Lejendary Adventure™

The Fantasy Role Playing Game

Living the Legend



by
Gary Gygax

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Living the Legend

Lejendary Adventure™ Essentials Game Core Rules Expansion and Campaign Base Adventure Module Combination Set For Four to Eight Players



Appended to the end of this work is a trove of new core rules material for the LA Essentials Game. This is what you will find:

- *A new Extraordinary Ability, Psychogenic*
- *30 Psychogenic Powers*
- *Six new Powers for Enchantment Ability*
- *Over 70 new creatures for encounters*
- *10 new Extraordinary Items*

The exciting module is designed for play by those new to the game system as well as others who have already experienced the challenge and satisfaction of engaging in one or more other adventures. The Lejend Master will find this work especially helpful when introducing new players to the game.

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INTRODUCTION

Here is an easy to read and follow adventure module that enables you, the LM, to gather a group of new players together and have *all* concerned participate in and enjoy the *Lejendary Adventure* RPG in a very short time, even if they are not familiar with the rules or even with role-playing.

You will need all the usual trappings of the LM, of course. So in addition to Avatar Record Sheets and dice, have your ***Lejendary Adventure Essentials*** set handy!

Now let's quit wasting time and get to the play! Read the following aloud to the players. As with all such passages to be read aloud to players, it is printed in bold italics:

Not many days back, you were a group of strangers. What changed that was the long ride you shared, the journey that brought you the little hamlet in which you now rest and consider your options. The caravan has moved on. Not wanting to spend yet more time traveling with traders and merchants, a handful decided to find a separate and more adventurous path. Who are these daring souls? You for one, and you, and you…

ADVICE FOR THE LEJEND MASTER WITH A NEW PLAYER GROUP

Encourage the new players to detail the background of their Avatars. Be sure that the players describe their Avatars in writing, adding some other personal details before the adventure commences.

Have each player answer in writing on his ARS or a separate sheet of paper the following questions, as you read them aloud:***What is your Avatar's name?***

What is the general appearance (handsome, average, homely) of your Avatar?
What is the general body type (muscular, stocky, lean, thin, etc.) of your Avatar?
What is the height in feet and inches and weight in pounds of your Avatar?
What is the hair color and length/style and eye color and size/setting of your Avatar?
What sort of complexion (pale, ruddy, tan, brown, olive, bronze) and distinguishing marks (if any) does your Avatar have?
What is the general dress (and click two Equipment picks for this***) of your Avatar? Specifically tell us:***
Does your Avatar wear a hat or head covering? A headband?
What outer garments are worn? Their style and color?
Does your Avatar wear a belt, girdle, or sash?
What sort of footwear is worn?
Are there such accouterments as a backpack and pouches?

When all have written the answers, have each player, in turn, read the information aloud for the group by way of introduction.

When the above is done for each player suggest:

Is there some other information that comes to mind regarding your Avatar?
Is there any other feature or trait of Avatar person or personality of your own concept that your associates would likely note?

The player can mention any attitude or expression (of word or visage) of his or her making that associates would likely note. Encourage such inventiveness!

AVATAR'S HONORED DEITY SELECTION

As this is a deity-active game, have the players select one for their Avatar from a "short list" of deities from one of the following pantheons, the moral and ethical status of each deity therein indicated to at least some extent. Where time is essential, *use the Olympian Pantheon as a default*, have the players select from that list. Only Ecclesiastics must announce to the party which deity they directly honor, this initially evident through wearing of an appropriate symbol or object.

Read the following text aloud to the players, skipping that portion in parentheses if you have assigned the Olympian Pantheon as a default one:

(You will now decide on a pantheon of deities that all of your Avatars acknowledge. You must agree, or else the Lejend Master will assign one.) The brief description of each deity will be read aloud, and you must each choose one as that which your Avatar honors. If not for an Ecclesiastic Order character, you may opt to keep your choice secret or announce it. Priests/priestesses Avatars must indicate clearly which deity they serve. Note that there is a fair indication of the moral and ethical bent of the deity in each description. A follower of a deity is generally of similar moral and ethical outlook.

THE PANTHEONS

KHEMITIC (Egyptian)

Anubis: 1st Rank. Nether deity of order; guardianship, dimensions and scrying. Anubis is depicted as a jackal-headed man.

Hathor: 1st Rank. Celestial deity of good; beauty, life, love, happiness, joy, the arts, and entertainment. Hathor is sometimes depicted as a cow-headed woman.

Horus: 1st Rank. Celestial deity of chaos; days and nights, exploration, nomadic travel, wandering, nature in general. Horus is usually depicted as a hawk-headed man.

Isis: 1st Rank. Nether deity of chaos; spring, fertility, winds, females and women using Extraordinary Abilities. Isis is depicted as a beautiful woman with a crown.

Maat: 1st Rank. Celestial deity of order; truth, justice, law, rightness. Maat is depicted as a stern woman with a feather.

Osiris: 1st Rank. Nether deity of order; prosperity, fertility, judge of the spirits of the departed, the underworld afterlife. Osiris is depicted as a green man in LM wrappings.

Ra: 1st Rank. Celestial deity of order; sun, light, physical health, energy, mental capacity, the heavenly afterlife. Ra is depicted as a hawk-headed man with a solar crown.

Set: 1st Rank. Nether deity of evil; sin, rebellion, murder. destruction, eclipses, tempests, thunder, earthquakes, cold darkness, cold, fog, mist, a father of demons, devils, and fiends. Set is depicted as an ass-headed man.

Thoth: 1st Rank. Celestial deity of order; wisdom, learning, scribery, hieroglyphics, invention, philosophy, arbitration, equilibrium, regulation, rain, thunder, and Extraordinary activations of non-malign sort. Thoth is depicted as an ibis-headed man, sometimes shown with a baboon as a companion.

OLYMPIAN (GRECO-ROMAN), Default Choice

Hera-Juno: 1st Rank. Celestial deity of order; queen of the heavens, women, fertility, the moon. Her symbols are the crow, cuckoo, peacock and pomegranate. She is often shown seated on a throne, a crown on her head, a crescent moon behind that.

Jupiter-Zeus: 1st Rank. Celestial great deity of chaos; ruler of the heavens and the mundane, mountains, wandering, other dimensions, diversions. He is depicted as a bearded man with a crowned head, holding a sheaf of thunderbolts in his left hand.

Neptune-Poseidon: 1st Rank. The deity of chaos who is master of the middle other-dimensions; salt waters, horses, mariners, and earthquakes. His symbol is the trident of the water and the whip of horses. He is often depicted as a huge, bearded man with a crown on his head rising from the sea with his trident and whip in hand.

Apollo: 2nd Rank. Celestial deity order; youth, prophecy, archery, arts, healing, music, philosophy, science, the protection of herds and flocks, the founding of cities, and the establishing of colonies. His symbols are the bay wreath, bow, golden bladed sickle, laurel wreath, lyre, and tripod.

Ares-Mars: 2nd Rank. Celestial deity of chaos; war, bravery, the spring. He is depicted as a tall and muscular warrior with helmet, shield, and sword.

Artemis-Diana: 2nd Rank. Mundane deity of nature; hunting and the chase, childbirth, protection of womankind, the keeping of treaties, unmarried girls and chastity. She is depicted as a beautiful young woman engaged in the chase, holding a bow and arrows, swift hounds running at her feet.

Athena-Minerva: 2nd Rank. Celestial deity of the moon; wisdom, science, skill, warfare. agriculture and decorative arts. The crow, olive tree, owl, rooster and snake are sacred. She is depicted as a mature woman with a crown on her head, a scroll in hand, and an owl on her shoulder.

Bacchus-Dionysus: 2nd Rank. Mundane deity of fertility; ecstasy, revelry, wine, wisdom, and of wild animals. The grape vine and the ivy are sacred to Bacchus-Dionysus. His magical staff is tipped by a pinecone. He is always depicted as a young and handsome man holding that staff, and usually crowned by a wreath of grape leaves and grapes, his presence surrounded by animals.

Hecate: 2nd Rank. Nether deity of evil and the malign; the underworld and death. She is often portrayed as a three-headed woman, one beautiful, one plain, and one horrific of visage.

Hermes-Mercury: 2nd Rank. Celestial deity of order; messenger of the gods, patron of merchants, traders and travelers, conductor of spirits of the dead to other dimensions. Hermes-Mercury is typically depicted as a young man with a silver-hued helmet, staff, and boots with winged heels.

Janus: 2nd Rank. Western deity of fate; past and future, of beginnings and endings, of entrances, and exits always shown with two faces, back and front. He is usually depicted as a two-faced man dressed as a porter with keys and a staff.

Pan-Faunus: 2nd Rank Mundane deity of chaos; flocks, pastures, fields, woods, forests and sylvan places, Lord of all wild places and the great patron of shepherds, herders, and their ilk. His symbol is a handsome satyr, crowned, and playing the seven-reed panpipe.

SUNGKINESE (Sino-Tibetan)

Feng Po: 2nd Rank. Celestial deity of chaos; lord of the winds. He is portrayed as an old man with a long, white beard wearing a yellow cloak and a red cap and holding a bag of winds.

Hsi Wang Mu: 2nd Rank. Celestial deity of chaos; immortality and also pestilence and destruction. She is often depicted as a woman with the teeth and claws of a tiger, whose lower body is that of a great dragon.

Kuan Kung: 2nd Rank. Celestial deity of chaos; war. He is depicted as a huge, black-faced man in armor with a great sword in hand.

Kuan Yin: 2nd Rank. Celestial deity of good; mercy, peace, children, and the weak and helpless. She is depicted as a tall, graceful, and lovely woman holding a lotus blossom whose right hand is open to assist the needy.

Lei Kung: 2nd Rank. Celestial deity of evil; thunder and death. He is depicted as black, with a horrible, demonic visage, bat's wings, a monkey's head, eagle's beak, and clawed feet. He holds a hammer and chisel in his hands.

Lung Wang*:* 2nd Rank. Dragon deity of order; the ruler of dragons, master of water and air. He is shown as a mighty gold dragon with horns resembling a crown, and in his claws he holds a black pearl.

Pao Kung: 2nd Rank. Celestial deity of order; law, order, and justice, the judge of lesser deities. He is depicted as a stern old man dressed as a mandarin and holding a long staff in his right hand, a scroll in the other.

