the loss of 2 points of Health or Free Will per ABC of such drumming, 1 point only if the one sounding the drum has Theurgy, not Shamanism, Ability. The drum may be sounded for no more that three ABCs before pausing for one ABC.

FLYING CARPET: Various Grades, see below

These variously sized Extraordinary rugs are hand-loomed in silk from silk worm cocoons spun after eating the leaves of mulberry trees that have absorbed both tilferium and xagium mineral elements, and thus the fiber contains Extraordinary energy from both sources. The dyes must be strong and non-fading, and the weaving must be perfect, the knots per inch both many and specially done. One of only a limited number of special patterns must be followed to as to enable later enchantment. This demand, of course, makes a superb rug that, without considering its magical properties has a value of about $1,000 per square foot. The resulting carpet is not only beautiful but nearly indestructible under normal circumstances. The finished rug is then given over to a mage who must expend a great deal of time and energy to empower the item, imbue it with the energy necessary to become volitant, respond to commands, and become resistant to things that would ordinarily damage or destroy a normal carpet no matter how finely crafted of the finest silk.

Repair of a rug of this sort is possible only by an adept enchanter possessing great Pantology Ability (90 or higher score). If willing, such an individual will do so at the cost of $2,000 per point of Health restored, repair time required being 1 day per d4 points restored.

When active, the carpet is not rigid, more like a mattress in that it gives to somewhat cradle what is upon its upper surface. Furthermore, the objects upon the surface are held relatively fast to its surface, so that is their hands also touch the rug the effect is the same as holding fast to a strap or handle. This will prevent being blown off, sliding or falling off the carpet at even as steep an angle as 45 degrees.

The carpet will obey the following spoken commands given by the one who possesses it and has initially uttered a secret password to activate a link between the rug and its owner. Note that the audible range of the possessor's voice is that distance at which a normal person could hear such sound, volume of the speaker's voice being a factor. Also, surrounding noise will affect range of command.

Bank turn right/left & climb (climb by 1 to 30 degrees): Turn by 15 degrees and ascend the number of feet equal to the degrees of the climb in 18 seconds (1.5 AB) of time

Bank turn right/left & dive (dive by 1 to 45 degrees): Turn by 15 degrees and descend the number of feet equal to the degrees of the dive in 9 seconds (.75 AB) of time.

Bank Turn right/left (by 1 to 90 degrees): Bank in the indicated direction for as many half-seconds of time as there are degrees in the turn and then level off and proceed straight.

Climb (by 1 to 30 degrees): Ascend by the number of feet equal to the degrees of the dive in 12 seconds (1 AB) of time.

Dive (by 1 to 45 degrees): Descend by the number of feet equal to the degrees of the dive in 6 seconds (.5 AB) of time.

Hover: Stay in position until commanded otherwise.

Move ahead at x speed (1 through maximum speed): Go forward at the speed stated.

Rise/Sink (x) feet: Levitate upwards/downwards as many feet as commanded, this possible only when the carpet is not moving ahead.

Stop normally: Reduce speed by 1 per second of time until motionless.

Stop quickly: Reduce speed by 5 per second of time until motionless.

Turn right/left (by 1 to 45 degrees): Bank slightly in the indicated direction for as many half-seconds of time as there are degrees in the turn and then level off and proceed straight.

FLYING CARPET, Preternatural, small: Strong

Size 4' x 7', weight 9 pounds; seating capacity 2, weight load—normal 280 pounds, maximum 560, speed reduction 1 per 20 pounds over 280; speed up to 48; Health 100. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

FLYING CARPET, Preternatural, medium: Very Strong

Size 7' x 11', weight 26 pounds, seating capacity 4; weight load—normal 770 pounds, maximum 1,540, speed reduction 1 per 40 pounds over 770; speed up to 44. Health 200. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

FLYING CARPET, Preternatural, large: Major

Size 10' x 17', weight 57 pounds, seating capacity 9; weight load—normal 1,700 pounds, maximum 3,400, speed reduction 1 per 80 pounds over 770; speed up to 40. Health 300. Protection 20 vs. normal, 10 vs. preternatural, 5 vs. supernatural Harm.

FLYING CARPET, Supernatural, small: Extreme

Size 4' x 7', weight 6 pounds; seating capacity 2, weight load—normal 320 pounds, maximum 640, speed reduction 1 per 25 pounds over 320; speed up to 52; Health 150. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

FLYING CARPET, Supernatural, medium: Extreme +

Size 7' x 11', weight 19 pounds, seating capacity 4; weight load—normal 880 pounds, maximum 1,760, speed reduction 1 per 50 pounds over 880; speed up to 48. Health 300. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

FLYING CARPET, Supernatural, large: Extreme ++

Size 10' x 17', weight 40 pounds, seating capacity 9; weight load—normal 2,000 pounds, maximum 4,000, speed reduction 1 per 100 pounds over 2,000; speed up to 44. Health 450. Protection 30 vs. normal, 16 vs. preternatural, 8 vs. supernatural Harm.

HEALING NAUTILUS: Strong

Crafted of agate to appear like an egg-sized chambered nautilus' shell, this Extraordinary Item is of great benefit to adventurers in general, those with Geourgy Ability in regards to water gaining more from possessing and using it that al others.

The Healing Nautilus can be used four times a day on one to four different subjects.Its enchantment is such that it draws Activation Energy Points from the one applying it, and converts them to healing on a 1-1 basis, or else to AEPs for the one ministered to on a 2-1 basis, this even if the one applying the device does not possess any Extraordinary Ability allowing activations.

If the one using the Healing Nautilus possess Geourgy Ability relating to the element of water, then Healing is at the rate of 2-1 Health points, and 1-1 AEPs. If Theurgy Ability, Order of Service and Care is also possessed, then healing is at 3-1.

SOVEREIGN KEY: Major

This ankh-shaped piece of plain gray metal is about three inches long, and half as thick as a finger. Forged from silver, iron, and tilferium, then imbued with renewing Extraordinary energy, when it is touched to an opening made for a key, it automatically shapes itself so as to fit into it, then to the lock device so as to open it. Using the Sovereign Key takes one ABC of time while it fits into the keyhole, at least another ABC for it to adapt its form to open the lock's mechanism. If the lock is complex, then it will take from 2-8 ABCs to shape itself so as to successfully manipulate the tumblers or other mechanisms of the device.

SUPERNATURAL BARDICHE: 8-20 + 13-16 supernatural

Harm, range 4, speed 8, normal precision bonus 0, Extraordinary bonus 15.

WINGED HELMET: Extreme

This magical item is forged from silver, with wings of gold set on each side of it. Any character wearing it is able to take to the air and fly at a speed that is equal to three times that individual's normal walking pace, move proportionately faster as if trotting or running, with applicable restrictions as to time spent thus at increased pace. Resting after such exertion is also the same as if normal pedestrian movement was involved; the wearer of the helmet needs to come to ground and sit or lie down to recover.

