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LEJENDARY ADVENTURE™

THE ROCK

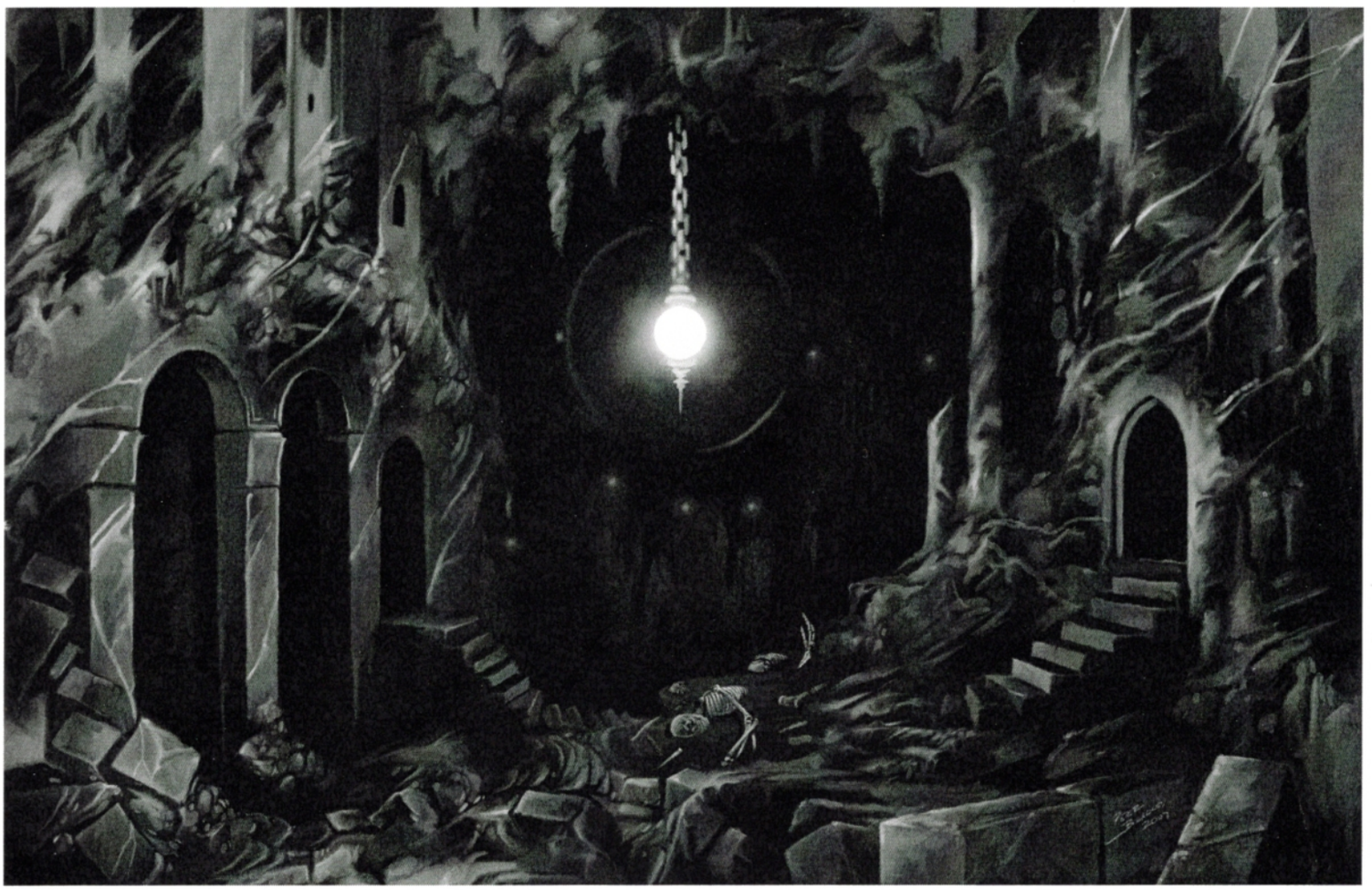


CHRIS CLARK

Lejendary Adventure™

Fantasy Role Playing Game

The Rock



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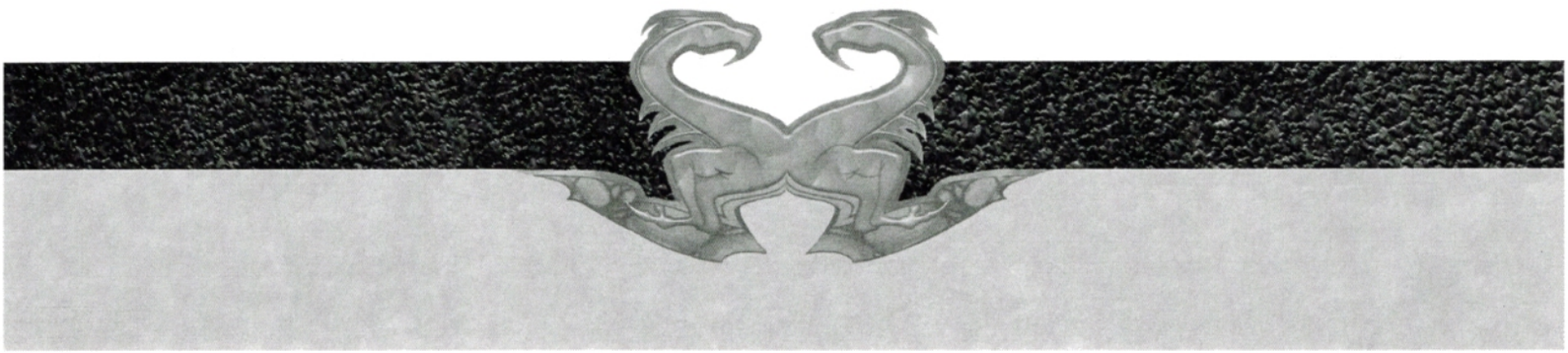
THE FOLLOWING ABBREVIATIONS MAY BE USEFUL FOR PAGE REFERENCES:
ER = Essential Rules
EB = Essential Bestiary
LR = Lejendary Rules for All Players
LML = Lejend Master.s Lore
BOL = Beasts of Lejend

...and this would not have been possible without the

invaluable assistance of: Dan Lewis, Michael Leeke, Bill Mikli, Jim Thomsen, Wendy, Lord Bruce, and Teri Gulke

...and our special thanks to you, noble Lejend Master for accepting the often aggravating but always rewarding job of becoming the ultimate arbiter of this adventure. To you, at least in part, we owe our success. Today, you are as much a part of the Hekaforge Productions team as any of the 'staffers' mentioned above. Hence we provide you with this credit and our gratitude:



THE ROCK

In The Rock, the avatar party has been shanghaied by Perclainate Bron, an outcast Ulfthat is attempting to start a "family" of his own. True to his Ulf nature, he has decided that his family palace (built underground) should beconstructed using the blood and toil of human and humanoid slaves from such lesser races as his people have learned to despise for their weakness and stupidity.

Perclainate, or "Percy" as he is known by his Troll followers, began his quest to start an Ulf family by convincing a band of roving forest trolls that he could secure for them both easy meals and easy swag. Eager for any mayhem that might be purchased cheaply, the trolls agreed to help Percy with his plan.

Percy had taken them, in force, into the local hamlet of Barleytown, killing all but the owner of the local inn, and allowing the misbegotten tavern keep, one Byll Barley, to witness the murder... and consumption... of the rest of the local townsfolk. Byll had needed little further persuasion before agreeing to Percy's demands.

Percy's demands, in fact, had been few. Byll was to operate the tavern as per normal, but with one exception. Percy inserted a rare alchemy into all of the inn's food and drink. Byll was instructed to serve it free of charge, replenishing his stores from the surrounding woods and those unhappy travellers that happened by. This all occurred more than two years before the adventure begins. Byll has existed throughout this time under constant watch, and in constant fear of his own imminent demise. More on Byll later.

Hundreds of travellers have fallen prey to the trap of Percy (the town and the Ulf), but those that used to trade regularly with the town have become few. Regular traffic to Barleytown stopped early in the year previous to the adventure, and both Byll and those travellers lucky enough to possess talents usable in the ruse have grown worried. It has been five weeks since travellers had last entered Barleytown (now Percy).