San Chou Niang Niang: 2nd Rank. Celestial deity of chaos; other-dimensional martices, Extraordinary things, (the "Jade Lady"). Her depiction is that of a lovely woman in green garments who holds a wand with a three-lobed head

Shang-Ti: 2nd Rank. Celestial deity of order; the heavens, sky, and the mundane worlds. He is shown as a large, stern-faced man in imperial robes of blue and white who holds a black fan with golden thunder bolts on it in his left hand, a handful of large pearls in his right hand .

Yu Huang (Yu Huang Shang Ti)**:** 1st Rank. The great god of order, purity and perfection. He is also referred to as T́ai Shan, the Jade Emperor. His plane is Ta-Lo, the plane of jade.

TENORIC (Teutonic-Norse)

Odin: 1st Rank. Celestial deity of chaos; chief of the gods, heroes, the afterlife. Odin is usually depicted as a tall, lean, and one-eyed man swathed in a concealing cloak and seated on a great throne with his raven servants and wolf guards flanking him. His symbol is the raven or sometimes the wolf or a spear.

Ran: 1st Rank. Mundane deity of chaos; sea, its storms, the underworld plane of the dead so killed. She is depicted as a fierce woman with seaweed-like hair and a narwhale-horn staff.

Baldur: 2nd Rank. Celestial deity of order; light, the sun, and truth. He is depicted as a pale warrior with glowing golden hair who holds a sword in hand.

Frey: 2nd Rank. Celestial deity of order; fertility of the land, peace and wealth. The boar is sacred to him, and he is usually depicted as a warrior in a chariot drawn by a boar.

Freyja: 2nd Rank. Celestial deity of chaos; youth, beauty, and sexual love. She is usually depicted as a very beautiful woman riding in a chariot drawn by two huge cats.

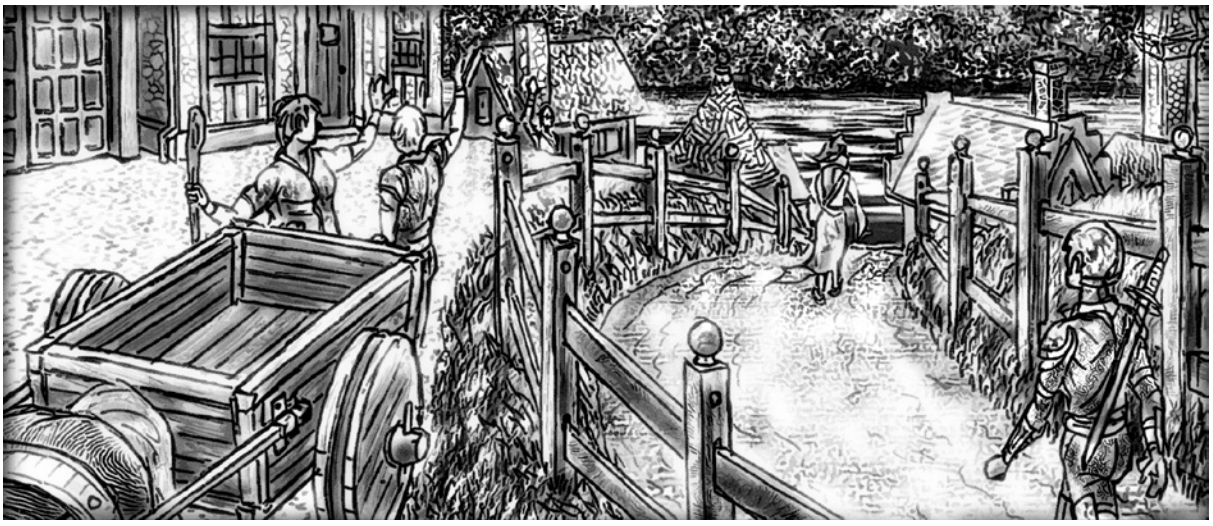
Heimdall: 2nd Rank. Celestial deity of order; the senses, alertness, guarding. He is usually depicted as a handsome man with large eyes who holds a horn.

Hel: 2nd Rank. Nether deity of chaos; death, the underworld dimensional matrices, misery. She is depicted as being divided vertically, half black, half white, and evilly beautiful.

Jord: 2nd Rank. Mundane deity of chaos; nature, living things, the mundane world. She is depicted as a beautiful and buxom woman with long hair, in her hand a wand like a grain stalk.

Loki: 2nd Rank; Celestial deity of chaos; fire, cunning, fraud, practical jokes, and mischief. He is often depicted as a dark man with a cloak that has a fox-headed hood.

Thor: 2nd Rank. Celestial deity of chaos; war, storms, thunder, and strength. He is usually depicted as a very muscular man wearing a bearskin cloak, girded by a vast belt, and holding a hammer in his right hand.



The Adventure Begins in the Hamlet of Taen

Lay out the hamlet map with shop names covered by a chit or piece of scrap paper, so that the players can supposedly have their Avatars go and make a few purchases of extra items needed and the like—but of course they need to gain information in the process. Stress Avatar use of Abilities including Commerce, Evaluation, and Scrutiny. When a place is identified by an avatar going to its location, uncover the name of the shop's sign on the map. This reflects something closer to memory in actual life, where an edifice and its interior goods/services are typically recalled.

As you will note, the persons identified for Avatar interaction are few. The LM can well detail such NACs, and at least some of the other folk therein, for an ongoing campaign. Included in the occupations found in Taen might be the following: bowyer, carpenter, chapman (traveling pedlar), fisher, gambler, glasser, highwayman, hunter, joiner, laundress, mason, plumber, slater, tailor, thatcher, tiler, weaver, and woodcutter.

If you add a bit of map to the west, you can place a handful of little houses on the banks of the Black River, the 10 - 15 domiciles of the 60 - 75 fisher folk and rivermen not residents of Taen, persons looked on as rather rough and crude by most of the proper folk. Continue the river with an immediate bend west, the ford across the river running north and south, then Ford Street becoming "Taenford Road" and running west on its north side. Place the 10- 15 cottages and shanties west of center on the added page, with a copse of trees between them and the Temple, more trees in the bend of the river as it snakes south again.

If you have time and inclination, feel free to develop the main buildings further by making floor plans for them. Fireplaces and some brick stoves are used for heat. You should assume interior plumbing consists of water hand pumped from cisterns and/or wells, and that plumbing indoors voids to a small sewer system or to a cesspool. (Remember, mainly the political structure is medieval, while much of the technology that exists in more advanced—or reflects the Ancient period, where indoor plumbing was known:) In drawing the tavern, please don't put in bar stools. Bars are simply wooden counters of six or so feet length. When drinks are served thereon, customers take them away to a table to some other place, or stand near to but not blocking the bar.

The Map of the Hamlet of Taen is located in the back of this book and should be detached for play.

Population: 385 (plus such visitors as the LM cares to add), based on an average building occupancy of seven persons—nuclear family plus grandparents and/or live-in workers. Use the LA Essentials boxed set for the general stats for Cook/Laborer, Page/Street Youth, and Servant/Clerk if specifics for any person are needed. Exceptions are possible, of course, as the LM desires, or in the obvious cases—Vultias the Blacksmith (Armiger/Bravo stats), Bruno the Barkeep (Outlaw/Bandit lt., warrior stats), the Oaf Boltar and the Ilf ,Niall at the Stable, and Daelius the Trader (Outlaw/Bandit lt., swindler stats).

Non-human Population: All of the hamlet is assumed to be human save for the exceptions noted above—an Ilf and an Oaf. If you wish, it is possible to include some other Ilf-race NACs as normal residents just on the outskirts of Taen, even a Dwarf family or two might be there. There might be a few Brownies around Taen doing menial labor, living in a cellar here, a loft there. Other races can be brought into play if the base setting is expanded for campaign use.

Description: The hamlet appears much as a medieval European community would. The streets are unpaved, the main ones are about 40 to 50 feet wide, lesser ways are around 20 to 30 feet across. Most of the buildings are constructed of fieldstone and brick, plastered and painted, with little in the way of timber. Some of the outlying buildings are made of timber with wattle and daub walls between the framing posts and beams. These likewise are painted colors of white and pastels such as yellow, beige, and dove gray. Roofs of main buildings are slate or tile, those outlying structures thatch or wood shakes.

Structures are often built against their neighbors with no space between them, and as shown on the map a block of them enclose a central plaza or similar interior space. The dashed lines indicate walls of seven to nine feet height that enclose yards. For example, all the farms in Taen are compounds of this sort, with buildings and walls enclosing their yards.

The small temple is the largest building in the hamlet. It has two wings of three-story height (about 35 feet), and a central portion that is 45 feet tall, that being open to the ceiling, with clerestory windows. To either side of the large worship space in the center are the various shrines and chapels for the pantheon's other honored deities. Above these, in the wings, are the chambers used to keep the temple's various records, books, etc. and to host gatherings of social sort, quarter guests. In back are the priests' quarters and a stable for their animals, those of special visitors.

Residences are of two-story height, a ground and first floor, with a loft (attic) above, and a cellar beneath. Commercial structures are of the same sort, but the ground floor has a higher ceiling, so that they are perhaps five feet higher than purely residential buildings. These have full basements. Work and outbuildings are lower, generally one story and a loft. Barns are tall, of course, with large haylofts.

Encounters

First and foremost, assume that the Avatar party comes into the hamlet around mid-morning. Unless they immediately discover there are two dangers—the bestial in the cave and the bandits that will waylay the stagecoach, as detailed hereafter—they will meet the giant, fight, and not continue exploration and adventure thereafter until the following morning. Of course the team will likely go to the Temple after a fight with the cephalicorn giant, then lodge somewhere—encounter 15, the Hostel. So on their second day in Taen they will need to get an early start, discover the troubles brewing, and manage one or both that day. If only one danger is discovered, assume that the other will occur the following day.

Otherwise, the immediate one is the local boys heading for the cave with the bestial.

Have the LA Essentials books, and use the prices from the equipment lists for the items each place named below offers. Where the place is not covered in this regard, the text will describe services and prices. In all cases there is something unusual in each location.