The Winged Helmet also conveys supernatural protection to the wearer in regards to damage and other undesirable effects from electrical, light (blinding) and sound (deafening/stunning) attacks. Such damage and effects are reduced by one-half.

If the wearer suffers base (unadjusted by armor/protection other than provided by the helmet) Harm in excess of 35 points from a single attack, a check must be made to see if the Winged Helmet is dislodged from the wearer's head. For each point of base Harm in excess of 35, there is a 10% chance that it has been knocked off; thus 45 or more Harm delivered will absolutely knock off the helmet.

APPENDIX H: Using this module with the Erde campaign

This module takes place mostly on its own pocket universe, so realistically it can be inserted anywhere on Erde or Inzae. On Erde, you could choose to use the Danneen pantheon, with those gods being those akin to some of the other countless minor ones. Otherwise, assume the following:

MacGregtim is a hero, as is Rowina. Gwynn and Bili should be replaced with Narrheit and Imbrisius, perhaps with St. Luther and Demeter taking the places of Llew Llaw Gyffes and Arianrod respectively. Amandan Mors can be a new deity of the Faerie realms, or you could use Zagig as he has appeared indirectly in The Lost City of Gaxmoor, which would explain the cross-over effect of Lejendary Earth with Erde.

APPENDIX I:
New Deities of Lejendary Earth

DANNEEN PANTHEON:

AMADAN MOR: A god of the Faerie/Alfar folk, one of the few active in the human dimensional matrices such as the Lejendary Earth world and other campaign settings. Amadan Mor is a trickster who appears on earth as a foolish person. His angry touch causes facial paralysis, stroke, or death to mortals at his will. His favored weapon is the Shilellegh (club).

D20 Notes: Amandan Mor is a Greater Diety, whose power level is about 16 on a 1-20 scale. His alignment is Chaotic Good. The deities domains are Chaos, Luck, Magic, and Trickery.

LA Notes: Amandan Mor is a 5th Rank Deity.

ARIANROD (Arianrhod): 3rd Rank. Goddess of the silver circle of the moon. She is the duaghter of Danu (Don) and the brother of AAmaethon, Gilvaethwy, Govannon, Gwydion, and Nuada. She is the wife of Gwydion, Lord of the West and master of magic. Her sons are Llew Llaw Gyffes and Dylan the sea god.

D20 Notes:

LA Notes: Arianrod is a 3rd Rank Deity.

BILI (Bilé, Beli): The malign god of the living and restless dead, a death deity who is said to engender rebirth, and to whom human sacrifices are offered thus. He is a patron of necrourges, of course.

D20 Notes:

LA Notes: Bili is a 4th Rank Diety.

GWYNN (Gwynwas): The malign god of the underworld of the Midrealms. He is the son of Nudd. His dimensions are called Annyn. He is always accompanied by a supernatural owl of terrible sort. Gwynn is called a hunter of men's souls.

D20 Notes:

LA Notes: Gwynn is a 3rd Rank Deity.

LLEW LLAW GYFFES: 4th Rank. A sun god of the Midrealms and a great hero. He is the son of Arianrod and Gwydion. He is the twin brother of Dylan and a friend of Lugh.

YATTEMIC PANTHEON:

DHU-KALKHRU: A Monster-deity that appears to be a 13-tenacled octopus-squid, the odd tentacle looking like a horridly boneless human arm of incredible length that ends in a six-fingered hand. He is a deity of elemental water and space, a manipulator of probability, and a consumer of the bodies and souls of humans. He is the Patron of those seeking power for malign ends. Dhu-kalkhru is served in his own dimensions principally by those creatures known as brain eaters. His symbol is a 13-tentacled monster of black on a gold field, and his favored weapon is the scimitar.

D20 Notes: Dhu-Kalkhru is a greater diety, whose power level is about a 18 out of a 1-20 scale). His alignment is Chaotic Evil. The deity's domains are Evil, Water, Luck, Travel.

LA Notes: Dhu-kalkhru is a 3rd Rank Monster Deity.

ORO: The great god of islands, and the one who separates land from water. The coral reefs are sacred to him, and his symbol is a star fish with nine arms. His favored weapon is the spear.

D20 Notes: Oro is a greater diety, whose power level is about 16 on a 1-20 scale. His alignment is Lawful Neutral (with good tendancies), and the deities domains are Earth, Protection, Travel, and Water.

LA Notes: Oro is a 3rd Rank Diety

PATUPAIROA: A race of quasi-deital beings.

D20 Notes: These beings are powerful quasi-deital elemental creatures.

ZEGOL-XOTU (Zagig, Zagyg, Zagyg-E, etc.)

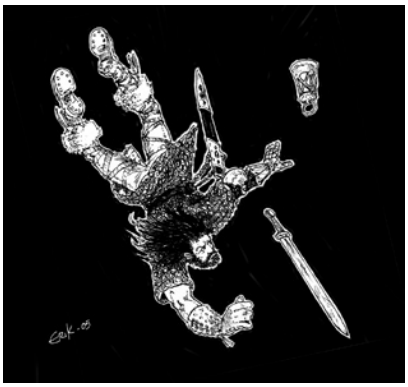
The zany major god of surprise and the unexpected who seemingly exists in the same form in all the pantheons of the world. He is an antic Trickster and as well the Patron of all who practice arcane/Extraordinary powers for the sake of weal. His symbol is four adjacent circles that interlock, one with an eye, one with a hand, and with a dagger, and one that is blank (for the unexpected). He favors bold and daring adventurers, and most deified mortals of good sort are his allies.

D20 Notes: Zegol-xotu is a greater deity, whose power level is about a 17 on a 1-20 scale). His alignment is True Neutral (with good tendencies—the deity does not patronize the dark arts such as necromancy or negative forces, and does not accept those worshipers of evil alignment). The deity's clerical domains are Knowledge, Magic, Protection, and Trickery. He is a patron of those who use arcane magic (sorcerors, wizards, and bards), and perhaps certain types of rogues whom favor stealth and magical experimentation over thievery). Zegol-xotu is an alternate name for Zagig, the Mad Archimage and cross-pantheon Diety included as a member of all of Lejendary Earth's pantheons.

LA Notes: Zegol-Xotu is a 4th Rank Deity. In the LA game system, he is the patron of all those who practice the Extraordinary activation of Enchantment and Georgury.

THE HALL OF MANY PANES
AN ADVENTURE OF SIGNIFICANT PLAYING LENGTH

ILLUSTRATIONS & MAPS



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Published by:

Post Office Box 251171 • Little Rock, AR 72225

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. . . a recently discovered idol should not be tampered with, the halfling does so never-the less. . .
Introduction, page 12



"That lot of nasty-minded Kobolds is not far from here, just a league down the road, and thinkin' you are finished—which is the truth were it not for us."
The 6th Pane, page 45.