...and then the avatar party arrives.



INTRODUCTION FOR THE LEJEND MASTER

THE "FOAMING MUG INN" IN BARLEYTOWN AT DUSK.

NEVER TRUST THE CLOVER

The Lejend Master should read the following introduction to the players at the start of the game.

It's dark, and damp. Something restrains your wrists in a vise-like grip of iron. Your head feels musty, as though it weighs one hundred pounds. Several drummers are playing tympani in there. Your mouth tastes like sawdust - the sawdust they used on the stable floor last week. You swim slowly back to full conciousness able to see now, albeit dimly, the forms of your companions standing in rather strange and contorted postures around you. The sudden realization of your current location crashes into your conciousness, bringing you upright with a start and a small moan.

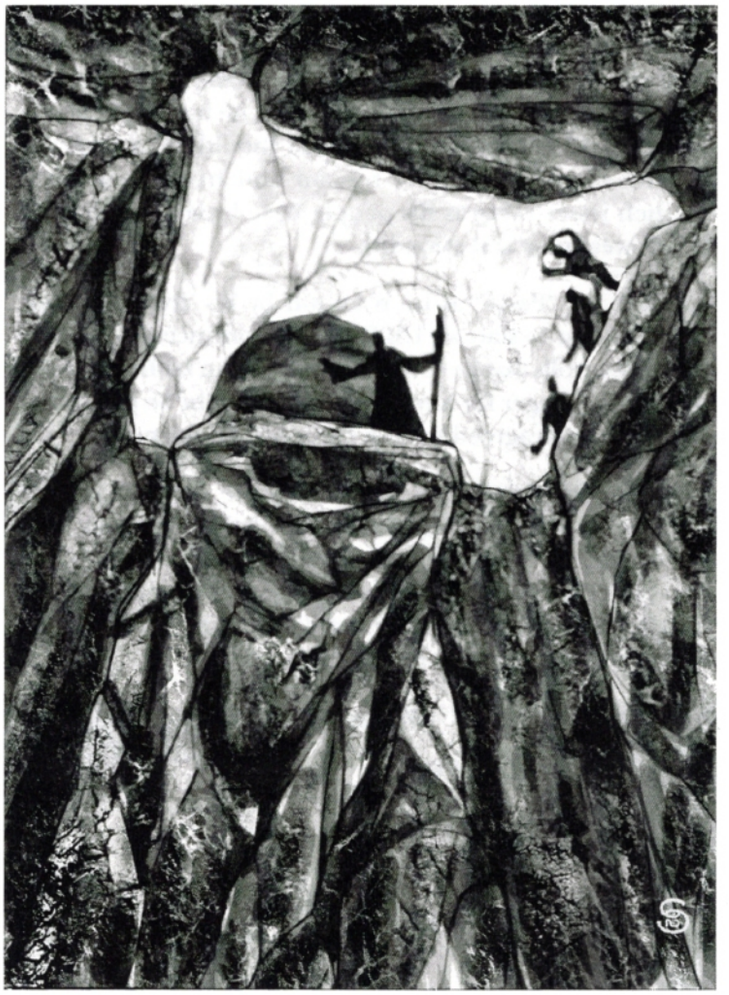
You're in a cell!

Chained to the wall with manacles of iron!

As are your companions. They too are beginning to rouse themselves. Slowly, inexorably, the events of the previous day come drifting back to your awareness. There had been the morning sortie against the Troll raiding party, a risky but successful venture that had brought both considerable risk and considerable gold; well, enough for some new equipment, a hot bath, and a fine evening of hot food, frothy ale, and the hospitality of a common house. Unfamiliar with the area, you and your companions had set out to the north, having seen a disused roadway leading in that direction earlier that morning.

After several hours travel along this track, the road improved, showing that someone had maintained it recently. Fallen trees were piled at the side of the road, some even cut for firewood, and the grass growing amidst the ruts became sparse, often disappearing altogether. Occasional lanes lead off to the sides, perhaps to habitations, farms, or small hamlets. Twenty minutes later, you arrived in Percy, a small and seemingly friendly town.

The sun was just setting, so you and the rest of your companions had decided to skip exploring for a smithy, general store, or other attractions and had headed straight for the Foaming Mug Inn. Strangely, the town seemed somewhat deserted given the time of day. The town vendors had evidently already struck their hawking stalls, and the market square at the center of town had stood empty. Shrugging your shoulders as you approached the inn, you noted a tall woman at the inn's door that had placed her fingers in her mouth and let out a piercing whistle. Before you could react, a young lad took charge of your mounts for a few pieces of copper and you had retired to the warm and inviting interior.



Surprisingly, the few patrons of the inn had welcomed you like heroes come home from the war! Ale had been provided free of charge, the best table (that closest to the fire) had been provided, and it sooned brimmed with roasted meats, fruits, cheeses and several loaves of bread.

The innkeep, one Byll Barley by name, had barely time to introduce himself before an impromptu orchestra of a lute player, a drummer, and a rather comely singing serving wench began to entertain you with their ballads. You remember thinking that in a pasture full of cow patties, you had, for once, fallen in clover.

Your memory grows dim after that. Perhaps it had been the excellent and heady local ale, or perhaps some drug had been placed in your food. The memory refuses to surface. But the next recollection you have was awakening here.

IN THE CELL

The cell has a high ceiling, and is perhaps ten feet square, barely large enough to hold you and your companions. It smells of rank straw and unwashed bodies. The floor is hard-packed clay, but the walls are made of large laid stones fitted

closely together with no apparent mortar. The "front" of the cell faces a torch-lit corridor, said corridor being separated from you by a row of pitted but thick iron bars, with a door made of these bars located at the far right. A large rectangular lock mounted in this door informs you of that which you already supposed.

YOU'RE A PRISONER.

You are now able to discern that the smell of unwashed bodies emanates from the filthy rags you wear. There is no sign of your weapons, armor, or clothing. The one-piece burlap covering you protects your modesty, but assaults your senses. You wouldn't be surprised if it had been used previously to store and transport fertilizer on some local farm.

Your companions appear healthy, if somewhat dishevelled. Before you can inquire as to their condition, however, the world's largest and ugliest troll approches the cell door with a large bucket and proceeds to forcefully empty its contents over you and your companions. You can only hope that the contents are natural spring water. Your nose tells you otherwise.

"Had a nice rest my pretties?" growls the troll, leering at you as a cat would leer at a fish flopping on the shore. He doesn't wait for a reply. "It's time to earn your keep, miserable sun-walkers."

Three other trolls then approach the cell door. One unlocks it while another removes a single key and unhooks all of your manacles from iron rings set into the walls of your cell. You now realize that you have been chained together with your companions. The chain and the iron manacles on your wrists remain.

The trolls then attach the chain holding you and your companions to a still longer chain holding other prisoners. They march you down an unlit and seemingly endless corridor, the floor slowly becoming rockier, eventually turning to hewn stone. Just as you begin to think of escape, you enter a huge torchlit chamber. The ceiling arches up rapidly to an unknown height, and the walls on either side seem to simply disappear.

Another dozen trolls are here, all armed with barbed whips. About a dozen other creatures are here, laboring over what appears to be a small keep. Your heart sinks as you see that they are all manacled in a similar fashion to yourself. The troll that lead your party through the corridor smiles evilly at you as he locks the chain binding your party onto the end of that chaining these hapless souls.

A man (?) wearing manacles approaches with some masonry saws and points you to an outcropping of rock that has lines drawn upon it. His meaning is clear, but he says only one thing.

"They kills and eats them what don't work."

A toothy grin from your troll guard is all the persuasion you need to begin your work with a good will. And yet, you can't help but wonder...

Since when do trolls prefer such opulent dwellings as that which appears to be under construction here?

THE ADVENTURE

The Rock is a short scenario for use with the ***Lejendary Adventure™ Roleplaying Game*** system.

It is designed for three or more avatars of low to moderate experience, and any party should contain at least one avatar with extraordinary abilities. It is intended to play in 2-4 hours, and is generic enough in nature to provide a diversionary adventure that may be easily incorporated into an existing campaign.