At the end of this work is appended a list of male and female names of Roman sort that can be used to identify persons in the hamlet not otherwise named, and for campaign use, if the LM decides to use a general Olympian Pantheon theme. Regretfully, there is not space in this work to include like name lists for the other pantheons suggested. (Troll Lord Games also publishes the excellent reference book, Extraordinary Book of Names, which will supply everything you need in this regard.)

Special: At some point when the party is exploring the various places in the hamlet, say around halfway through the process, it will be time to liven up things. Wherever the Avatars are, some panicked fellow in herdsman's garments comes running up shouting:

"It's AWFUL! Help, help, help us ALL! There's a GIANT loose, and he's heading this way. RUN FOR YOUR LIVES!"

Wherever the team is, the giant is coming from the opposite direction. So if they are in the eastern part of the hamlet, it's coming from the west along the road, and so forth. Thus, no matter what, if they stand and ready for attack they will have 2 ABCs of time to ready weapons and get their plan down, and 4 ABCs to attack the creature with Powers and/or missiles before an initiative check is made for hand-to-hand-combat. Here are the giant's stats:

Cephalicorn giant: Health 120, Precision 70, Speed 7a/17m. Harm: see below Armor 9 **Attack:** Head-horn butt for 7-20 plus physique bonus of 15 penetration and shock Harm, or two blows from the hands 5-10 shock Harm each with added physique Ability bonus of +20, Harm. **Defense:** 9 armor due to size and hide garments worn.

A cephalicorn giant is about 8.5-10 feet tall, very heavy of bone and muscle, with long arms, a very short neck, and a bullet-shaped head. Generally speaking, the features of the face, again all set in the lower half of the head, are much like an ordinary giant's, save the ears being very low-set, folded over, and hanging downwards. The head is bald and sports a rhinoceros-like horn of a cubit or so length, this excrescence sprouting from the upper forehead and curving out and up and back, the back portion generally covering the skull dome.

The giant has a pack of savage dogs with him. The LM should have as many animals in the pack as there are Avatars facing the giant.

Dog, wild hunting: Health 30, Precision 35, Speed 20, Harm: 1-10 +3 Armor 4. **Attack:** Bite for 1-10 +3 precision Harm. **Defense:** 4.

You see a huge hulking biped, what can only be a cephalicorn giant—the first you've ever seen. You wish you hadn't had the opportunity. But it is here, and you are only about 180 feet from the monster! This is a lone specimen, a marauder who has a half-devoured sheep in one hand, and is in the process of tossing away a dead shepherd when you spot him. He has seen you too. With a bellow, he begins heading for you, the seeming bandy legs covering five feet of ground in each stride. Even as you consider all this, the creature has come 30 feet nearer! Time to get ready and attack…or run away like whipped curs.

Speaking of which, you see that the giant has a pack of vicious wild dogs following him. The hulking brute pauses in his onrush to call them from tearing at the shepherd's corpse to follow him in his attack on you. This gives you a better chance to prepare, but you'll be facing more attackers than a single giant!

Remember, if the players have their Avatars react promptly, there will be four (4) ABCs' time for them to launch activations and missiles. Their "readying" eats up time so that the giant is 120 feet distant when they start attacking—supposing they do so promptly. It covers 30 feet distance each ABC. At the end of the 4th ABC thus, it will be within striking range with head (initial attack), then hands. But it has only Speed 7 thus, so likely the Avatars will all get in a 5th round of attacks before the giant can strike. The wild dog "pets" of the giant will be more likely to get in initial attacks, though. These creatures are included to distract the larger party, make the combat more challenging, for otherwise the giant will be killed easily in most cases.

For initiative, ignore weapon speed factors, as they will complicate the process. Simply base the actions on the Speed Base Rating of the combatants as modified by a group d10 roll plus Speed BR for each individual Avatar compared to the opponent's d10 roll and Speed BR addition. Thus, in the case of the giant, it will always have an initiative of between 8 and 17 (7 + 1 to 10). The wild dogs will be difficult, for although their Harm is not deadly, their initiative will be between 21 and 30, so most likely they will be attacking first once the cephalicorn giant is in melee range. Fortunately for the Avatars, these dogs do not range ahead of their master, so they do not attack until the giant is in proximity to attack as noted.

Similarly, do not use any situational adjustments for modification of an Ability used in combat. Simply allow the players to roll against the adjusted Ability score applicable, the giant against its Precision BR. This makes combat much easier and quicker.

Each Avatar actively involved in the destruction of this giant is to be given 50 General Merits, and if one or two were primarily responsible for the success, give that one or both Avatars a further bonus of 50 merits, 25 each if two are concerned. Award 10 Archery or Weapon or the appropriate Extraordinary Ability Specific Merits to each Avatar actively involved in the destruction of each wild dog.

Any healing of Health by an Avatar using Theurgy Ability gains that one 10 Theurgy Ability Specific Merits per other Avatar treated.

When the giant and pack of wild dogs are slain, the local folk congregate and are jubilant. The Avatars are heroes! They get pats on the back, offers for free drinks, and so forth. Everyone in Taen will treat them with respect and admiration for some time to come—mainly until they do something harmful to the residents or the property of one or another of them, or fail to perform the next heroic deed expected of them… In the meantime, the residents of

this hamlet are truly grateful and will even give small things gratis, shave prices a bit on expensive items of work. This includes the Ecclesiastics in the temple, of course,

Optional Second Hamlet Encounter

In the course of their exploration and dealings in the hamlet, the Avatar party might also be confronted by a mad bull. If you opt for this situation, then when you activate the encounter read aloud to the players:

From around a corner comes a huge charging bull! It bellows hideously when it sees your party, increases its pace! You have about one second before it is amongst you.

This specimen is more dangerous than the normal domestic bull (see stats below), and it is so enraged it is going to attack until it is slain. Of course the best that the Avatars can manage is to dive out of Harm's way, dodge and then do something. (You might allow each Avatar a chance of dodging out of the attack path of the bull that is equal to three times Speed Base Rating.) The LM will exercise full discretion as to who might be hooked by a horn in passing, struck by a hull charging attack, trampled incidentally, etc. The bull can stop quickly, turn, and charge again, of course, and this is what it will do!

> **Bull:** Health 48, Precision 35, Speed 15, Harm: 9-12\+1-30, Armor 2. **Attack:** Horns delivering 9-12 Harm, plus added 1-30 points shock Harm if charging, charging only Harm of 1-30 if (also) trampling a prone subject. Note that a successful charging attack knocks down a target subject of up to seven feet height, up to 500 pounds weight, and such subject is then prone and will certainly be trampled as well. **Defense:** 2.

Each Avatar actively involved in the fighting of the bull is to be given 10 Ability Specific Merits based on the principle Ability used in so doing.

Again, success in ridding the hamlet of this dangerous animal will bring much praise and lionizing of the Avatar party, as noted for the slaying of the cephalicorn giant. That night the folk have a big fete for the Avatars, the main course being spit-roasted beef.

Encounters in the Hamlet

The name of the basic monetary unit used here is the crown. It is equal to $1 in the LA game's monetary system, so $10 is 10 crowns in local parlayance.

As the Avatars enter the numbered encounter locations, you should extemporize greetings by the various persons there. Have these folks say things such as:

"Welcome to Taen, strangers! My name is _____. How may I serve you?" If there is a Noble Order Avatar, in the party, have the greetings be deferential: ***"My lord, good people, how may this humble person be of service? I am named _____, and this is my place of business."***

That sort of thing breathes life into the setting.

There are a number of punning names used below. If you want to add some humor, play off these. Otherwise, just pass over the potential, be "serious" in regards to the locals.

1. Apothecary

This shop is owned by Rexian (an alchemist), and he is proudly offering a tonic. Read the following aloud to the players:

As you enter the apothecary shop you see there is a sign before a large display of bottles of a reddish-purple liquid: 'Robust Tonic, a sure health builder! On sale now at only 10 crowns per bottle!'

This makes the imbiber feel stronger, as it has both ginseng and alcohol, but it does not improve Health BR. However, if any Avatar buys a bottle of this "tonic", then Rexian will be pleased, suggest that he also has something quite special. The apothecary will offer Black Darkvision Mushrooms to the Avatar:

"Say, you look like an adventurous type who might need these! I'll sell you these magical fungi, Black Darkvision Mushrooms they're called, at only 100 crowns ($100) the stem. Lets you see in total darkness for a whole day."

Wise indeed is the one taking him up on this offer… Rexian has available for sale exactly the same number of these fungi as there are members in the Avatar party.

2. Baker

The Crausius family owns and operates this place. It is filled with not merely delicious breads but many sorts of pies, pastries, tarts, cakes, and like treats. Each Avatar who enters here must succeed in a check against Speed BR or spend 3d10 in crowns ($3-$30) buying goodies. If an Avatar inquires of the rather grumpy woman named Corilina who serving customers about what is going on in the hamlet, she will grumble:

"Ach! Those young dolts are likely to get killed, going off to fight monsters—and them expecting pastries from me for free because of their 'quest'! Likely they'll end up heading down the pike and running into them bandits instead, the whippersnappers! Glad my own boys are more sensible, sticking to their baking work."

The Avatar or Avatars gaining this information and deciding to act upon it gets 10 General Merits each.

3.Barber Shop

This place is owned by Cnipius, and there are three other persons employed here. Prices are: Shave or Beard Trim 5 crowns, Haircut 10 crowns, Bath 20 crowns, and The Works (tonsorial operations and bath) 30 crowns. If an Avatar decides on The Works, then the following gossip will be heard by that one in the course of being barbered and bathed:

"Seems right foolish, what I heard young Germanicus planning," mutters a local resident.

"Oh, what's that scamp up to now?" queries another customer.

"Him and some of his pals were talking about heading for the cave—to 'show them critters a thing or two!' bold as you please."

The other man shakes his head. "That's loco. Didn't someone spot some bestial thereabouts?"

The first fellow scowls. "Sure enough, and Germanicus was talking about getting axes and playing at warriors, said he and his chums could kill 'em, he did! Likely their parents will catch 'em at it before they can get themselves caught and et, though…"

"Well, damn!" responds the second customer. I do believe I saw a pack of youngsters over at Putterian's place—the lot with hatchets and sickles and all to get sharpened."

"Ha! The tinker won't do that unless they pay, and you know them kids never have any money."