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The plant then sends forth its many tiny roots to slice and drag down the victim's flesh, so that, rotting underground, it will feed the tree above.
The 5th Pane, page 40

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"You enter without a by-your-leave, do you?" the lady says harshly. Then she smiles, her white teeth showing brightly. "We don't mind, for you are clearly good and brave folk.."
The 8th Pane, page 53

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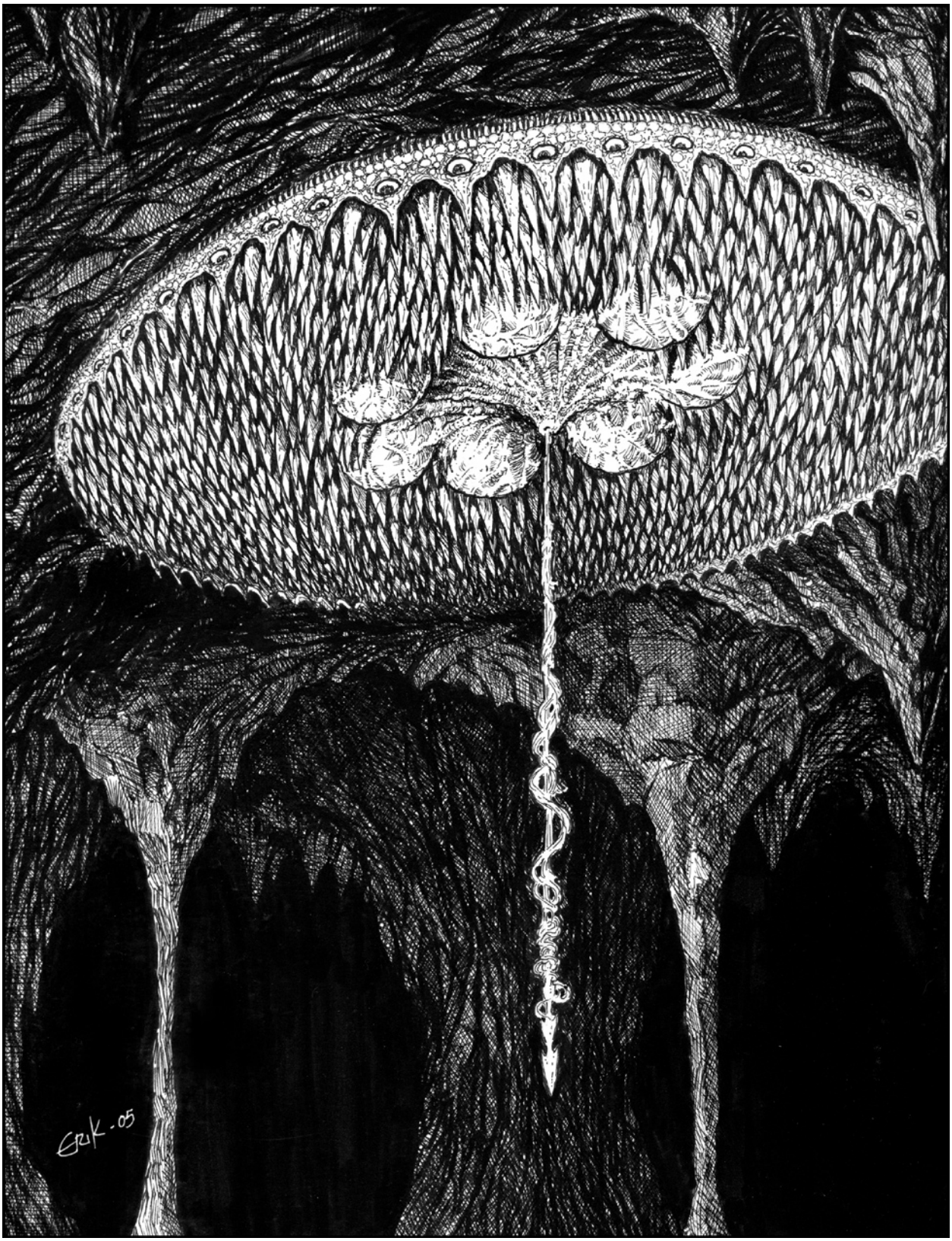

"This thing is likely a monstrous hybrid from some long-dead, mad adept's laboratory."
The 8th Pane, page 67

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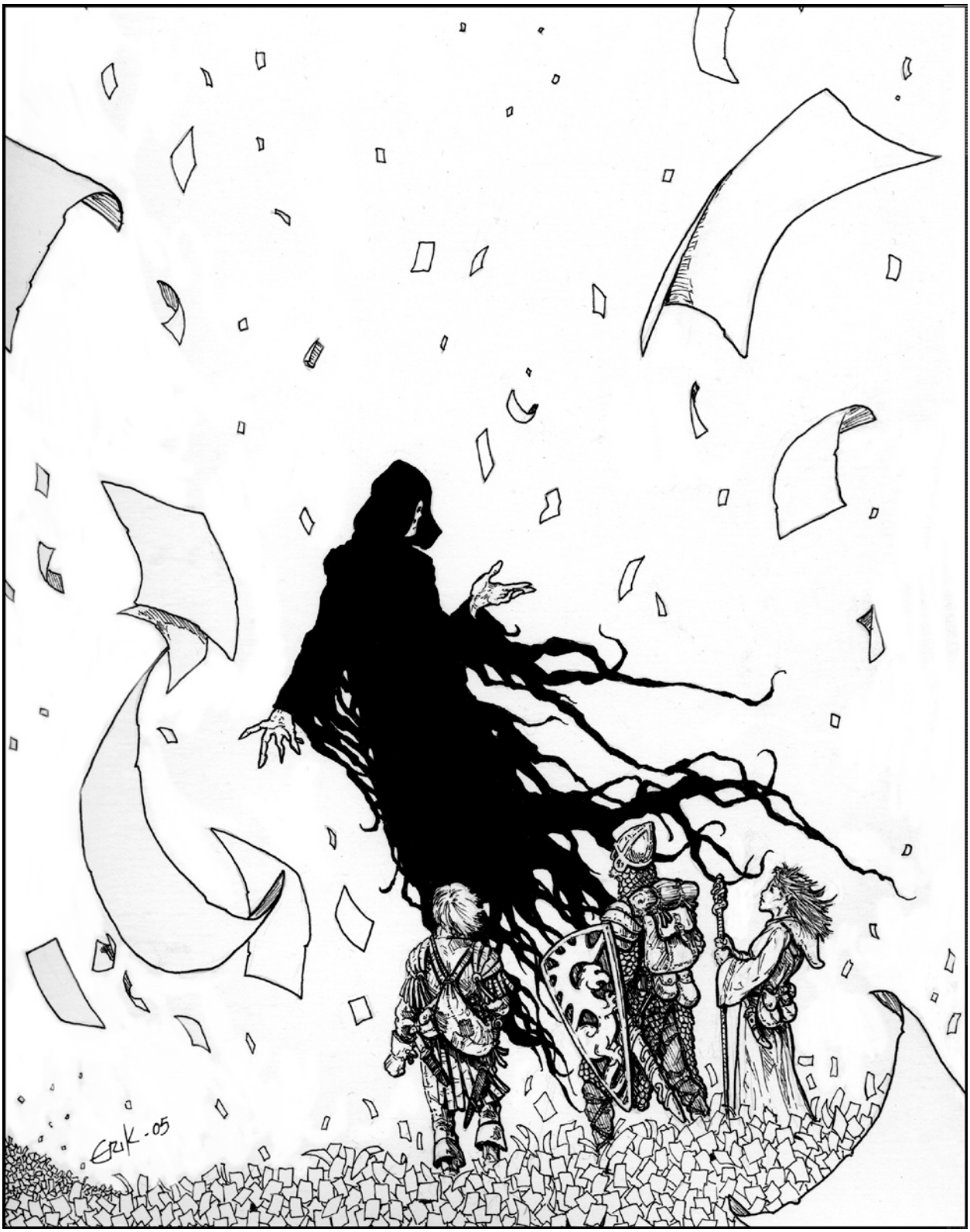
The large white drake named Blancothulz is sleeping here.
The 11th Pane, page 81