In order to successfully complete this adventure, the avatars need only escape from Percy's clutches to warn others of the dire threat that Barleytown (aka Percy) has become. A skilled party might also recover their belongings in this escapade, and a truly gifted party of roleplayers might even succeed in killing both Percy and his troll minions, freeing their fellow prisoners and releasing Byll the barkeep from his servitude.

The Lejend Master should be aware that this is a thinking adventure; that physical combat will have a part to play in some circumstances, but that problem-solving will be of far greater import. If your band of Lejendary Adventurers is more familiar with the "sword and bow" direct approach to problem solving, be sure to give them a few breaks before invoking upon them the full force of their predicament. Reward thought-provoking play, punish foolish play with compassion, and you'll have a group of players signing your praises when all is done and they gaze once again upon the light of day!

GENERAL FACTS

The Lejend Master should inform the players all of the following conditions of their imprisonment if prodded with even the most modest of questions. Information should not be given without the proper questions or circumstance, but be lenient in restricting this information:

1) The cell has a ten foot ceiling, and its walls and ceiling are comprised of closely fitted slabs of limestone (a softer material). The floor is indeed hard-packed clay. It is damp, but is dense enough that it is difficult, (although not impossible), for an average (no Physique Ability) avatar to force his fingers into the clay.
2) The cell bars are corroded, with a heavy patina of rust, but are still quite solid. They are most probably composed of cast iron. (An avatar with **Metallurgy skill** will verify this with a successful ability check).
3) Other than the construction site (see area#4), only two

torches light the corridor which leads to the holding cells. These torches are separated by a distance of thirty feet, and there are three holding cells.

4) The prisoners are fed only once per day. They are supplied with what passes for water via a one-quart wineskin twice per day, once when they leave to work, and once when they are finished. Water is also provided, albeit sparingly, at the construction site via a communal bucket. The prisoners are forced to drink from this bucket in the manner of common livestock. The food consists of leftover bread and vegetable matter from the guards dinner. It is coarse but palatable, providing some sustenance to avatars that have sturdy palates. Those with more discerning palettes will be unable to consume this food.

5) The prisoners have no concept of the time they spend either working or sleeping/resting in their cell. There is no outside light in this entire area.

6) There are eleven (11) other slaves working in the construction area, and one slave that acts as "foreman". This slave (LickSpittle) is not chained to the others but wears only iron hobbles as restraints.

7) The chain that connects the prisoners is steel, with half-inch thick links. Five feet of this chain separate one prisoner from another, and the manacles are welded to individual links with two feet separating a single prisoners bonds.

LM NOTE: Two prisoners cooperating can allow one prisoner to reach the floor of the cell with about six inches of chain to spare.

8) The corridor does lead away from the cells in the direction opposite the construction site as well, but curves upwards after fifteen feet and disappears from view.

LEJEND MASTER ONLY FACTS

1) The avatars are being worked a grueling 18- hour day. They will lose, temporarily, 1-3 points of health every day that they eat only the single meal provided. Precision and Speed will also decline, but at about 25% of the rate of Health decline. Those with more delicate palates that are unable to stomach the food will lose 2-4 points of Health per day.

2) The Troll guard that watches the cells during the prisoner's resting periods is quite lazy and will sleep 25% of the time. As he snores horrendously, it is not difficult to determine when he is actually asleep. He does carry a master key to the various cells on his person, as well as a stout cudgel, in the event that mayhem occurs within one of the cells.

3) The avatars can manage to glean enough food each day to avoid Base Ratings reductions by cautiously picking up the scraps of food dropped by the Trolls working in the construction area. **Stealth**, **Pretense**, or **Stealing Ability** will be required for this to occur without repercussions from the Trolls.

4) The bars to the cell project beneath the clay floor of the cell a distance of twelve (12") inches. They are quite strong but are corroded, and are made from cast iron. Avatars with **Physique Ability** have some slight chance of breaking the bars, (-25% to normal ability roll), but this is a noisy process. The Troll guard is a heavy sleeper, but the breaking of a bar will awaken him 50% of the time. If the bar is broken at the bottom, it is possible to replace it without alerting the Troll guard that it has indeed been broken. If the bar is broken in the middle, this is not possible. If successful, a three-foot section of the iron will break away. This bar, obviously, could be used as a weapon.

5) Although soft, the limestone blocks are massive, and an avatar attempting to dig through one will make only a few inches progress each day. The blocks are four feet thick on average. If an implement of ANY kind is discovered, progress digging through the floor is much more rapid... up to one cubic yard per day. Of course, the cells are checked every morning at work call, and the evidence of digging in either of the above cases would be noticed unless masked in some fashion.

6) Limestone powder, when mixed with water, makes a mild caustic. This caustic will eat through one of the cell bars in about a month. It will weaken the chain to the point where an avatar with **Physique** might break it if the chain is regularly exposed to the mixture for a period of four days.

7) The other prisoners are severely cowed, and some are near death. There is only a 5% chance that they will participate in any uprising (check for each individual) that starts in the construction area. If somehow freed from their cell during the "rest period", this percentage increases to 25%. If given weapons, even those of an ad hoc nature, it rises to a full 75%.

8) It is possible for the avatars to tunnel through the ceiling as the underground cell is only 15 feet below the surface at this point. The ceiling is flagged with limestone, but this limestone is only 6"-12" thick after which the ground above is merely packed clay. Such excavation must, of course be masked from the prying eyes of the Troll guards.

9) Avatars that attempt to communicate with the other prisoners will generally be greeted by silence from the other cells. Any avatar attempting at least three times, however, to get a response from the prisoners in the other cells, will get a response from the Forester, Hobak (in cell#2).

The Troll guard is used to such wailings and pleadings, and will only become disturbed by these attempts 10% of the time. This will multiply as the commotion continues, however, and the 10% chance becomes cumulative with repeated attempts (30% by the time Hobak responds). Should the prisoners then lower their voices, however, the Troll guard will once again ignore them.

10) If signs of escape or digging are discovered by the Troll guards or Percy, and a single miscreant either identifies himself or is obvious, said miscreant will be "cuffed" by the guards (for 1-6 Harm), sent to solitary confinement (area#12), and will miss his daily meal. If a single offender can not be identified, no one in the cell will be fed for the day (and all will lose 2-4 points Health BR).

11) The Troll guards are quite stupid, and are used to only townsfolk and traders. Avatars attempting to "bluff their way through" a situation wherein they have been discovered should most often be rewarded with success for their efforts. This module is, after all, about role playing.

Playing The Adventure

The LM should now read through the room descriptions for all of the rooms before starting play. As a cornered animal will react unpredictably, your players' avatars are bound to throw you a few curves. It is important that you know how the guards and Percy will react when confronted with any plan the avatars might deign to hatch.