With that the two leave the barber's.

The Avatar or Avatars hearing this information and deciding to act upon it get 10 General Merits each.

4. Blacksmith

The smith is named Vultias (**Armiger/Bravo statistics:** Health 40, Precision 50, Speed 12), and he is the head man of the hamlet. This is a typical smithy, with farrier and blacksmith work alike going on in the large shop. Items can be purchased, horseshoes made and nailed on, etc. There is, however, a 10% chance than one Avatar can be injured here, because it is so busy. On a d10 roll of 0, an Avatar has an accident herein, and that unfortunate suffers d12 +1 points of burn Harm regardless of any armor worn.

If the party inquires about Germanicus or the local young boys, Vultias will say:

"There were a half-dozen of those yinglings here just a while back. They were playing at being warriors, tried to sharpen up some hatchets and sickles and the like. I allowed it because my own boy, Ferrius, was going along in their 'raid' or whatever. Hmmm… I was working so I didn't pay much attention. Are they up to something dangerous?"

The Avatar or Avatars gaining this information and deciding to act upon it gets 10 General Merits each.

If the cave is mentioned, the bestial, the blacksmith will say:

"What?! That's crazy! Likely they won't do that, but why don't you lot head up north to check—about two miles along the river Road, that's where the cave is. If you find Ferrius and the others, I'll shoe all your mounts for free."

The Avatar or Avatars gaining this information and deciding to act upon it gets 10 General Merits each.

Metal armor repair: The blacksmith is able to repair metal armor, including bucklers, to 75% of normal Health of an item at a rate of 10 points per day of working on it. The charge is a flat 1,000 crowns ($1,000) per day as it requires Vultias, his journeyman helper and his apprentice to manage the work.

5. Butcher

The shop is owned and operated by the family Carnalus. The oldest son, Severian, is now working. The meat here is excellent. If an Avatar purchases anything, steps outside, then:

As you exit the butcher's shop a very large, stray mongrel slinks near. It is rather mangy looking, gaunt. The dog looks at you hungrily, its nose twitching as it smells the aroma of your purchase.

If the Avatar actually feeds the dog any decent amount of meat of any sort, then it follows that one, and becomes a loyal companion. The animal is part wolf, and it is both an excellent guard and hunting dog!

Dog, guard: Health 35, Precision 40, Speed 18, Harm 1-12 +2-8, Armor 3.

6. Dairy

A seemingly normal dairy store with the usual items for sale, plus sour cream and yogurt. The large young woman serving customers, Cleo, is a bit on the plain side and not un-hefty, she also likes to flirt. If a male Avatar purchases goods and/or tips to a sum of 50 crowns or more, while speaking nicely to her, Cleo will say:

"You are such a dear! Too bad you aren't going to settle down here—lots of eligible women in the hamlet… Well, never mind. Here, take this bull's horn. It's been gathering dust for years, but someone said it makes you strong. Maybe it will help you in your adventures, if it really is magical."

The large bull's horn is actually an Extraordinary Item. It is enchanted to give the one possessing and keeping it on his person added Physique Ability score. Each day brings added score, 10 points for a maximum of 70 in one week's time. Even if the Avatar doesn't possess Physique Ability, this item will convey it at the score appropriate, up to 70, as long as the person has the horn on his person. The possessor is empowered by the horn for up to an hour's time whenever it is used, then the energy from it is drained, must rebuild it over seven day's time as noted.

7. General Merchant

Amongst the many things offered here by proprietor Chandlos, there is an oil-burning hooded bullseye lantern that reveals a soft, blue glow from inside when the hood is lifted.

"It's likely enchanted," opines the owner. "That's why it's at 250 crowns—a bargain at that—instead of the usual 100."

Chandlos has some phosphorescent mold on the wick so as to make it seem Extraordinary. It isn't, but… Should the mold be fed with wine or ale in the fuel chamber, it will flourish, give off illumination as if it were a burning wick in a normal lantern, only the light cast by it will not affect the vision of those able to see in darkness unless the beam strikes their eyes, in which case they are blinded for d3 ABC's time!

8. GROCER

This shop is owned and operated by Vegitus. If any Avatar spends 50 crowns on his goods he will throw in a free tin of red pepper. This stuff will blind any creature if it strikes its eyes, the effect lasting for 3-5 ABC's time; and if it contacts the olfactory organ of any creature, that one will be unable to use that sense for 13-16 ABC's time. Assume a handful of the pepper can be tossed to a maximum of 10 feet distance.

9. POTTER

This shop belongs to Clavius and his wife, Mallinda. Their work is excellent, and no small container purchased herein will be subject to normal breakage. Any item subjected to conditions in which breakage is possible must be checked, with any d% roll at a –30 in favor of it not breaking. (This could be annoying to Avatars hurling pots of flammable liquids or containers of acid. On the other hand, if they carry things in such pottery, it isn't likely to break accidentally…)

10. STABLE

The stable is owned by Equinnus. He is a good fellow and charges reasonable prices, 15 crowns ($15) per animal per day, sees to the animals welfare assiduously. His stable boy, Dropo, is also a fine and conscientious lad. If the Avatars come here and inquire about Germanicus, or the hamlet boys in general, Dropo will know what is up. The stable boy will, if encouraged, volunteer to lead the team to the north, along the stream where the cave is located.

The Avatar or Avatars encouraging Dropo to assist them as a guide get 20 General Merits each.

In addition to caring for horses and mules, the stable is the place for cart and wagon repair and farrier work. Equinnus employs the only Alfar in all Taen. Boltar, an Oaf (typical) manages the wheelwright and cart- wainwright tasks. The farrier work is done by an Ilf named Niall, nicknamed "Lucky." Both live in the stable building (at opposite ends).

11. TAVERN

This place is called the Bear & Bucket. The sign shows a bear holding up a wooden pail, drinking from it—but what's in it is not depicted. Bruno the Barkeep (Outlaw/Bandit lt., warrior stats) runs this place. He is a tough fellow with Unarmed Combat Ability of 70 (+20 to Harm when striking) and likely to use it on unruly patrons—and those getting too friendly with Lacivia (see below). However, there's always a "friendly" game of cards, also one of dice, going on in the back of the common room. Stakes are 1 crown ante and bets of up to 10 crowns in the poker game. Wagers of from 5 to 20 crowns can be made in the dice game. Any Avatar joining one or the other of these games will, after wagering—winning or losing or just even—50 crowns, hear about a rumor:

One of the men watching the game says to another onlooker, "Say, Otis, did you hear that the Suggil Gang is hereabouts?" The fellow he addressed coughs, mumbles under his breath: "Ixnay! Them coves might be about. They're laying an ambush down by (ahem! mutter-mutter) for the (mumble-mumble-arrrf). Likely by (mutter-mumble) it'll be all over."

The Avatar or Avatars gaining this information and deciding to act upon it gets 10 General Merits each.

Of course no inquiry made herein will cause anyone to speak of this matter. If the Avatar or team presses, they'll be thrown out of the place. However, if the Avatars slip a few crowns to the barmaid, Lacivia, she'll whisper:

"Go over and ask the miller, Petrus. Likely the bandits plan to waylay the stagecoach, and I believe his wife and daughter are due to be coming back here on it." Lacivia is great looking, buxom, flirtatious, and the girl friend of Bruno. . . ."

Despite being unable to learn more here, the Avatar or Avatars hearing this information and deciding to act upon it get 20 General Merits each.

There are four guest rooms here, but they cost 30 crowns per head, there are fleas, lice, and bedbugs in them, and there's even a 50% chance per Avatar staying here that d4 coins will be missing from his or her purse, vanished during the night with no recourse as to recovery.

12. TEMPLE

Make this place of the same pantheon as that which is recognized by the Avatars. If the party is of Khemitic faith, the main deity of the temple is Ra. If of Olympian faith then it is first mainly a temple of Jupiter-Zeus, Sungkinese honors Yu Huang foremost, Tenoric has Odin as the prime deity.

The priest, Honorus, is a 5th Rank Ecclesiastic Order Officiant Priest, and his assistant, Solomnius, is 7th Rank Under-priest. Assume that between them they have an 85% chance for any needed activation, but they will personally use such, not share it with an Avatar. This will be done only for those who have shown proper respect to the pantheon, of course. A fee of 20 crowns per AEP expended will be asked for such service.

Any Avatar entering the place is expected to deposit not less that 10 crowns in the Alms Box. To be welcomed as true brothers (or sisters), though, a donation to the temple is also expected, this being not less than 50 crowns for a lay person, 100 for a fellow Ecclesiastic Order individual.

In the case of a welcome, the under-priest will mention that he has heard about two disturbing things—that some of the hamlet youth might be heading for trouble, and that there are bandits in the area who are certainly planning robbery. If asked for further information, Solomnius will suggest that the barber shop and the tavern are where such things are likely to be known and discussed.

"That lad at the stables knows a lot, though, and so does Old Vag. Likely find that shiftless fellow hanging around in back of the grocer's….or else jawing with the tinker."

The Avatar gaining this information and deciding to act upon it gets 20 General Merits.

If asked, the cleric will say that the tinker's place is just a ways east of the temple, on the north side of the road, where Ford Street changes into Hill Road.

In any case, if the Avatars fight the cephalicorn giant and are Harmed or even killed in the combat, the priests here will heal

and even be able to Revivify one slain person if need be. This will be done gratis, of course. Furthermore, they have a holy relic whose touch will restore a brave person to full capacity if that one is bent on doing a valiant and good deed. Thus, any otherwise incapacitated Avatar will be able to go on a mission to rescue the hamlet youngsters or to stop the outlaw gang from waylaying and robbing the stagecoach.

13. TINKER

Putterian the tinker has a typical place—a barn-like building with a small dwelling space and lots of storage space for second-hand goods and working on other things brought in for repair. His work is fair only, so that any sharpening of edged weapons (10 crowns the edge) he does gives only a +4 Harm bonus, each use of the weapon, successful or not, dropping one point from that bonus until the normal Harm range applies without the sharpening bonus.

When the Avatars arrive here Old Vag will show up, stand around listening and watching. Old Vag is unwashed, wears shabby and tattered garments, and is in need of a haircut and a shave. If asked about Germanicus, the local youth, he'll spit and say:

"Them rascals? Bah! All they do is make my life more miserable, so I stay well away from the lot!" If asked about a robbery or ambush, though, Old Vag will scratch his head, "Lemme think now… Seems I heard something about some such, but it's hard to recall . . . ."