The sky is filled with blowing pieces of paper, the terrain appears to be formed of a jumble of letters, even whole words and phrases, but twisted and out of order. Suddenly you notice a robed figure that wasn't there a second ago.

The 16th Pane, page 97

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From behind the flame fountain a powerful devil comes, leaping through the fire to land before the party.
The 20th Pane, page 115

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It is not large, but a man could easily crawl into it on hands and knees with plenty of room to spare. There is the shelter you need....
The 23rd Pane, page 125



A thumping sound makes you turn and look up. There is the little man, visible from the waist up! He is staring stupidly at you, leaning part way over the edge.
The 26th Pane, page 136

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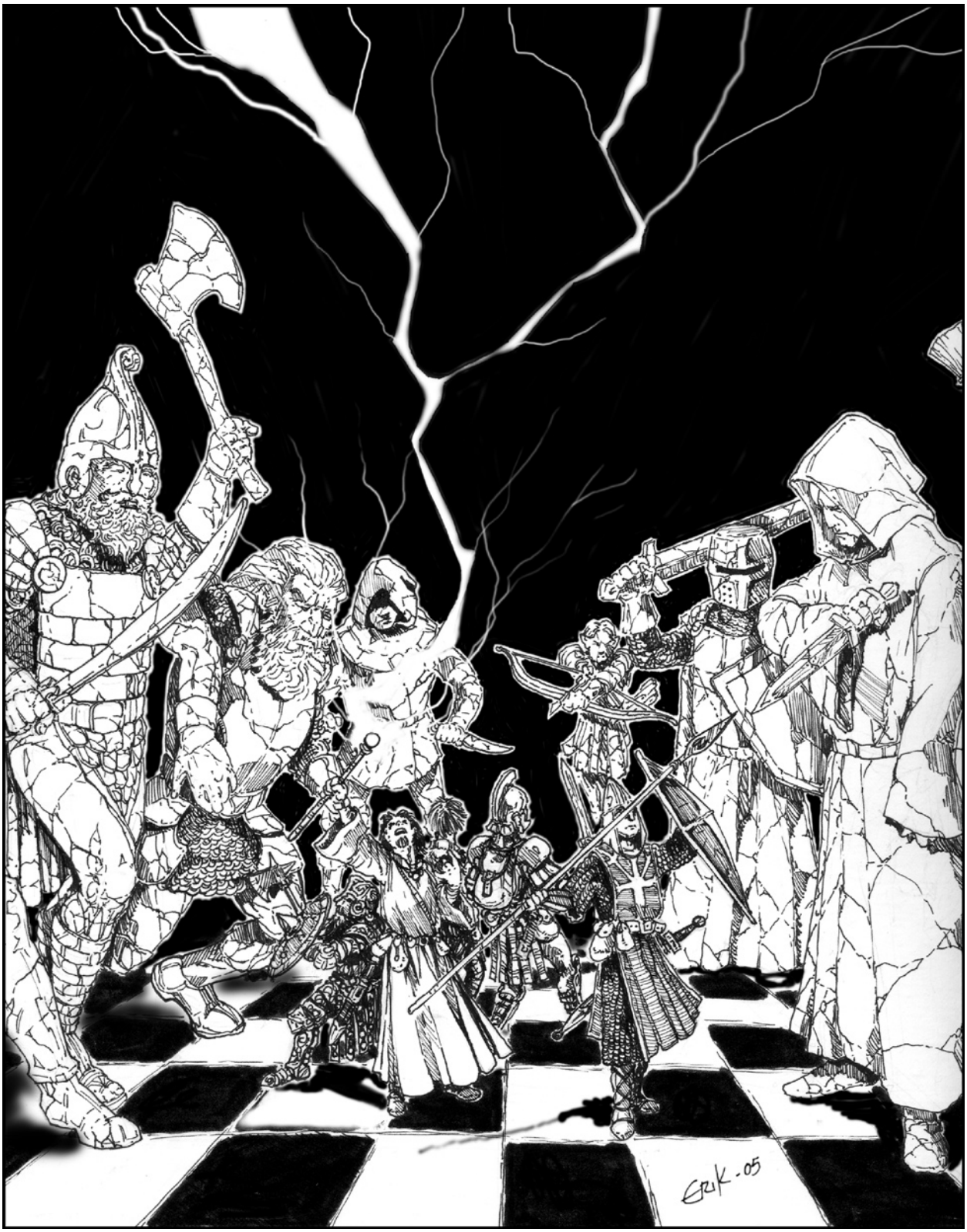
As you observe your surroundings thus, many creatures with long bodies and multiple legs come into the place from the south.
The 30th Pane, page 149



As you move nearer, the stone ripples, the statues come alive.
The 35th Pane, page 171.