Area#1

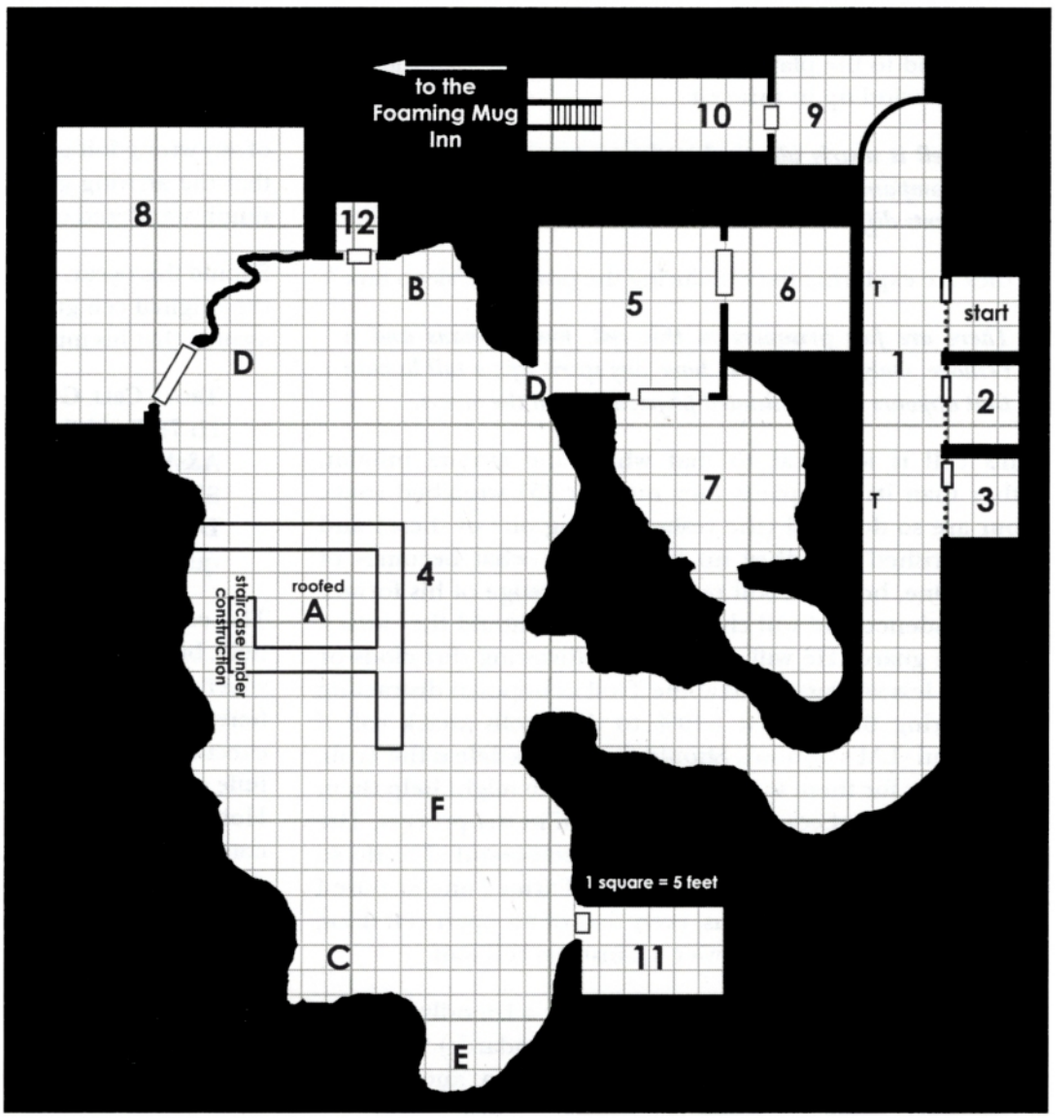
Read aloud to the players:

The cell in which you currently reside is a mere ten feet square, barely large enough to hold your party, and thankfully, comfort is not currently a priority on your agenda. The walls and ceiling are flagged with stone, and a wall of metal bars blocks your exit from the area. A door pierces this wall of bars, but it is likewise constructed of metal. A large, square key lock is evident near the door's handle. The keyhole in this lock is oversize, and you can plainly see the corridor through the keyhole.

The corridor outside your cell is unremarkable save for the fact that its scenery is different from the monotony of your cell. Two torches illuminate the ten-foot wide passage, spaced about thirty feet apart. One rests in a rope wall bracket just to the north of your cell, the other is at the southern end of the corridor near the last of what you can now see are a total of three holding cells. All of the cells resemble yours in that they are barred with iron, and each contains a halfdozen or so occupants. A large Troll, munching on what appears to be an entire haunch of venison, sits on a wooden stool near the southern holding cell. He is obviously the guard for this area. The north end of this corridor slopes abruptly upwards at about a 30° angle, preventing your seeing the progress of the corridor for more than about ten feet in that direction. The south end of the corridor extends for about 25 feet beyond the Troll eating the venison haunch, at which point it turns sharply to the right (west).

The Lejend Master should refer to the Lejend Master Only Facts section of this module to answer inquiries and scrutinies from players as to further aspects of their cell.

A careful probing of the hard-packed clay floor of this cell will reveal that a humanoid skeleton is located just below the surface of the dirt. This skeleton can be unearthed with about an hours careful digging (by hand... less with tools), and the bones can be used as simple tools or weapons. The digging is a fairly silent operation, and is unlikely to alert the Troll guard, but any breaking of the bones will attract his attention 50% of the time. In addition, unless the dirt is returned to the cell floor, leveled, and once again



packed hard, the digging could hardly pass unnoticed when the guards return to lead the prisoners to work for the next shift.

When first interred here, the avatar party will be fed their first meal of horrendous slop within 15 minutes of their arrival in the cell. As noted previously, some avatars will be unable to stomach this meal.

As the corridor continues south, it slants evermore sharply downward until it achieves a downward gradient of nearly 30°. It also becomes rapidly stonier and is eventually hewn stone instead of packed clay. The avatars will be unable to see down its length farther than 40 feet as the passage curves to the west. To the north, the passage is level for 15 feet, and then slopes upwards dramatically cutting off further view.

In the event that guards are summoned to the holding cell area, their approach will be audible for the full four ABCs of time required for them to make their appearance as the rocky nature of the passages tends to amplify sound.

AREA#2

Read aloud to the players either as they pass, or should they somehow wind up in this cell:

> ***This cell is nearly identical to the one occupied by you and your companions, but with one rather notable exception. Its occupants differ.***

If they are exploring the cell during the prisoners "sleep time":

> ***There are five prisoners in this cell, four humans and a veshoge. Only one seems to have any spirit left; a tall human that appears less debilitated physically than the others.***

This cell is identical to that which the avatars inhabit, other than its occupants they number (5) wretched souls. Four are so dejected (the veshoge being one of these) and malnourished that they no longer care what becomes of them. One, however, still retains some vestige of his former independence and will cheer the avatars should they attack the troll guard. He will also help by throwing dirt clods or perhaps less sanitary items at the Troll in hopes of distracting him during the combat (-10% to the Trolls attack roll if successful - LM's option). Should the avatars defeat the Troll, he will beg for them to release him that he might help them to escape and, of course, escape himself in the process. The others will not leave their cell unless commanded to do so by a Troll, or if lead by a strong party of armed and armored men. In all other situations, even that of an open cell door, these four might simply cower against the cell wall.

Should any avatar vomit on the cell floor, a friendly Blackrat (a rather small one by Robust Blackrat standards) will come to dine upon this unexpected feast within another ten minutes. This rat is more intelligent than most of his species, and will view the avatar that has spewed the contents of his erstwhile dinner on the floor as a friendly benefactor. With careful and patient training, this Blackrat can be trained to retrieve small objects. Such training requires about 4 days to a week to accomplish (LM's discretion).

As mentioned above, the Troll Guard here sleeps 25% of the time and will inadvertently announce his slumber through raucous snoring.

The LM should check once per game hour to see if the guard has indeed fallen asleep. He carries a stout cudgel which avatars in the midst of escape might find useful.

If attacked, the Troll Guard will be confident, and will not resort to raising the alarm until he is wounded. A crafty avatar, moving quickly and with stealth might be able to finish this fight before the guard realizes his error! The guard also carries a spare torch and a flint and tinder box in the advent that one or both of the tunnel's torches burns out. Finally, this guard holds the master key for all three of the holding cell doors.

If the alarm is raised, six more Troll Guards will arrive after 4 ABCs time. Should the avatar party be able to mask the evidence of any wrongdoing and return to their cell, it is entirely possible that the arriving guards will believe that their compatriot has simply wandered off to either find food or relieve himself.

Should this occur, a new guard will be posted until such time as the original cell guard returns to his post. The new guard will assume that his missing companion has the keys to the cells.

> **TROLL CELL GUARD**
> **H: 75 P: 44 S:** 6
> **A&A:** One attack per ABC at 1-20
> **Shock Harm** +12 points of harm for **Physique Bonus**.
> **Defense:** The Troll Guard's filthy animal skin clothing is quite resilient and offers 4 points of armor protection.

This cell is also identical to the cell in which the avatar party is held, but only one of its six (6) occupants have any will left with which to defy their enslavers. Arnmore the Dwarf is sequestered here; silent, apparently obedient, but halfway through the execution of his own escape plan. He has revealed only very little of this plan to Hobak the Forester (see **AREA #2**), allowing Hobak to see the secret stash of tools that he has secreted in the construction site area (area#4). He has told Hobak nothing of the secret tunnel that he is building from inside **AREA #4A**.