20 crowns, or more in coin, will so refresh his memory that, for another 20 he'll actually lead the team about two miles south of the hamlet, show them the place that, *"them durned bunch called the Suggilers likely be lurkin'."*

The Avatar or Avatars primarily responsible for getting Old Vag to serve as a guide for the party get 20 General Merits each.

If the tinker is asked about Germanicus and his company of would-be warriors, Putterian will tell the party:

"Hoy! That young hothead and his lads was here all right. Expected me to sharpen a bunch of tools—axes, hatchets, and pruning hooks—for free. Might have too, but they were talking about going to the cave to kill bestial, so I sent 'em packin'! Think they went to the smithy to get a second-rate job done there . . . ."

If asked where the smithy is, the tinker will point southwest, say: "It's a block away, kitty-corner from here, on Center Street and South End Lane. Can't miss it."

Cloth armor and composite shield repair: The tinker is able to repair cloth armor and/or composite shields to 75% of normal Health of an item at a rate of 10 points per day. The charge is $5 per point of Health restored to cloth armor, $9 per point for shields.

14. TRADERS STORE

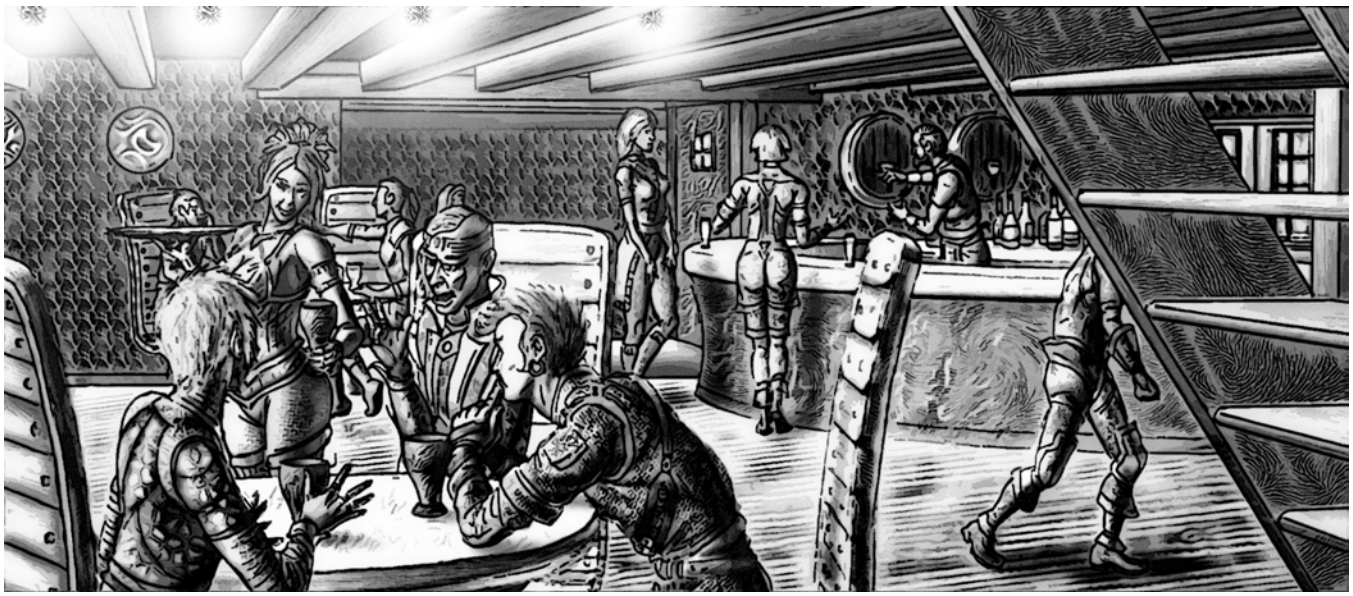
In addition to the full range of items usual for such a place, the proprietor, Daelius (Outlaw/Bandit lt., swindler stats, but no combat should occur, as he is "retired"), has a case of trinkets—costume jewelry, novelties, etc. In this case are also seven "Lucky Amulets". They are priced at 100 crowns each. *"That's stealing one from me, that price. Think of the real value of being lucky!"*

The "Lucky Amulets" are described as follows: a horseshoe nail ring, a rabbit's foot, a four-leaf clover in a glass holder, a miniature copper horseshoe, a miniature silver wishbone, an exotic brass coin, and a moss agate pebble.

One is actually enchanted, and it adds +10 to Luck Ability, or gives that, to whoever has it for a full day, keeps it on his or her person. As LM you get to decide which is the true Extraordinary Item. Choose which it is, or roll d7, secretly for a random selection.

15. HOSTEL

"Ma" Commodina, a large, motherly woman in late middle age, runs this place. It is clean and relatively inexpensive for rooms and for "home style" meals. Nothing else goes on here, although if asked about the local boys, "Ma" will say she heard they were up



to mischief, and *"Maybe that youngster at the stables, Dropo, can tell you more."*

The Avatar or Avatars hearing this information and deciding to act upon it get 10 General Merits each.

Prices: All in a dorm room, 10 crowns per head; four to a room, 15 crowns apiece; double room, 25 crowns each; single room at 35 crowns per night. Home cooked food, and plenty of it, with breakfast at 5 crowns per person, supper 10 crowns, and "over by seven o'clock, no ifs, ands, or buts!"

16. Fortune Teller

A small front room cluttered with many exotic objects (a strange humanoid skull, various fetish figurines, a strange native mask, little dolls, animal pelts, stuffed birds, incense burners, etc.), garishly decorated in all, greets the caller. This old woman named Verna is more of a seer than anything else. The charge is $20. She will allow only one person at a time into her "inner sanctum" for looking into the future. The place is dark and hung with dark velvet draperies of various hues. A single candle glints off bits of mirrored class, crystal, and shiny metal objects. As she performs her "gazing into the future," Verna attempts to hypnotize her subject. Her chance for this is 100% less the Speed BR of the individual, less an additional 20 if the Avatar is suspicious.

If successful, Verna determines the nature of the individual, if he or she has malign motives. If so, the seer implants the suggestion of a very beneficial glimpse of the future, that the subject is fated for success regardless of risks taken.

If the individual is basically benign in nature, Verna will actually use her capacity to get a glimpse of the future, then urge the subject to befriend the stable boy, Dropo (location 10) and "Old Vag" (location 13), pay them generously, and follow what they have to say. She will, of course, stress that there is much danger ahead, but reward and glory for success.

In any case, Verna will implant a suggestion that she be given a tip of at least as much as she charged.

If the subject resists hypnosis, the seer smiles:

"So, you are able in things requiring the mind. I am not able to see beyond the veil for you, but I can say this: I have felt danger north and south. You risk death in seeking to destroy the evil, but if you listen, get help to guide you to where the danger lies, there is much for you to gain. That is all I can say. Good luck!"

17. Mill

The rich miller is named Petrus. This demanding fellow is portly, of ruddy complexion, and not particularly friendly; but if he perceives the Avatars as being upright sorts, likely to oppose outlaws, he will put on his best face, inform them that:

"There are some vile rogues nearby, a band of filthy outlaws calling themselves the Suggil Gang. The dastards not only rob but beat their victims to death with their spiked cudgels! Woe is me! They might attack the stagecoach that's coming in but an hour, and my dear wife and daughter are on it! Will you prove heroes, or be craven? If you set forth now, ride south, you might save the day. Rescue my family from the bandits, bring them back unharmed, and I will pay you anything—even up to 10,000 crowns!"

If the party does bring back the two, the miller's wife, Agatha, will show a large bump and bruise she has suffered. At that, the Miller will virtually renege on his promise, hand each Avatar a single gold piece ($500).

"More than you deserve for allowing my poor dear wife to suffer such Harm, but you did perform bravely if ineptly, so take this and begone!"

If the Avatars threaten the miller, he will say he must go to the general merchant's place to get more cash. He will then raise the hue & cry against the party in the center of the hamlet. This will bring out all the men of the place. All armed. A fight means death for the Avatars. Just end things then and there.

"You put up a valiant fight, for the wrong reasons, and more as outlaws than as heroes, then one after the other, you are laid low. So you have all died for the sake of a bit more money, for greed . . . ."

At such a juncture, you should have the players create now Avatars and try again. In the case where the Avatars accept the lesser payment, with or without grumbling, award each an additional 50 General Merits.

If they cause a ruckus, threaten or Harm the miller, then they will gain Dark Repute next thereafter where Repute gain is indicated.

18. Cobbler & Leather Worker

(Leather armor can be repaired here.) Solon the cobbler is a leathery looking fellow. His skin is brown and so is his cobbler's apron. As one enters the shop they see a long workbench, a cobbler's bench on which Solon sits as he repairs a pair of worn boots. There are pieces of leather scattered about, small bits and large bends, even whole hides. Knives and shears, awls and punches, hammers, pincers and small pry bars, glue pots and brushes, cord and thread, nails and tacks, all in a welter of seeming confusion. Of course there are many shoes, boots, and leather items scattered on work surfaces, lined up neatly on shelves where they await claiming.

Solon can craft sandals, but making other items is beyond his skill. He can repair almost anything made of leather, though. If an Avatar brings in leather armor, Solon can mend it so as to restore 15 Health per day of laboring on such repair work. The cost is $8 per point so restored.

ADVENTURE 1
RESCUE OF THE HAMLET LADS

As the Avatars have picked up gossip and/or directions from the hamlet that gives them a clue as to where to find Germanicus and his friends who are out to prove that they are warriors, one way or another the party will be heading north to see about this matter.

Should the Avatar party not have Dropo as a guide, then they will have to rely on Ability checks. Any Avatar with Hunt, Ranging, Rustic, or Scrutiny Ability will have that score with a bonus of 30 to spot the side track leading from the west of the road towards the river and the cave. When they come near the place, have each player whose Avatar has one of the named Abilities roll d%, and if the roll succeeds, give 10 Ability Specific Merits in the appropriate Ability to each Avatar so doing. Then read aloud:

The trail heading northwest is too narrow and overgrown to ride, so you dismount, secure your steeds to saplings, and proceed on foot. In a short time you come to the waterway, and a low stone bluff. As you move nearer, a cave mouth comes into view, an entrance about three feet up the limestone face, that's large enough for two of you abreast to walk into. So now is the time to make ready.