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And then there were gods . . . .
Afterward, page 244

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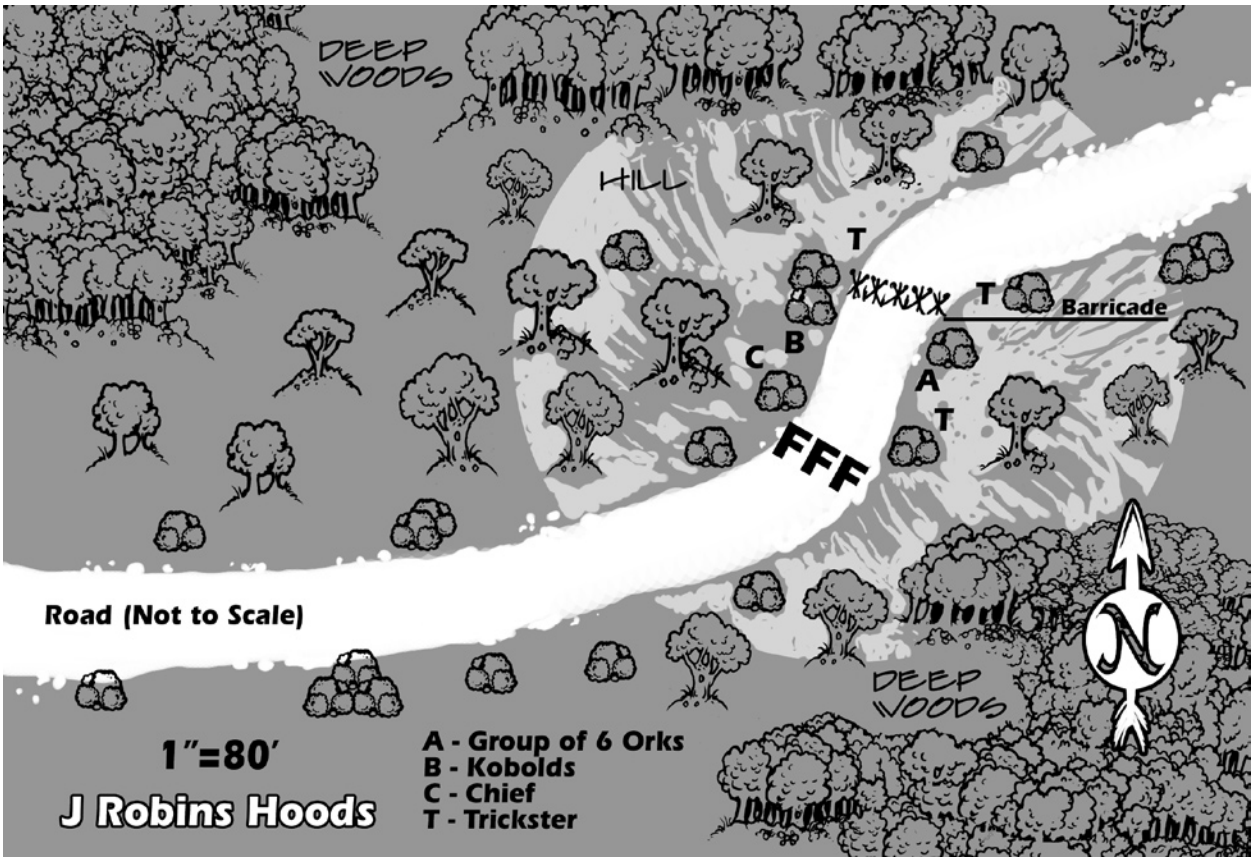
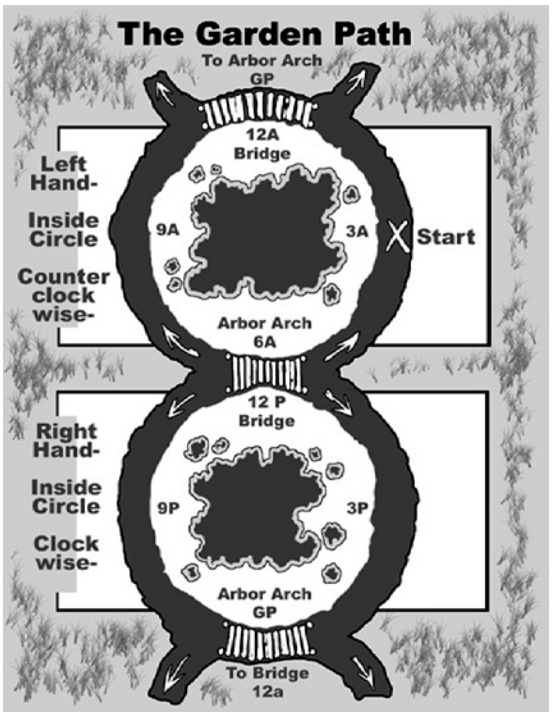
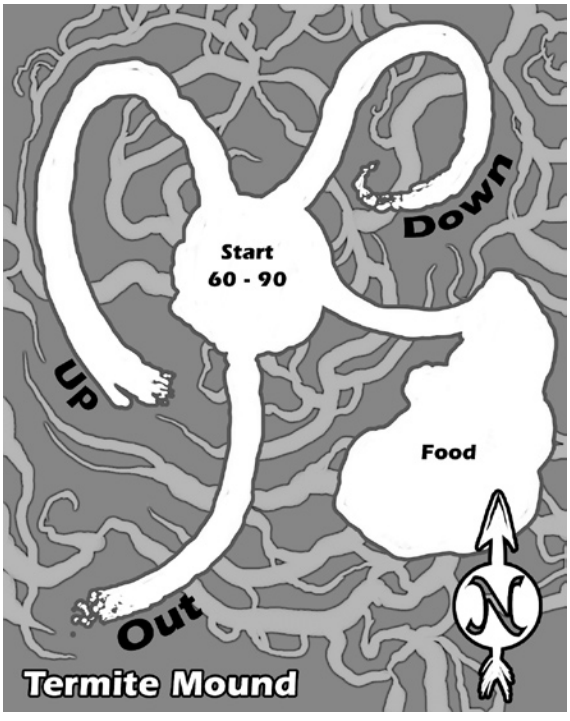