Should Hobak not accompany the avatar party when they first meet Arnmore he is highly suspicious of all newcomers, and there is only a 25% chance that he will even speak civilly with them if approached. Like Hobak, once Arnmore's trust is gained however, he is steadfast and will help the party until such time as all may go free.

If the avatar's engage in behavior unbecoming to helpless prisoners, Arnmore will back their story (whatever it may be) albeit reluctantly. He will also seize any opportunity to help, although clandestinely, should the avatars attack the Troll guard(s).

A careful examination of this cell will yield the thigh bone of one of its former occupants, wedged between two of the flagstones. Arnmore has not, as yet, discovered its presence. It is suitable for use as a club.

The one stalwart in this cell is:

Should the party free Hobak, he will become a loyal and faithful companion for the rest of this adventure (and possibly after, at the LM's discretion). He knows little, but he will state the trustworthiness of Arnmore the Dwarf **(AREA#3)** if asked.

He befriended Arnmore only a few days previous to the arrival of the avatar party, but has already been taken into the Dwarf's confidence. Hobak is reluctant to mention the tale, but should Arnmore be asked later in the adventure, he will relate that Hobak took the blame for a misplaced tool that Arnmore had stolen to further his escape plans. Hobak had been resoundingly beaten for his "theft", but had refused to betray Arnmore. Should the Forester accompany the avatars when they meet Arnmore, he will instantly trust them (see **AREA #3**).

The LM should note that any activities within **AREA#2** are directly under the watchful eye of the Troll guard.

AREA#3

Read aloud to the players either as they pass, or should they somehow wind up in this cell:

This cell also resembles the one that you are sequestered in, but its floor is paved with heavy flagstones identical to those that make up the walls. One of the prisoners in this cell also seems to be in fairly decent condition. He is a dwarf, and eyes you carefully as you take in the surroundings. The cell's other five occupants are human, and are obviously cowed. The moment that any of the Troll guards peers into the cell, they all automatically avoid the gaze... all except the Dwarf. He returns the stare of his captors with a look of pure venom.

HOBAK THE FORESTER (9TH RANK)
H: 62 (28 points remain) **P:** 41 (38 remaining) **S:** 11
Abilities: Hunt (43%), Weapons (54%), Archery (27%), Rustic (27%) and Ranging (14%)

ARNMORE THE DWARF (UNORDERED)
H: 58 (42 points remain) **P:** 50 (48 remaining) **S:** 12
Abilities: Mechanics (31%), Physique (41%), Planning (37%), Pretense (27%) and Weapons (24%)

Avatars with stone-shaping skills are assigned to the foreman. Stone shapers receive a bronze adze for their work, while construction personnel are given large wooden levers and access to ropes in order to complete their tasks.

At any given time, there are six Troll Guards on duty in this cavern, two in the positions marked "D" that wear armor and carry massive spiked clubs, the others roaming freely about the cavern, applying their whips to any that seem less than hearty to their tasks. Small pebbles of limestone cover most of the floor area, as do small scraps of food dropped by the Trolls The roaming Troll Guards have the following stats:

LM NOTE: Should one of the slaves become injured, the Troll guards have been instructed to place the injured worker in an out of the way area for one hour. Should the injured slave not recover, they are then allowed to eat the slave.

On the third day of the party's forced labor, an accident will occur in area C, and a stone block will fall on a hapless Veshoge worker, breaking his ankle. The Troll guards will take him to **AREA #11**, the kitchen, and wait for one hour to see if he can recover and return to work.

When he does not, the party will hear his death rattle as the Trolls kill him. An hour later they will all be dining on plates of stew from the kitchen area. Avatars that watch the door opening and closing will catch sight of the beleaguered Ilf Misty within the kitchen environs. It will be evident that she deeply resents her current predicament.

AREA#4 THE CONSTRUCTION SITE

No description is provided here to read to the players; they have already received a description when they are first awakened and dragged here for their first work shift. As the players ask questions during the game however, further information should be imparted by the Lejend Master as listed below.

This is a large area dimly light by flickering torchlight. Both the Trolls and the Ulf think of it as brightly lit, but surface dwellers have a more difficult time in these gloomy environs. A small keep/palace is under construction here, and the ceiling reaches a height of 100 feet at its domed center. The walls of this cavern are limestone, and the materials for constructing the Keep are made form this material (hence the lack of a need for other than bronze tools). All phases of construction are in evidence here, quarrying (**AREA C & E**), shaping (**AREA F**) and the actual construction itself (**AREA A**).

Construction has not proceeded with any great rapidity, but the walls erected in area A are eighteen feet tall and between 25 and 30 feet in length. They are two-feet thick. Parts of the interior two floors have been finished in **AREA A**, and a staircase leading from one to the other is the current project. The Troll guards tend to stay somewhat clear of any area where the stone is being lifted or positioned as these areas are more dangerous.

Avatars with no skills in stonecraft will be assigned to quarrying until such time as they might brag about having either construction or stone shaping skills.

TROLL CONSTRUCTION GUARDS
H: 79 P: 42 S: 6
A&A: One attack per ABC at 0-2
Shock Harm (whip) +12 points of harm for **Physique Bonus.** Target subject is immobilized until the weilder releases the victim, or six seconds have passed (2 ABCs). 3-20 Harm for the spiked clubs + 12 points for Physique bonus.
Defense: The Troll Guard's wear leather armor which offers 8 points of armor protection.

This is the actual construction area, and the space has several long and sturdy beams as well as some ropes and wooden tackle for raising the cut blocks into place scattered about. As there is some actual risk to the casual onlooker, the Troll guards spend the least time here, and stay the furthest from the toiling slaves. Arnmore is the foreman in this area. He has a secret tunnel which leads to area#6 nearly finished. Should the avatar party gain his trust, he will enlist them in his plan to finish the tunnel. The entrance to this tunnel is located under the new staircase.

As there are three walls complete, as well as part of the second floor, a large portion of this area is not regularly viewed by the Troll Guards. Arnmore has a stash of tools in a burlap sack beneath the stairs, as well as a leather satchel of food. The guards have yet to discover either of these items.

LM Note: Arnmore's tunnel, due to his lack of precision instruments, will actually break the surface in **AREA #5.**

AREA B

This area contains several large boulders which serve the Trolls as seats when they consume their noisome meals. The floor is littered with food scraps as the local black rats have discovered that obtaining a meal from these environs often also includes becoming a meal. Avatars searching carefully here might also discover a discarded and oversized utensil (LM's discretion) such as a crude fork or spoon of tin or steel.

An old and discarded steal dagger also lies beneath the debris here, but it was misplaced some time ago and is deeply buried. The Trolls generally eat three times during a standard work shift.

GENERAL

When the avatar party are first brought to this area, the NAC (non-avatar character) that says, "They kills and eats them what don't work," is known by all of the other prisoners as LickSpittle.

LickSpittle is an immense coward, and is focused only on making his own life as comfortable as possible, regardless of the cost to the other prisoners. He will inform at the drop of a hat, and is generally hated by the other prisoners. To a certain extent, the Trolls think of him as a pet, and will throw scraps of food to LickSpittle in front of the other prisoners as a means of torturing those prisoners.

LickSpittle will abuse any of his fellow prisoners at any time he feels it might amuse his Troll masters, but is easily cowed. Any avatar that is able to make even a clandestine threat to LickSpittle will generally be left unmolested. Unfortunately, as LickSpittle controls the water supply at the construction site, any avatar that generates active fear in this man will wind fairly thirsty at the end of the day.

LickSpittle is far too weak (48 Health) and cowardly to participate in any actual fighting that might occur and will simply cower, joining neither side in this event.

AREA C

The rock that is to become Percy's underground Keep/lair is quarried in this section. It is sawn from the native rock with fourfoot long bronze rock saws (quarter-inch teeth), and is then shaped at a work station only a few feet from the site where it was quarried. This shaping process uses bronze adzes with short two-foot handles (treat as club if used as weapons). The finished building blocks are then carried, by hand, by four of the slaves to the construction area (**AREA A**). These blocks average 500 pounds.