If they are being guided to the place by the stable boy, Dropo. read the following aloud:

As you travel north from the hamlet along River Road for a couple of miles, Dropo points to a nearly invisible path. "See there? That's the way to the cave! It's about a quarter-mile off, and right by the Black River's bank. There's a rock bluff there, limestone. We all play there a lot—only now with the monsters around nobodies supposed to go there."

The trail heading northwest is too narrow and overgrown to ride, so you dismount, secure your steeds to saplings, and proceed on foot. In a short time you come to the waterway, and sight the stone bluff that Dropo told you was there. As you move nearer, the mouth of the cave comes into view, an entrance about three feet up, that's large enough for two of you to walk into. So now is the time to make ready.

Allow a minute for the players to decide what their Avatars do, then read the following:

You hear loud and fearsome noises coming from within the cave.

ENTERING THE CAVE
(SEE MAP PAGE 15)

Be sure that the players have their Avatars equipped with some light sources if they haven't previously purchased Black Darkvision Mushrooms from the apothecary. As play progresses here read the indicated sections aloud to the players as appropriate to their location in the complex.

1. ENTRANCE PASSAGE & 1ST CHAMBER

You make your way along the cave passage about 30 feet and come into a chamber. There is a cave here, call it the 1st Chamber, that is about 40 feet long and 30 feet wide. There are two passages leading from it, each about 10 feet wide. The one that is "ahead" seems to run northeast a long distance. The one to your right leads generally east from the look of it, also a fairly long way. The whole place has a rather unpleasant musky stink, as if wild animals have denned here, defecated and urinated too.

If the Avatars are quiet and listen at all read aloud:

A good thing you quieted down, used your ears as well as your eyes. You hear animal noises coming from both passages, barks and howls echoing faintly from each, and there seems to be no way to determine what is what.

If an Avatar uses Hunt or Ranging Ability to discover more when listening and succeeds in the check, read:

You are sure that the sound coming from the passage ahead are like those of a pack that's cornered its prey. Then award that Avatar 20 Hunt or Ranging Ability Specific Merits.

EAST PASSAGE

You follow this tunnel for about 80 feet distance in all. It has curved to the left a bit, and as you proceed you can hear faint snorts, growls, grunts, and like animal sounds coming from just ahead.

It the team is making a lot of noise, or has lanterns and/or torches, they will not surprise the bestial that is at the end of this passage.

2. 2ND CHAMBER

A quiet party not using bright lights will surprise the pack of eight bestial here, one of each kind:

As you move ahead, you see that the passage has opened up into a chamber, a cave about 50 feet long (ahead) and 30 feet wide. Gathered around a bloody deer carcass in the middle of the place are eight very horrid-looking humanoids of small stature, perhaps five or so feet tall, each with bestial visage. Even your hasty glance enables you to see (read the descriptions given below for the eight sorts of bestial, then return to this section)***. Your party has surprised them in their feasting, so you have three ABCs' of free actions before they can move to attack you. If you charge to attack them, you will have one free ABC of melee combat before these bestial can respond.***

If the party is noisy and/or using bright light (other than bullseye lantern(s), read:


THE CAVE
N
Black River
Sinkhole
down to...?
A.
B.
8
4th
Chamber
5
3rd
Chamber
6
7
4
North East Passage
3
2nd Chamber
2
1
East Passage
Entrance
Rock Bluff
Trail to Cave
Scale: = 10 feet
Peter Bradley
www.ravenchilde.com
Concept design c. Gary Gygax 2000

As you move ahead, you see that the passage has opened up into a chamber, a cave about 50 feet long (ahead) ***and 30 feet wide. Coming towards you in a rush are eight very horrid-looking humanoids of small stature, perhaps five or so feet tall, each with bestial visage. Even your hasty glance enables you to see*** (read the descriptions given at the end of the work on page 19 below for the eight sorts of bestial, then return to this section). ***Your party has one free ABC of melee combat before these bestial are close enough to use their own animal sorts of weapons.***

Award each Avatar actively involved in the slaying of these creatures 10 Ability Specific Merits for the Ability used principally in the battle—some Extraordinary one, Weapons, Archery, etc.

Other than the remains of the deer, there is nothing to be found here unless an Avatar uses Scrutiny Ability successfully. Such a success gains not only 10 Scrutiny Ability Specific Merits for the Avatar, but finds that there are the remains of human corpse, mostly only gnawed bones now, in the small passage at the northern end of the chamber. Near to this grisly thing are a long dagger, a short thrusting sword, and a small leather pouch (in which there are six Bolus of Health, moderatus capsules, these Extraordinary Items conveying 9-12 points of lost Health points to the one consuming it). Successful Arcana Ability check will reveal the nature of these capsules, and the Avatar so doing gains 10 Arcana Ability Specific Merits for so doing. Otherwise, trial and error is the only means of discovering what they are.

3. NORTHWEST PASSAGE

You follow this tunnel for about 70 feet distance, then come to a right-hand adit, a 10-foot-wide passage running eastwards. Do you keep on or turn east?

Looking will reveal nothing. Listening will reveal that there are animal sounds coming from ahead along the northeast tunnel. Whichever player first called for the Avatars to be quiet and listen gains 10 General Merits for his or her Avatar.

If the party turns east, simply tell them that it is a dead end after they have gone 50 feet distance east, 20 south.

As the party continues northeast read:

At 40 feet past the east branch, this passage forks. One way leads northwest, the other more northeasterly. What now?

Listening will reveal that there are animal sounds coming both of these tunnels. However, if a player asks to use his Avatar's Hunt or Ranging Ability to discover something more, a success indicates 20 Specific Merits for that Avatar's Ability, and the fact that some human cries can be heard coming from the right-hand passage!

If the party goes northwest (area 7, below), then the hamlet boys will be killed, the bestial feasting on their flesh, when the Avatars arrive in the area in which they were trapped (area 5, below).

4. SHARP NORTHEAST PASSAGE

If this is the second choice of the party, they went into areas 7 and 8 first, then skip past the text below until you come to the bulleted portion. The Avatar party has failed to save the hamlet boys in such case.

If this way is taken **before** the northwest passage, then proceed with the following material.

As you continue along the 70-foot length of this cave passage, the sounds of bestial' angry cacophony of growls, chitterings, howls, grunts grow increasingly loud. At the end of this tunnel you see a crowd of these monsters outlined against a light further on. The light comes from a small opening that the bestial are clustered around. You can see some are moving pieces of rock, while one after another attempts to get through the aperture, gives a cry of some sort, moves back. What will you do?

The hamlet lads are trapped in the chamber beyond. They've managed to build and are attempting to maintain a barricade of rocks while one or another of their number defends the opening to their last retreat. All of the six boys have been wounded, two rather severely. Germanicus, using an old shield and a makeshift glaive, a scythe blade fixed to pole, holds the entrance, thrusting as if the weapon were a spear. This has resulted in some slight wounds to the attacking bestial, kept them out, but it is hopeless.

As you take this in at a glance, you see a crouching shape leap into the opening, hear a bellow of triumph as it seizes in a pincered "hand" and hurls back some sort of a pole-arm. Beyond question it has just disarmed the defender on the other side of the pile of rocks the bestial are attempting to remove. The monstrous humanoids have not noticed you, so what will you do now?

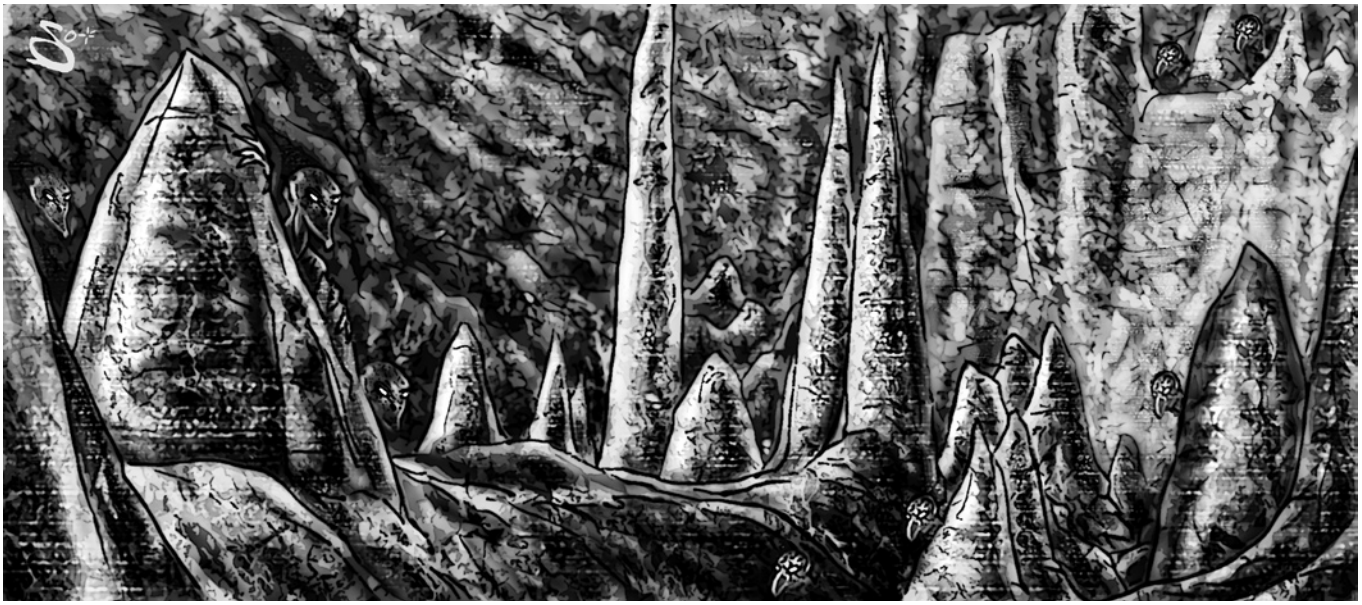
Again, there are eight bestial here, one of each type. Should the Avatar party be relatively weak in regards to combat capacity, assume that each bestial has suffered d6 Harm, so adjust their Health accordingly when you make up their roster. If the Avatar party is five or more, then add one bestial for each party member above four. The party has only 1 ABC of time for free attacks, these at –20 on their attack Abilities used—Archery, Unarmed Combat, or Weapons. Thereafter, the bestial turn and engage the party.