Map for Pane #6, page 41



Map for Pane #5, page 37



Map for Pane #30, page 149

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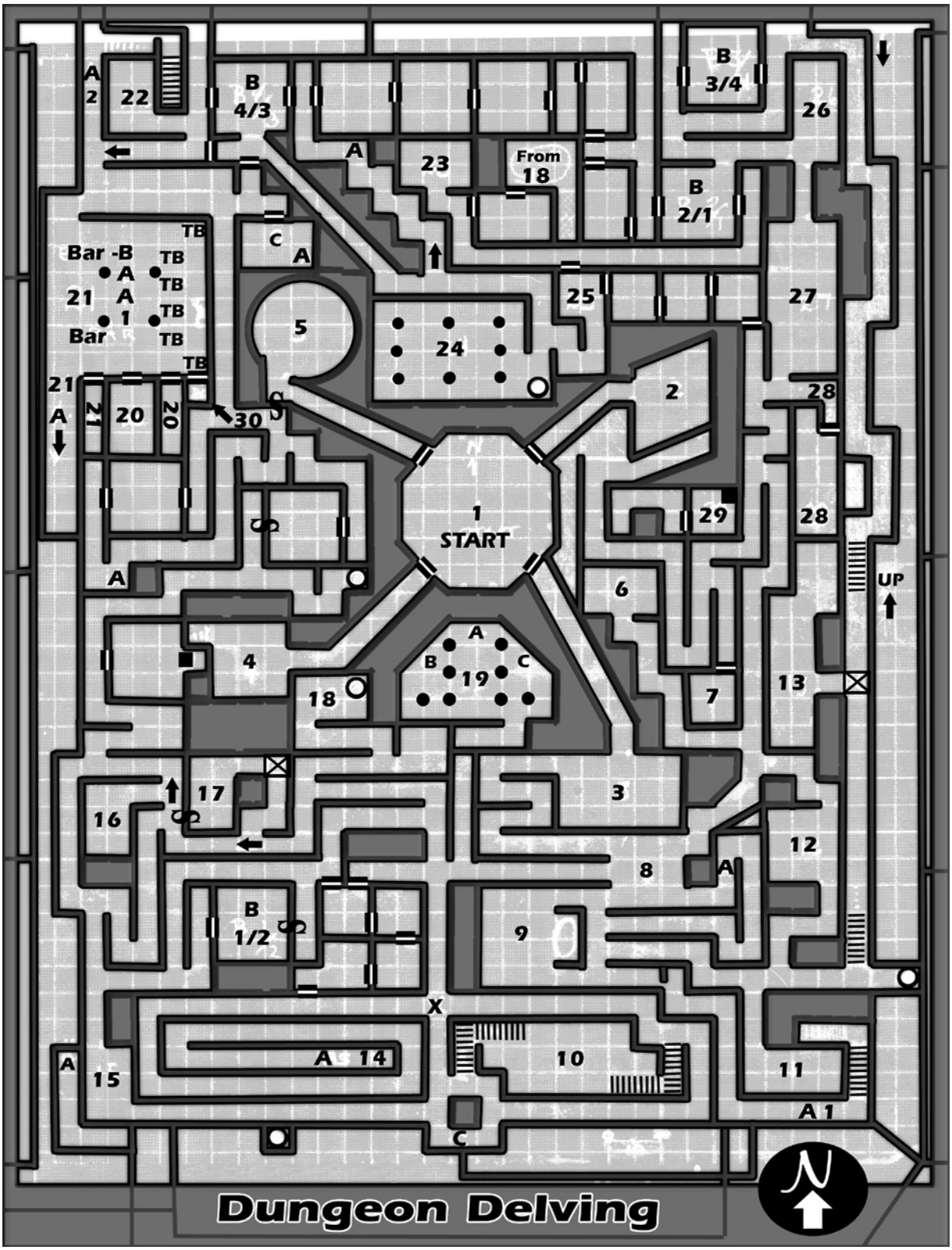
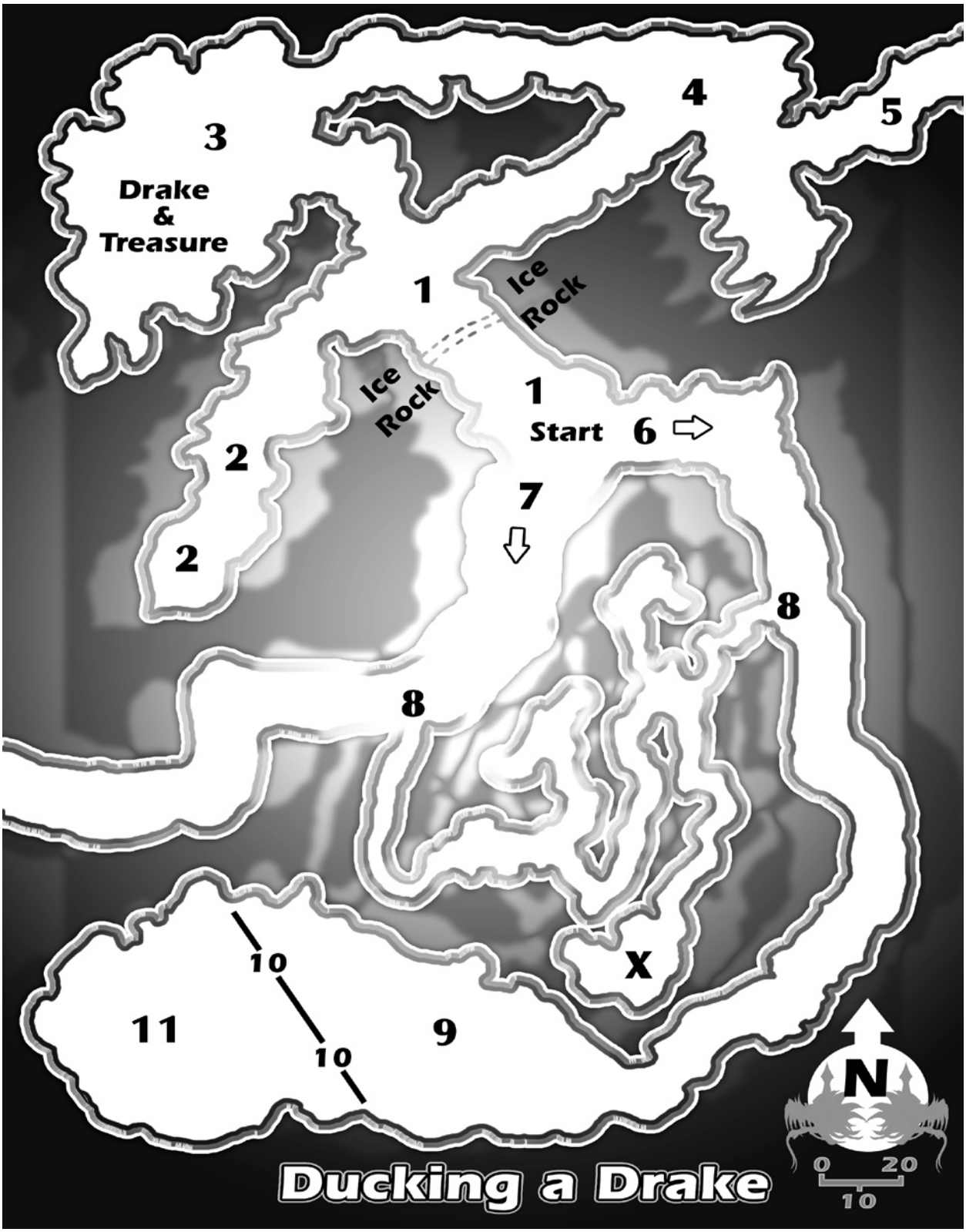