AREA D

These areas mark the location of the door guards from this area as none of the workers are EVER allowed to pass through these openings. Each guard stationed here has the following stats: As no slave has ever attempted to pass either of these portals, the Troll guards stationed here will not respond until the second ABC of combat... they are vigilant but truly never expect the slaves to attempt to pass these doors.

AREA E

This area is being further excavated for the East wing of the keep. The excavation was halted until the avatar party arrived as three workers were killed when the wall in this area collapsed. Diligent searching here will yield several small mining tools of bronze: (a pick, two hammers, and two chisels). These tools may be easily concealed by any avatar making the attempt as the guards have no suspicion that they even exist, and the area is quite chaotic.

Other activities might also be concealed with caution if pursued in this area.

The floor here is strewn with 30-200 pound fragments of shattered limestone. Currently, avatars assigned to work in this areawill be employed removing the rocks from this

area and piling them near the east wall tunnel entrance. In addition, many of these blocks are large enough to at least temporarily interrupt the view of the guards.

AREA F

Lickspittle the Trustee works in this area, and also distributes tools from a satchel that he keeps here. Lickspittle also works here shaping stones for placement. Should any situation arise that Lickspittle can use to his advantage, he will inform his Troll Masters immediately. If properly cowed, however, Lickspittle will refuse to inform on any of the avatar party. Lickspittle has a **Health BR of 48**, but will only crouch in fear if threatened, calling for his Troll masters and so needs no further personal statistics.

LM NOTE: The Lejend Master should feel free to use Arnmore, LickSpittle, and Hobak in any way that he sees fit. Gaining Arnmore's trust, for instance, could cause Arnmore to "lie" to the Troll guards, explaining that all or some of the avatar party have stone-working skills and that he needs them transferred to his area to help with the construction. Arnmore would then, of course, include them in the construction... of his escape tunnel. Many scenarios are possible, with all of these choices being entirely at the whim of the LM.

> TROLL DOOR GUARDS
> **H: 82 P: 42 S: 6**
> **A&A:** One attack per ABC at 3-20
> **Shock Harm** (large spiked club) +12 points of harm for Physique Bonus.
> **Defense:** The Troll Guard's wear studded leather armor which offers 9 points of armor protection.

AREA#5 THE GAME ROOM

If the party manages to enter via the door from **AREA #4**, read:

> ***Three Trolls stare at you in shocked surprise. They sit behind a crude wooden table bearing what trolls would term food and drink as well as a pair of dice and some smallish daggers.***
>
> ***A door without a latch beckons from the wall at your right, while a second door with both a latch and a lock is mounted in the back wall of this room.***
>
> ***The room measures 24 feet by twenty feet, and its walls, ceiling and floor are hewn from the native rock.***

Obviously, combat would occur following this pronouncement, with the avatars gaining intiative for the first round. Should the party enter this area via Arnmore's secret tunnel, read:

> ***The room you have entered has an exceptionally low ceiling. The wooden beams of this ceiling are only three feet above your head!***

In this instance, the party has actually surfaced under the crude wooden table at which the Trolls are seated. As they explore and scrutinize the area, fill in the details as you, the LM, see fit.

This room is a guard-post off-duty area where the Trolls play knucklebones, duck-onthe-rock, and other, more violent games. Trolls off-duty are instructed to keep trespassers (other trolls) from entering **AREA #6** as it contains Percy's "stash". In reality, Perclainate, having a keen eye for valuables, has sequestered all of the worthwhile booty from his hapless victims in **AREA #6**.

The furniture in **AREA #5** consists of a rude oversized wooden table and four chairs, as well as a large sack of what passes for food in Troll terms sequestered under the middle of the table.

The LM should roll a d6 to determine the number of Trolls in this area at any time. They will all be unarmed (no whips) but their statistics will otherwise match those of the roving guards in **AREA #4**.

Should the avatars arrive here via Arnmore's secret passage, the Trolls in this area will remain surprised for the first ABC (a free round for the intruders). Thereafter, they will fight first, only thinking of calling for help on the fifth ABC of any combat that might occur. The ruckus of a fight in this area, however, does have a 25% chance of rousing any off-duty guards in **AREA #7**.

Should the avatars quickly retreat through the secret tunnel, or find/have some means for concealing the opening, the incredibly stupid Trolls will not even notice the disruption 75% of the time. The LM should then provide the avatars (and Arnmore) an opportunity, perhaps during the shift change of the guards, or through the use of ventriloquism or an Extraordinary Ability, a circumstance whereby the Trolls have at least temporarily left the area. As always, reward caution on the part of the players.

A pile of humanoid bones may also be found in the northwest corner of this room by any avatar managing to sneak into the area. A thorough search of these bones will reveal a ***Shielding Ring*** (25%/protects two) that was swallowed by the victim in an attempt for later retrieval and usage.

The doorways from this area are wooden but are reinforced with iron bands. The door in the south wall is oversized, and has only a handle, with no latch or lock. The door to the east has both a latch and a lock. It is, in fact, always locked.

Should the avatars bar the door to the south (**AREA #7**) by wedging one of the wooden chairs under the door handle, or through any other ingenious method, the Trolls in the lair will be trapped for up to one hour. After an hour, the Trolls will abandon reason and simply bash the door down.

AREA#6 THE STASH

The door to this area is locked, a device that Perclainate has discovered is beyond the ken of the average Troll. It is not a

very complex lock, and any avatar with either **Tricks**, **Stealing**, or **Mechanics Ability** may open by making a check against their ability at +20% (to the ability, not the roll). The door is stout, however, and may not be easily bashed open, even by an avatar with **Physique Ability** (-20% to this ability).

When the avatars enter this area read:

> ***A small rough-hewn room lined with shelves stands before you. It is filled with numerous items... including all of your belongings!***

Once opened, the room is very clean, but cluttered. Its contents are unguarded and consist of:

1 strongbow and a quiver of 14 arrows
3 shortswords
2 suits of full leather armor
2 utility suits
A sack with mixed coinage worth $7023.00
A crossbow and 22 quarrels
3 daggers
2 jars of healing salve
2 Theurgical Memory Tablets containing the following activations: Invocation of Glory, Consecrate Place, Confer Benison, Grant Might, Cleanse, Heal, Bolster Nullify Toxins
1 serviceable Mage Memory Tablet (Enchanter) with the following activations: Shadow Bolts, Unexplained Noise, Vitality, Lighter Than Air
1 large buckler
1 suit of steel half armor
Various trinket jewelry worth about $5000.00
1 steel hammer and a sack of 24 steel spikes.
1 hunting knife
(2) Hand's Ammunition Crystals (Black)
1 tinder box with flint and steel

and of course:

any equipment originally carried by the avatars prior to their incarceration.

As this room is only checked by Perclainate, and only when the belongings of new thralls are to be added to its list of contents, it should be at least a week before any articles retrieved or stolen from AREA#6 are discovered missing. Once this occurs, however, Perclainate will immediately order a thorough search of any and all areas. In addition, his wrath will not be a performance that the avatar party will want to stay and witness!

Should the avatars have entered this area by means other than through the locked door, they will now find that they are unable to leave other than via the same means through which they gained entry. Should this mean that they have re-routed Arnmore's tunnel, of course, they may simply escape



through the tunnel when finished. The evidence of the tunnel might also be masked so as to prevent any premature detection of escape plans on behalf of the avatars.

In that event of course, the absence of the valuables placed in this room by Percy will provide a strong clue that something is amiss. If the party never unlocks the outer door to this area, however, there is no reason that either the Trolls or Percy would even check this room (as previously mentioned) for a period of six days. By that time, the Lejend Master should either be determining the award of Merit Points, or consoling players on the loss of their avatars.

AREA#7 THE TROLL LAIR

Once the door to this area is pushed open, an unfinished cave-like area presents itself. It is about twenty feet deep, with a small partitionwall at about the twelve foot mark, and is 14 feet wide at its widest point. Only a moment's scrutiny will be required for the avatars to identify the true nature of this area; the Troll Lair.