Note that the passage is only wide enough for two combatants of either side to fight against each other at the same time. However, the Avatars on their free ABC of attack can both launch missiles and send activated Powers at the bestial while one or two of their number move up to strike with hand-held weapons.

Award each Avatar actively involved in the slaying of these creatures 10 Ability Specific Merits for the Ability used principally in the battle—some Extraordinary one, Weapons, Archery, etc.

When the bestial here are slain, move to section 5.

Read this portion only if the Avatars come here after going to areas 7 and 8. Otherwise simply skip the bulleted text and go on to 5.



As you proceed along this passage, you see flickering light, as if from a fire. After about 60 feet traveled, you are able to peer into a cave about 10 feet further along. In it are eight bestial. Two are toasting portions of meat over a small fire. The six others are tearing savagely at corpses…the corpses of young boys. It seems you have arrived too late. Still, the youngsters can be avenged. Their murderers haven't noticed you, so you have 3 full ABCs' of action before they will be able to attack you.

Conduct the battle as noted above, with wounded bestial, but in this case all of them can fight, as the chamber is large enough to allow this to occur. When successful, award Merits as indicated for the combat rescue of the living boys.

5. 3rd Chamber

All of the chimerical humanoids are dead! The light from beyond still burns brightly, and in the illumination you see a wildly grinning young man. He is shouting hurrahs and generally exalting because of your victory. He hurls away a battered shield, begins to tear down the rocks between you.

The pile of rocks, already partially torn down, is moved away quickly by your party and the young lads in the chamber beyond it. You can see that there are six of them inside the cave space. All have some makeshift cloth or leather armor, show bloody wounds, but still clutch their homely weapons—a wood axe here, there a cleaver, a sickle and a hatchet, a club set with nails too. The largest of the lads, the one who threw aside his battered wooden shield says urgently:

"Two of my friends are hurt pretty bad. Can you do something to help them?"

Whoever does this, gains 30 General Merits for each of the two that has Health raised from 1 point to at least 10 (of 14 maximum), no matter if by use of the Heal Theurgy Power or the Extraordinary Bolus of Health, moderatus.

If these were the last of the bestial alive in the cave, the Avatars can leave safely, carrying the two badly hurt youngsters if they were unable to heal the two; otherwise simply accompanying the six back to the cave's mouth.

If there are bestial still alive, and the party attempts to exit thus, they will be attacked from behind, the bestial remaining getting one free ABC of attack on the entire group by coming at them suddenly in area 1, the 1st Chamber.

If the boys are sent off on their own, they will be attacked in the 1st Chamber if the party did not kill the bestial in the 2nd Chamber.
If the two badly wounded boys are healed or carried, and the entire group is exiting then Germanicus will say:

"Look, that place! See, it's to your right. That's where the first of those damned bestial suddenly appeared."

If any Avatar checks it out closely, a concealed passage, just wide enough for one person at a time to fit through, will be found. Go to area 6 in such case. Otherwise ignore the area.

6. Concealed Passage

Read this aloud to the players only as noted immediately above:

Germanicus has enabled you to find a hidden passage, a mere crack almost. As one of your team sidles into it to see where it might lead, you hear from that one: "Hsst! There are a lot of bestial up this way! I can hear them grunting and growling not too far distant."

If the party ignores this passage, simply continue back as indicated, remembering that unless they enter area 7 and then area 8, fight with and slay the bestial there, those creatures will attack them as noted in 5, above. If the boys are sent on alone, they will not be attacked unless there are bestial alive in area 2, assuming that the Avatars go on to assault the bestial laired up in Cavern 4 (area 8).

If the Avatars (with or without the boys) proceed north:



The narrow passage curves to the right, ends after 30 feet. As you exit the confined place you find you are in a space about 10 feet wide and long. There is an exit to the north that is about eight feet wide, one to the right hand about five feet wide. Bestial' noises seem to be coming from both ways!

If either or both exits are checked, read:

You see a big cave. It is about 80 feet long and 30 feet wide. In it are crouched eight bestial, these unnatural humanoids in a rough circle in the center of the place, evidently in some sort of conference.

If the north exit is checked add:

Just to the right you see there is a passage from the big cavern. It is 10 feet wide, goes to the northeast. A faint breeze wafting from it carries a noisome stench—carrion and excrement mixed.

If the party goes into the northeast passage, they will surprise four different types of bestial face-to-ugly-visage in the initial cave. If the party manages to kill these four creatures in three ABCs' time, those in area 8 (the 4th Chamber) will not hear. Otherwise, the eight bestial will come to the sound beginning on the fourth ABC of fighting, arriving in four more so as to attack at the end of the eighth ABC.

Each Avatar actively involved in the slaying of these creatures is to be awarded 10 (15 if the bestial from the south join in and are slain) Ability Specific Merits for the Ability used principally in the battle—some Extraordinary one, Weapons, Archery, etc.

For a description of Sub-area B, see 8, below.

When the Avatars move to attack the group of bestial to the south, then go to area 8, below, skip the text to be read that describes the 4th Cavern, and follow the rest regarding fighting the bestial.

7. Short Northwest Passage

You move northwest about 30 feet, see a larger space opening to your right, the north. The sounds of bestial can now be heard quite clearly.

If the party is being noisy, or they are using bright lights, then as they continue into the cavern chamber ahead they will be ambushed by the bestial at close range, all eight of the creatures attacking as the party enters area 8. Then a general melee ensues, with four more bestial coming from sub-area A and attacking after 10 ABCs of time has elapsed.

8. 4th Chamber

When the party first enters here (from the south), provided they are not ambushed as noted, read the following.

You see a big cave. It is about 80 feet long and 30 feet wide. In it are crouched eight bestial, these unnatural humanoids in a rough circle in the center of the place, evidently in some sort of conference.

Allow the Avatars only six seconds time, 2 ABCs, to make up their minds as to what they are going to do. If attack is the order of the day, then continue reading aloud:

These bestial are no more alert than pigeons! Because they are about 40 feet distant, some of you can charge, get into hand-to-hand combat with them in two ABCs' time while others launch missiles.

Even those charging will get a free attack (make that two free attacks if the party is coming from the north) before the bestial will be able to fight back.

If immediate attack does not follow, then the bestial notice the party, spring up, and will be upon the Avatars in 2 ABCs' time.

After combat commences, when 10 ABCs of time have elapsed, four more bestial will come from sub-area B unless they have previously been dealt with (6, above). They will attack the party from the rear if the Avatars came through area 6, surprising them unless an Avatar is watching the exit from the sub-area.

Award each Avatar actively involved in the slaying of these creatures 10 (15 if the four additional bestial become involved) Ability Specific Merits for the Ability used principally in the battle—some Extraordinary one, Weapons, Archery, etc.

Sub-area A

As an Avatar or Avatars head in this direction read aloud:

The north end of the cavern narrows, and as you explore it you see it opens into a circular cave of about 20 feet diameter. Near the middle, there is a sinkhole in the stone floor. It is about a yard across, seems to go down into the very bowels of the earth. From the marks you see around it, this must be the place where the monstrous creatures you have been fighting came from.

If any Avatar thinks to plug up this hole, that one receives an immediate award of 25 General Merits. There are, in fact, some very large stalactites on the cave ceiling, and by throwing rocks at them, they will drop, their collapse causing further collapse in the sides of the sinkhole, effectively closing it for some time, perhaps permanently. (Of course determined subterraneans will be able to clear it in a year, but… On the positive side for the Avatars, when

they later wish to return and explore the area below, they will be able to remove any blockage in a few hours time spent moving rocks.)

SUB-AREA B

When this place is explored read aloud:

You see there is a passage from the big cavern. It is 10 feet wide, goes to the northeast. A faint breeze wafting from it carries a noisome stench—carrion and excrement mixed.

After you traveled some 30 feet distance, fighting down nausea from the stink, there is a bigger opening before you. It is a cave of about 30 feet diameter. In it are many bones, rotting bits of dead animals. You reel a bit at the sight and the odor of corruption. Evidently the bestial thought this a delightful place to dine. At the far side of the cave is an opening to some new place. It is likely even more disgusting than this one, for a great miasma emanates from that direction.

Searching this place will find 3d4 in gold coins of 500 crowns value each, 5d20 of silver coins of 10 crowns value each, but nothing else. Each Avatar searching must succeed in a check against current Health Base Rating or contract a disease. The disease will become active in 24 hours' time, reduce the Health of the afflicted by d4 points per day thereafter for one week, this loss, and any loss from wounds too, not being restored by any normal means, or through Extraordinary means either, unless it is the Theurgy Power of Banish Sickness. This will halt the disease's progress. Each point of Health lost prior to the halting, however, including wound Health loss, can be recovered only by bed rest for one full day per point. Again, no other means will restore these lost points of Health.

If the Avatars go into the furthest cave read:

What a vile cave! It is about 40 feet wide, 20 feet deep, and covered in depth around its perimeter with ordure! Only bestial would have such a privy adjoining their refectory! Coughing and choking at the stench, you are glad to see there is no place to explore beyond here; thus you need not enter it further.

If any Avatar actually remains in the cave for more than 10 ABCs of time, he or she will absolutely contract the disease noted above.

If Scrutiny Ability is employed, the Avatar so doing will be able to notice at the far end of the space that there is a human skull. This takes a full minute of time (20 ABCs). Under it, amidst a pile of feces, there is an enchanted sword:

> Sword, Preternatural, Piercing (thrusting): 2-20 + 13-16 (preternatural) P Harm; range 4, speed 3, Precision bonus (to Weapons score) 20 + 5 preternatural bonus as a d% reduction or a Sword, Preternatural, Cleaving: 7-20 + 9-12 (preternatural) P & S Harm; range 2, speed 4, Precision bonus (to Weapons score) 15 + 10 preternatural bonus as a d% reduction—the choice of which weapon to award left to the LM.