Map for Pane #8, page 50



Map for Pane #11, page 81

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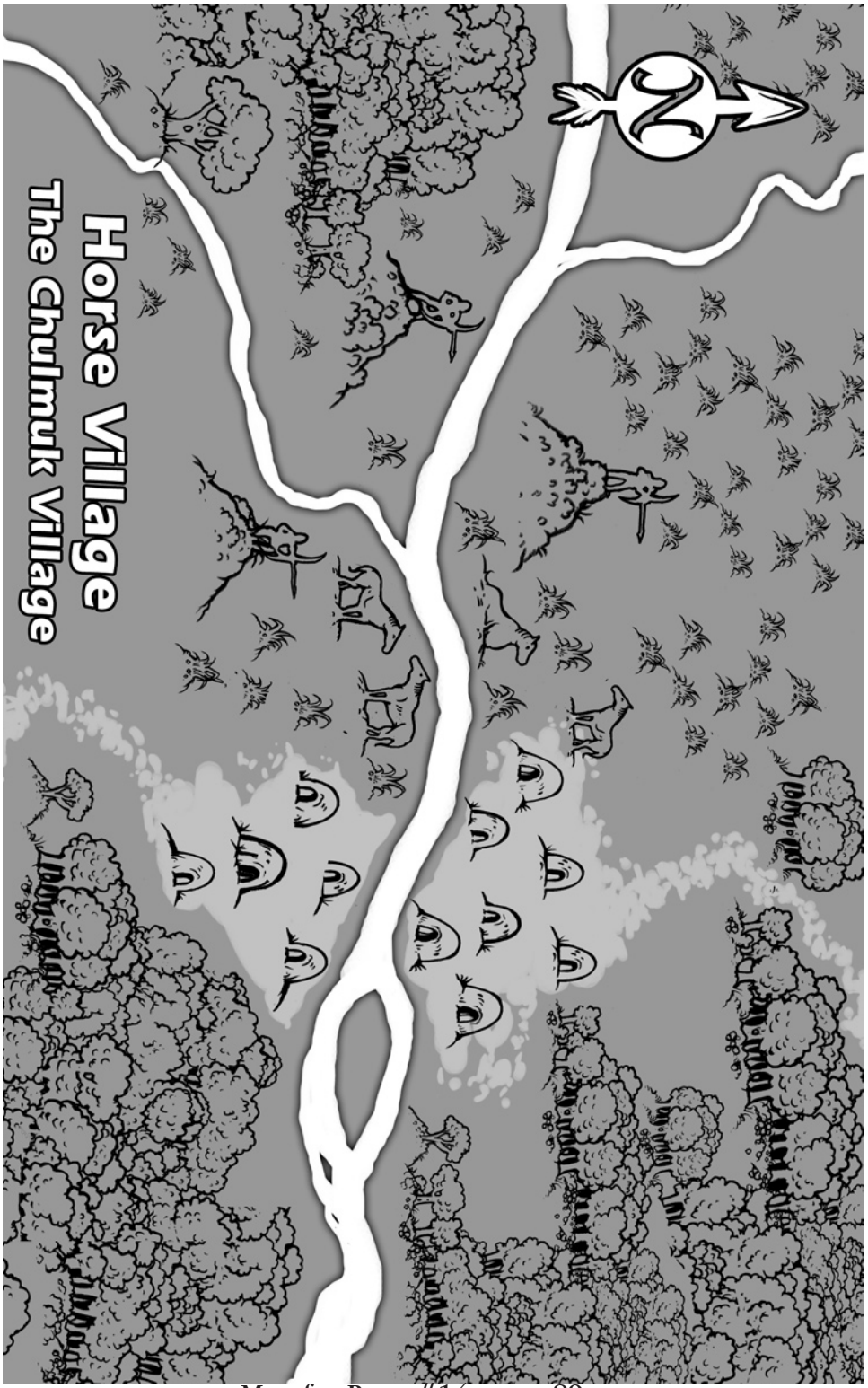
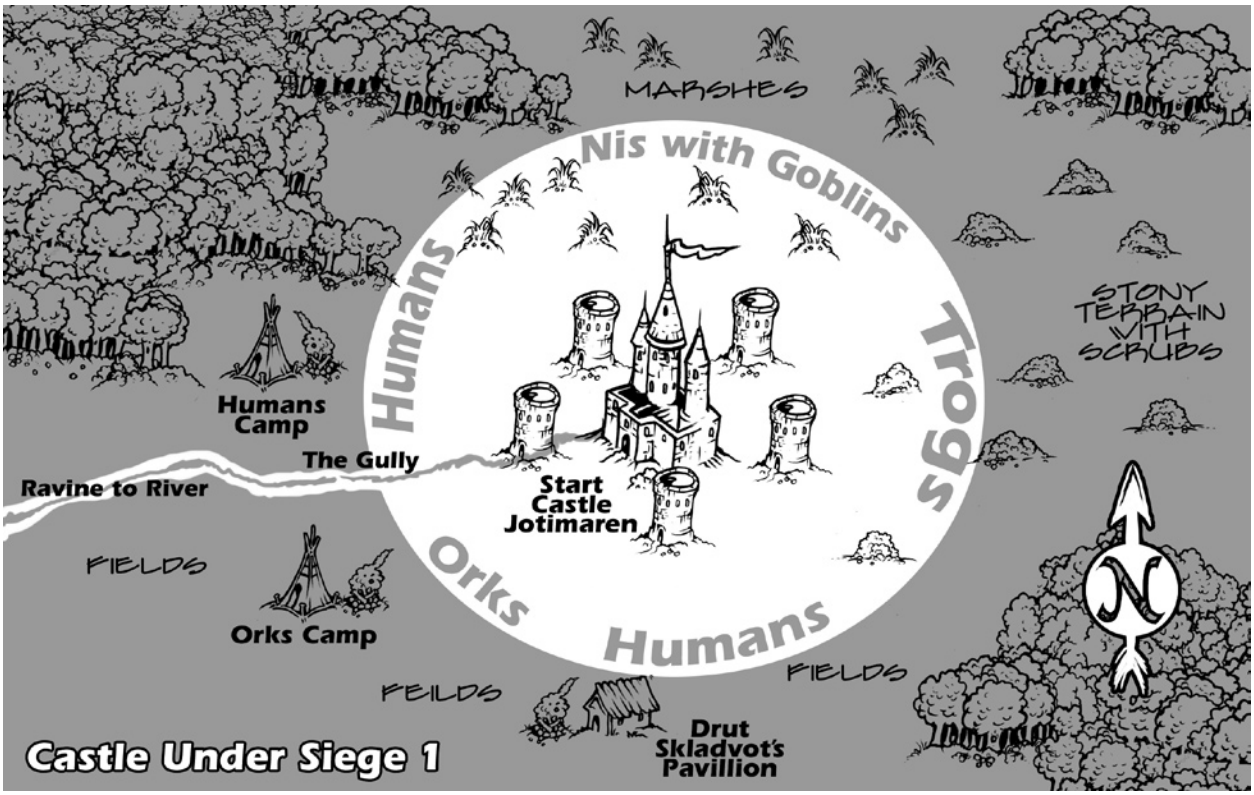
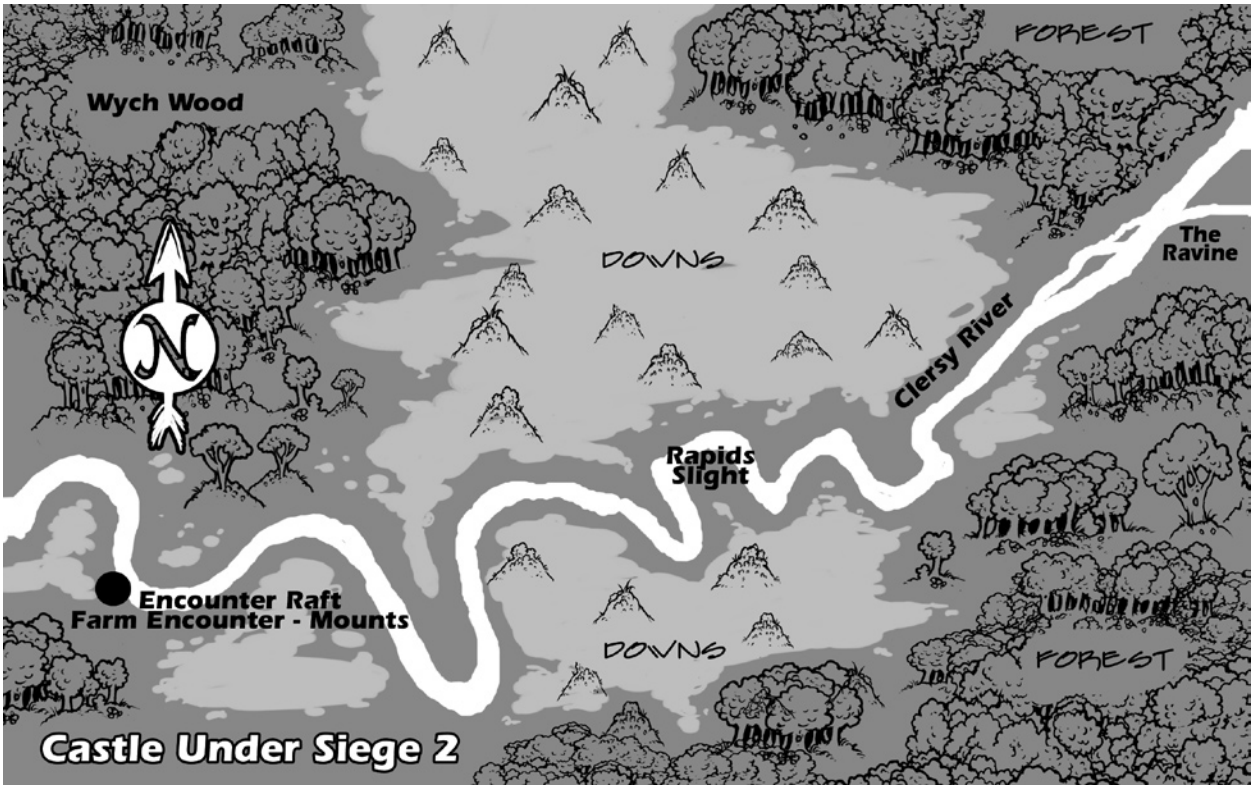