At any time half of the Troll clan/tribe (16 individuals) may be found here resting, eating, laughing or sleeping. The place reeks with their filth, and discarded bones and clothing may be found in heaps near the walls. These creatures will always be surprised if an avatar enters this are as none of the slaves ever have. A group of highly serviceable oversized spears (throwing - treat as javelin) is stacked near the door.

Sleeping Trolls will always be located in the back (south) portion of this area. A diligent search of the filthy furs that the trolls sleep upon will yield two bottles of a disgusting brew known to the Trolls as "Rotgut". This liquid will cause 1-6 (1d6) harm to any non-troll humanoid imbibing it, but is also highly flammable. If properly ignited, it will cause any other flammable to alight, and will inflict three ABCs of 3-18 harm to any creature doused in its c o n t e n t s and set afire.

AREA#8 PERCLAINATE'S TEMPORARY LAIR

The door to this room is always locked, and only Perclainate carries the key. The door itself is wooden but is reinforced with bands of iron. The lock is not complex, and avatars with **Stealing**, **Tricks** or **Ranging** may open it with a check against their ability (Stealing recieves a 20% bonus). Once the players have opened the door read:

An astonishing site greets you here. This area is a roughly square 36X30 finished room with rich appointments. The stonework here is polished limestone, and rugs cover the floor. Well populated with carved oak furniture, a four-poster bed, a dressing table, a large chest, a highbacked and upholstered chair, a small table and an armoire make up the furnishings of this room.

Only the wall containing the door through which you entered is unfinished, its outline following the pattern of the native rock. It is fairly obvious that this is no mere Troll's den.

As the title for this area suggests, these are Perclainate's temporary quarters while his slaves finish constructing his palace. They are less than opulent by his standards, but will suffice until such time as his proper abode is completed.

Perclainate is here 50% of the time, and wears a peculiar composite suit of armor/ clothing that provides him with 16 points of armor protection. He use a long dagger and a rapier in combat (swinging twice per ABC) and is deadly with both (Sword damage 3-20 +25 ability bonus, Dagger damage 1-20 +25 ability bonus). Percy also has the **Psychogenic Abilities Mind Over Matter** and **Self Teleportation** (both at 75%) .

His base ratings are:

H: 69 P: 90 S: 20

AREA#9 THE CHECKPOINT

A ladder leads from the passage containing the cells to a trap door set in the ceiling. This trapdoor opens in the floor of AREA #9. Should the avatars poke their heads through the unlocked trapdoor, read the following:

A small room with wooden floors, walls and ceiling opens above you. You can also see a crude wooden table with a bench behind it from your vantage. The bench has two pair of rather ugly legs protruding from it beneath the table. Too late you realize that this particular detail is perhaps the last detail you'll ever scrutinize... the legs belong to two Troll Guards!

Ever alert to the fact that the mere humans in the inn above are not to be trusted, Perclainate has stationed two Troll guards here to alert him if there is any trouble. They are armed with spiked clubs and have the following statistics:

One of the Troll Guards possesses a large tin whistle that they have been instructed to sound at the first sign of trouble. The other Troll guard has upon his person the key that will open the door to **Area #10**. Should the party defeat the guards read:

Only one door leads from this area, so it is fairly obvious which way leads to the surface. There is only one drawback; the door is obviously locked.

This lock is, like those found below, a simple affair that can be picked without benefit of the keys by any avatar with **Stealing**, **Tricks**, or **Ranging Ability**. Those with **Stealing Ability** receive a bonus of 20% to their roll.

He was a wealthy Savant driven from an Ulf society some leagues distant, and as such, has considerable valuables locked away in the wooden chest in this room. Avatars that are able to defeat this lock will find:

$60,000.00 in mixed gold and silver coins
(2) $5000.00 Diamonds of a carat and a half each in weight
A Ruby necklace worth $11000.00
A flask of Hard Water
A small leather sack filled with one "dose" of Bluespeed fungus
An Eye of Peeking
An Amulet of Ventriloquism
A Commodious Carryall
and a Gem of Health

The chest may also be conquered by brute force, its bulk absorbing a total of 60 points of shock harm before bursting open.

Should the avatar party surprise Percy in his lair, he will self teleport (**Psychogenic Ability**) to the construction site and raise the alarm with any Trolls on duty there. Once they are organized for his defense, he will proceed to the Troll Lair (AREA #7) and attempt to rouse the rest of the Troll Clan. Only when these two functions have been accomplished will he enter the fray himself, hurling rocks from a distance using **Mind Over Matter**.

Should the Trolls not be at their stations (due, perhaps to some devious plotting on the part of the avatar party) Percy will become confused and the LM should have him make a few mistakes. He is a fairly tough customer, and proper preparation of this nature by the players should be rewarded with a few breaks by the LM.

How Percy is handled is entirely your bailiwick as the Lejend Master, but Percy should be ever more enraged and confused by any plots successfully hatched by the avatar party. They are merely humans from his perspective, and should not be capable of thwarting him.

TROLL SURFACE GUARDS
H: 82 P: 42 S: 6
A&A: One attack per ABC at 3-20 Shock
Harm (large spiked club) +12 points of harm for **Physique Bonus**.
Defense: The Troll Guard's wear studded leather armor which offers 9 points of armor protection.

AREA#10 THE HOME STRETCH

Once the avatars have defeated the lock in AREA #9 and have opened the door, read:

An 8-foot wide wooden corridor stretches in front of you for a distance of 15 feet. A ten-foot ladder rests against the wall at the far end. This ladder leads to a square trapdoor with light leaking around its ill-fitting edges. You recognize that light... it's not torchlight, it's daylight!

This is a corridor that has been walled with crudely hewn wood to support its dirt walls. A strong and broad ladder leads from it up to the inn above. A rather clumsy trap device has been installed in this area to prevent the Troll Guards from leaving without notifying Percy. Avatars will notice it without trying 10% of the time, and those actually searching may always find and avoid it. Those who run headlong through this area, however, must make an **Avoidance Roll** against half of their **Precision** (or less) in order to avoid triggering the trap and succumbing to the sleep gas that the trap releases. Avatars that are unaffected by sleep based activations or chemicals may ignore its effects.

AREA#11 THE KITCHEN

The door to this area is unlocked. If opened during workshift hours by any of the prisoners, the Trolls will whip them and beat them for 10 Harm. If an avatar manages to sneak into this area without the Trolls noticing, however, read:

The room before you is rather warm, and is littered with pots, pans, and cooking utensils. The source of the heat in the room is also evident; a small stone cooking stove squats against the north wall of this room. A large wooden table. stained with blood occupies the



center of the room, and a counter branches out from the south wall that is similarly stained. Most of the utensils hang from ceiling hooks, although some are arranged on shelves against the east wall. The last item in the room reveals itself slowly from a hiding place behind the table. It is a Wylf, a rather comely female Wylf.

The Wylf's name is Starien and she is chained to the wooden table. Starien was captured by the Trolls in the woods, and then spared by order of Percy. Percy, reluctant to prepare his own meals, knew that the Wylf's cooking would far surpass that of even the most skilled Troll, perhaps even becoming palatable, and so he had her imprisoned in the kitchen.

Starien is very bitter and regards her captors with the utmost hatred. Aside from being forced to cook for Percy, she is also required to butcher the dead carcasses of those hapless prisoners that are killed by the Trolls for food. A gentle soul by nature, Starien feels irrevocably tainted by this task, and has been patiently awaiting a chance to gain her revenge on Perclainate. She does not hope to either escape or survive... she hopes merely for the perfect opportunity that will ensure that Percy does not survive her revenge.

There are several utensils in the kitchen that will perform quite serviceably as ad hoc weaponry including three large carving knives, and a cleaver. All are made of bronze so as to be ineffectual against the chains that hold Starien. If, however, the avatars manage to free her from her chains, she will promise the utmost loyalty... so long as the avatars allow her an opportunity to kill Percy.

There are some breads and vegetables stored here against the back (east) wall, and avatars entering this area via stealth may avail themselves of this bounty, regaining 1-3 points of any Health BR lost to starvation earlier in this adventure.

Starien will refuse to join them in this repast, will say little, and will simply keep jabbing the top of the wooden table with the largest of the kitchen's carving knives.

AREA #12 THE HOLE

Most often, avatars will be hurled head-first into this area as punishment for some infraction committed in either their cell or the construction area. Should this be their means of entering the punishment cell, read this brief description (adjust the description if the avatars are rescuing others trapped here):

A small, almost invisible door opens before you as you are hurled headfirst into a six foot square room. The ceiling here is also but six feet high, and the smell is atrocious. Just before you land on the hard rock surface you note that the cell is also already occupied. The gnarled figure of an old and decrepit human cowers against the back wall, shielding his eyes from the dim illumination spilling in through the open door. Just prior to giving him a thorough visual examination, the door closes behind you with a stony thud, and all is transformed into blackness.

The decrepit prisoner in the cell will not give a name to anyone asking, and will state that all who even know of his existence call him "Old One". He is near death and will repay any small kindness on the part of avatars incarcerated here by imparting the following tidbits of information:

- the entire operation is run by Percy, an Ulf with Psychogenic powers.
- He was imprisoned for having discovered Percy's origin and nature.
- Arnmore can be trusted implicitly.
- All of the former belongings of all of the avatars are being held in a room that can only be reached through the room at the northeast edge of the construction site.
- Periodically, the Trolls will venture forth to raid during the night above ground. This is usually done whenever supplies sre low, or additional supplies are needed for construction.
- There are a total of thirty or so Troll guards.

Once he has imparted this information, the "Old One" will enter into a fit of coughing and die.

Avatars incarcerated within this cell will not be fed at all, and will lose 3-9 points of Health BR per day. In addition, the smell of the decaying Old One will cause the cell to become almost unlivable after the first day. Finally, most prisoners are only kept within the punishment cell for three days or less.

The inside of the cell door has a hidden safety release that avatars with either **Stealing**, **Ranging**, or **Tricks** may find if they check and make a successful roll against the stated ability. Avatars with **Tricks** should receive a 20% bonus to this roll. Avatars that are incarcerated for more than one day will temporarily lose 1-6 points of Speed BR per day of incarceration due to the cramped quarters of the cell. Avatars will regain these Base Ratings points after only one day of "normal" incarceration.

A careful search of the body of the Old One will reveal that he was in the process of inscribing some arcane writings on a small piece of stone. The writings are, in fact, an **Extraordinary Activation** and the Old One through both knowledge and shear force of will, was creating a memory tablet. The spell is usable but the inscription is far from perfect, yielding a -15% penalty to the **Enchantment Ability** check of any Mage (Enchanter) attempting to use the "memory tablet". The spell inscribed upon it is **Secret Passage**.

LM NOTE: Only an avatar with the ability to see in near-complete darkness will be able to either unlock the cell door or read the **Memory Tablet**.

LM NOTES OVERALL

There are many innovative solutions that might be employed by a sharp party of players in order to escape their imprisonment, or perhaps even defeat Percy and his gang of trolls. It is left to the discretion of the Lejend Master to determine the overall ingenuity of the various solutions that will result from the fertile minds of their players. It should be noted that the trolls will not expect that there are extraordinary abilities present within the party, and the LM might allow the avatars to sequester their memory tablets in inventive ways prior to their capture.

Other than that, don't punish your players to severely for trying out their ideas - Percy wants live workers, not Troll food. Do punish players that DON'T make repeated attempts at besting their captors by slowly starving them to death.

QUESTIONING THE OTHER PRISONERS

Avatars that repeatedly question the other prisoners/slaves at the construction site will occasionally be whipped in an attempt to get them to mind their work; but the Trolls and Percy do not truly care if the workers talk with one another.

Persistent questioning of the other prisoners will yield the following information:

1) That the excavations in **AREA #4E** unearthed a Blindsnake several weeks previously, and that it had killed two slaves before the Troll guards had bludgeoned it to death.
2) That the Trolls "don't actually run the show, some tall, skinny guy that we see once in a while is the real boss... but he's mean. As soon kill ya as look at ya."
3) Within three days, the avatars will see Perclainate emerge from his temporary lair in **AREA #8**.
4) Every seven days a Troll hunting party is organized to search for food. They can be seen passing through **AREA #4** during a work cycle carrying large spears in addition to their oversized clubs.
5) On average, Perclainate only appears, either passing through or judging the progress of the work in **AREA #4**, once every three work cycles. He will show up in **AREA #4** 50% of the time if there is a commotion of any sort . (The LM should check to see if he is in the underground area... if not he is in the town above).
6) That Hobak the Forester is willing to support any escape attempt if he is included in the plans. If the Adventure Seems Too Hard You, the Lejend Master, know your players best. If you feel that this scenario might be beyond their abilities for ANY reason, we have had some luck with the following variation:

At the start of the adventure, the Troll guards are the ones responsible for stripping the prisoners of their belongings and placing them in their manacles. It is entirely possible that these Trolls, not being the brightest henchmen, might miss an item or two during their search, especially if those items are small. We suggest the following system for allowing avatars to retain some of their items based upon the size of those items. Note that should the item be carried inside a larger item that would have been removed during the search (like a backpack), there is no chance for success.

The pre-generated avatars for this module use this method, so the Lejend Master should familiarize himself with the items retained by these avatars prior to play. If any item seems too powerful, feel free to exclude it from your adventure. If you feel an item is needed, or will enhance the game, feel free to add it. Just make sure you still challenge the wits of your players.

- If the item is hand-sized or smaller, allow the avatar to retain it by rolling a one on a sixsided dice.
- If the item is finger-sized or smaller allow the avatar to retain on a roll of a 1-2 on a sixsided dice.
- If the item is cleverly concealed, such as a toe or earring on an avatar with long hair, allow the player to retain the item on the roll of 1-3 on a six-sided dice.

REWARDS FOR VICTORY

This is a small adventure that should last no more than one or two gaming sessions, however, the challenge is great, and you should reward your players accordingly.

- For those avatars that manage to escape this predicament, award 750 General Merit Points, as well as any ability specific points you may feel they are due.
- For avatars that both escape AND recover their items prior to leaving, each should be awarded 1500 General Merit Points for extremely good play.
- For those avatars that utterly defeat the evil Percy, purging his threat to future travellers, no less than 3000 General Merit Points should be awarded to each avatar.

If this occurs, it should be noted that Byll the Innkeeper will be eternally grateful, and should reward the party with unlimited free accommodations for life, as well as telling the story of their great ingenuity and heroism to all passerby... resulting in a large point of Repute for all avatars concerned.

All lost Base Ratings points will be recovered by avatars that rest at the rate of 1 point (to each affected Base Rating) per day. Note that this recuperation time should not involve adventuring or any other sort of strenuous activity. Good and comfortable accommodations and food are, of course, a must. Bennisons on the part of a friendly Theurge might also speed this process.

It is, of course, possible that news of Percy's death would make it back to his original family, and that some of these family members might consider it a matter of honor to wipe out the human scum so brash as to have caused his demise... but that is a matter for you, the LM to decide.

Lejendary Adventure™

A Fantasy Role Playing Game

By Gary Gygax

The Rock

Perclainate Bron, an outcast Ulf, found himself without home or family. With no little skill, some clever treachery and brutal force he's gathered a small band of trolls. With them he set out building a home for himself and filling it with a new 'family', one that won't be so objectionable to his unsavory habits. But doing so has required he gather strange allies in stranger places and what stranger place for this towering Ulf than the small human town of Barleytown

Barleytown, straddling the forest road, has long since been abandoned by its inhabitants, most picked up and moved quite suddenly some two years gone, never to be heard from again. Only the proprietor of the Inn and Tavern remains and it is his habit to offer food and drink for free to all travelers who are kind enough to stay under his roof. But as often as not too much of anything brings too much of a bad thing and your avatars find themselves embroiled in all manner of roadside mayhem that sets them between a Rock and a hard place. The avatars must brace themselves for a hard struggle before escaping the twisted iron manacles of the Rock.

The Rock is a short scenario for use with the Lejendary Adventure™ Roleplaying Game system. It is designed for three or more avatars of low to moderate experience, and any party should contain at least one avatar with extraordinary abilities. It is intended to play in 2-4 hours, and is generic enough in nature to provide a diversionary adventure that may be easily incorporated into an existing campaign.



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