Map for Pane #14, page 89





Map 2 for Pane #17, page 99

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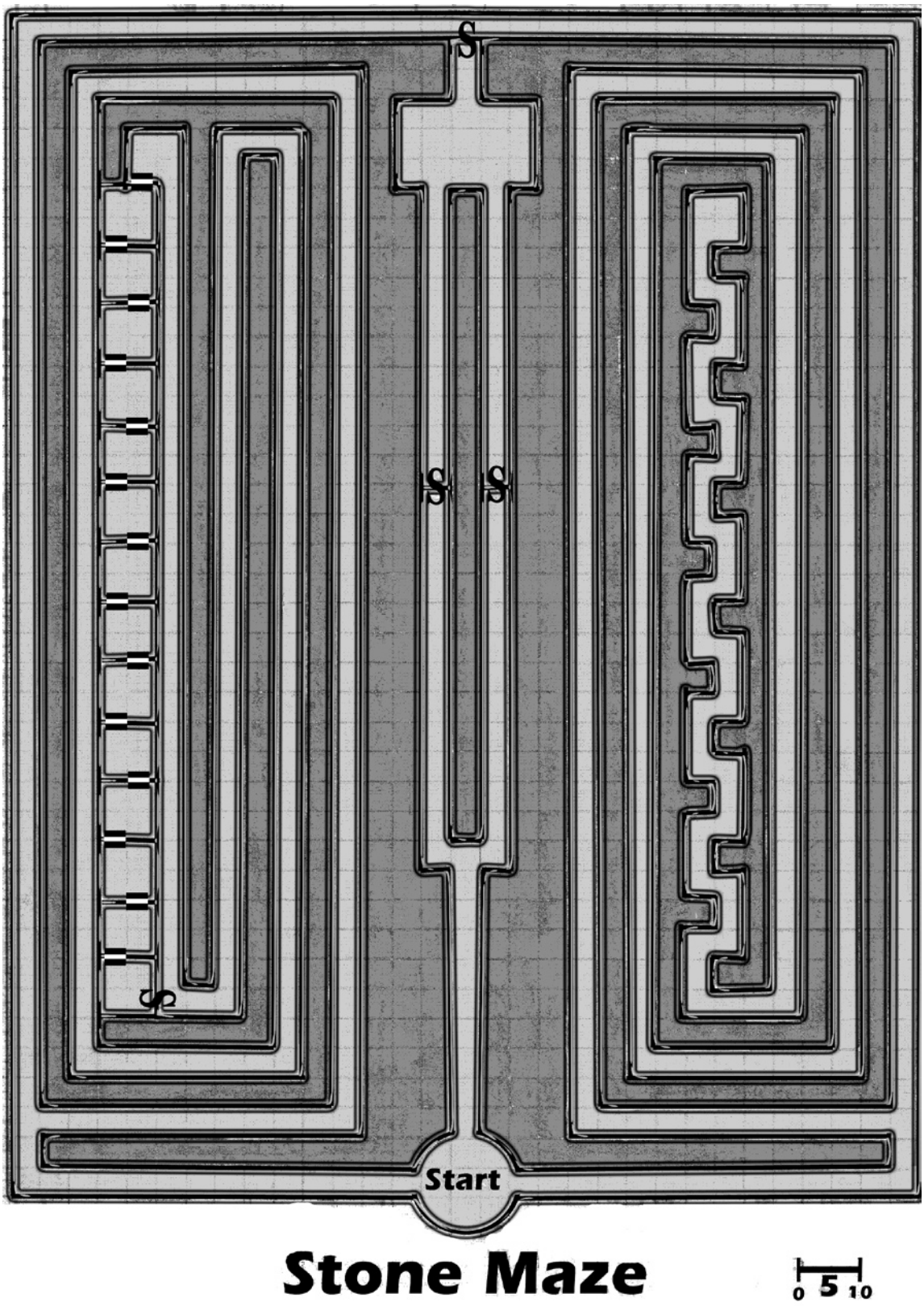

Map for Pane #49, page 233