This weapon is likely worth the disease if the sickness following its contraction does not prove fatal. Note that whichever Avatar ends up with the sword, that individual loses 1 Health point permanently, because of a disease that is minor, does no more than cause the loss, and then is gone. The lost point of Health can be regained only through Merit expenditure or through some Extraordinary means from an item or the like.

SUCCESS IN THE MISSION

For saving the hamlet boys from the bestial, each Avatar receives a bonus of 250 General Merits.

Failure to get them out alive gains no such award, of course

THE BESTIAL

Stats for these creatures are, with LM-determined (d4 -1) variable to Health and Precision adding up to three point

Bestial	Health	Precision	Speed	Harm	Armor
Clawed	24	28	14	2 x1-8+2	2
Fanged	25	27	13	1-20+4	6
Hoofed	22	26	16	2 x1-12+4	2
Horned	23	24	15	9-20+2	4
Mandibled	24	25	12	6-20+3	5
Pincered	20	29	11	2 x1-10+2	8
Spined	21	30	10	6x1-4	6
Tusked	24	23	9	11-20+3	4



ADVENTURE 2
THE WAYLAYING OF THE WAYLAYERS

Note that this mini-adventure could actually come before Adventure #1, so that in essence the two are interchangeable in sequence.

As the Avatars have picked up gossip and/or directions from the hamlet that gives team a clue as to where to find out where the Suggil Gang is likely to be laying its ambush, one way or another the party will now be heading south to see about this matter.

Old Vag points. "See that there cut, the road goes through it, with the trees and the brush all around? There's where them Suggilers will is most likely to be lurking in ambuscade! So's all's set, and I'm history." With that the old beggar heads back north to the hamlet at surprising speed for one of his age and physical condition, so you and you mates are left alone. looking south at the road. What will you do now?

Should the Avatar party not have Old Vag in tow as a guide, then they will have to rely on Ability checks. Any Avatar with Planning, Ranging, Scrutiny, or Waylaying Ability will have that score with a bonus of 20 to spot the best place for laying in wait to rob a vehicle heading towards the hamlet. When they come near the place, have each player whose Avatar has one of the named Abilities roll d%, and if the roll succeeds, give 10 Ability Specific Merits in the appropriate Ability to each Avatar so doing.

MISSING THE AMBUSH

If somehow all fail, describe the place as the party rides south along the road. The bandits will not attack them. At the bottom of the map they will meet the approaching stagecoach. The coachman and the guard will level weapons at the Avatar party if they attempt to flag down the coach, keep going at their fast cantering pace. While the driver is an honest fellow, the guard is a confederate of the Suggil Gang. When the bandits waylay the stagecoach, he will throw down his heavy crossbow and run off, heading for the hamlet to report the robbery, "lucky to escape". Later he'll be paid a share of the swag, of course.

If the Avatars attempt to force the stagecoach to a halt they will be shot at.

Coachman: Health 25, Precision 35, Speed 11, Armor 4, effectively 16 moving. Catapult, hand: 1-20 P Harm; range 60'; speed; Harm bonus +6

Guard: Health 35, Precision 45, Speed 10, Armor 8, effectively 20 moving. Crossbow: 3-20 P Harm; range 180'; speed 4; Harm bonus +10.

Any counter attack by the Avatars will begin as the stagecoach is rolling into the curve and down the north grade of the Long Ridge, picking up speed. This means it is in sight of the bandits in location 4, below. This will enable the gang to be alerted of what's going on. The coach can not be halted before it at location 1, the ambush site. At this point the Suggil Gang will loose a volley of crossbow quarrels at the Avatars, get off a second round of missiles before the party can react. Very grim for the team . . . .

If they have killed the coachman, then the stagecoach team is a runaway one, and the coach crashes at the barrier (location 1, on the map). The guard leaps clear, suffers 5 Harm to Health, and is stunned for 4 ABCs' time. He has his crossbow and quarrels, however, and will begin fighting as a part of the bandit group on the east side of the cut (location 3) thereafter. Meantime, all the coach passengers are killed.

Even if the Avatars manage to win the fight, they have failed their mission. All actively involved gain 20 Specific Merits in the Ability used primarily in besting the opponents, but they gain no General Merits and will be vilified and shunned upon returning to Taen.

In summation, this is a very foolish thing for them to have done.

On the other hand, if they allow the stagecoach to pass, follow it, there are two separate scenarios possible:

Following Closely: If the team follows the coach closely, the bandits will note this. Thus the Avatars will receive two volleys of crossbow quarrels as noted above, with added attacks from the coachman and the guard who will have convinced the driver that the Avatars are the ones who set the roadblock. This is another unfortunate tactic for the party to have used.

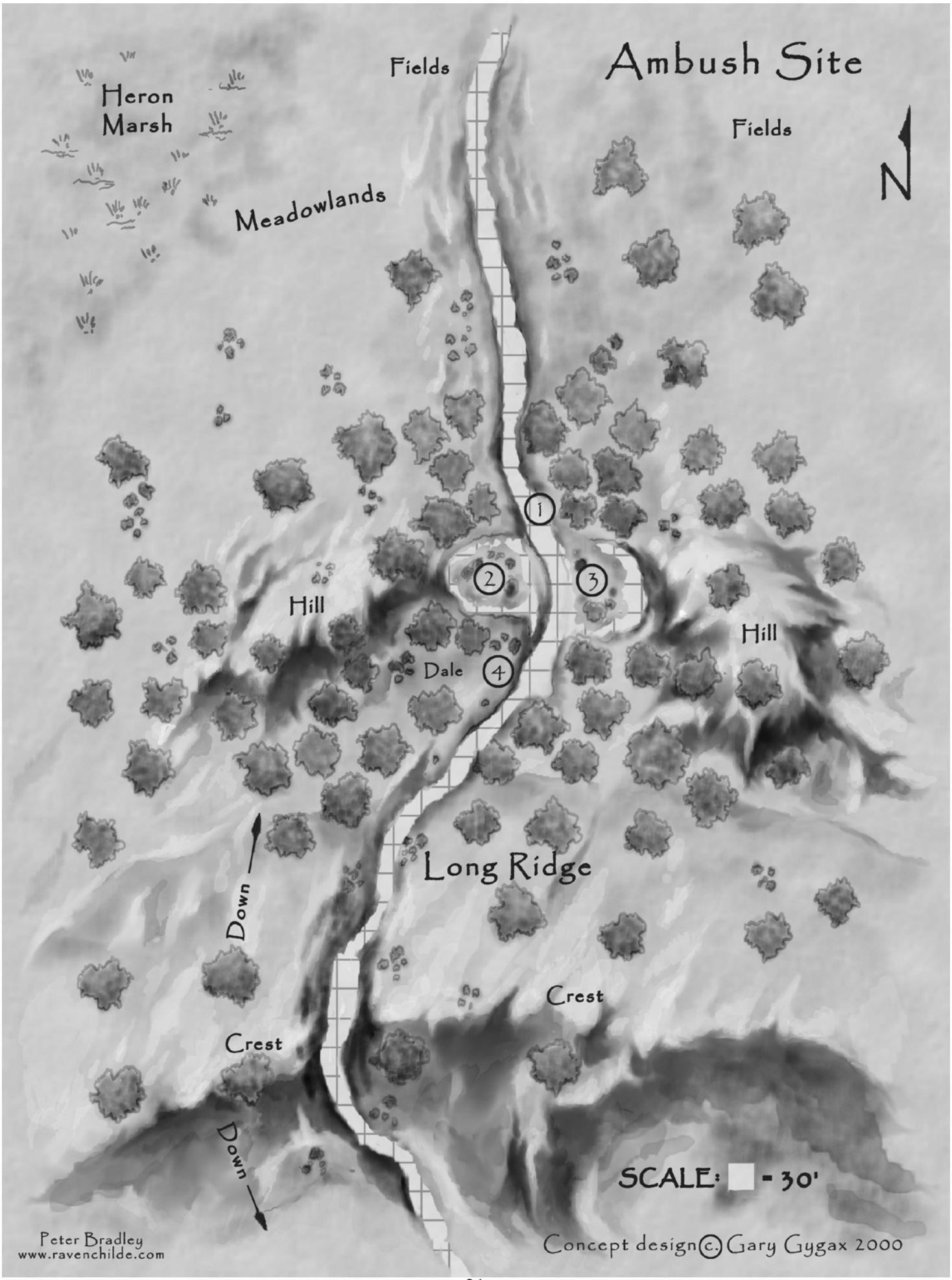
In the ensuing action, the passengers will be killed. All Avatars actively involved in the combat gain 20 Specific Merits in the Ability used primarily in besting the bandits, but they gain no General Merits and are vilified and shunned upon returning to Taen.

Keeping a Distance: If the Avatars follow at even so little as 100 feet distance, the bandits will not notice them in their haste to ambush the stagecoach. In this case read aloud the following:

You see four men emerge suddenly from the bushes to the left of the road. They look like bandits, armed men in brown and green garb, their backs turned to you as they trot in the direction that the stagecoach went.

Although you can't see the coach because of the curve of the road, the cut banks it lies between, you can hear the sound of the coachman shouting for his team to halt. Something must be blocking the way!

This is, of course, an ideal situation. The party can charge, strike the chief of the Suggil Gang and his three henchmen from the rear if the Avatars act immediately. Shield protection (the first number in Armor where a + is shown) is ignored in rear attacks, and the attacker gains a +30 on Archery or Weapons Ability score for such situation. If their chief is slain, and more than two others are killed


Ambush Site
Heron Marsh
Fields
Fields
N
Meadowlands
1
2
3
4
Hill
Hill
Dale
Long Ridge
Down
Down
Crest
Crest
SCALE: - 30'
Peter Bradley
www.ravenchilde.com
Concept design © Gary Gygax 2000

or wounded seriously (half or less Health), the remaining bandits will take to their heels, the lieutenant and the warrior included.
To the Avatar who first urges an immediate attack award 25 General Merits. All of the Avatars actively involved in the ensuing combat gain 20 Specific Merits in the Ability used primarily in besting the opponents.

Their rapid assault will enable the passengers to survive the ambush, providing the team is victorious, of course. Thus they accomplish their mission. See hereafter for other rewards that will be due for this.

Should the team hesitate, then move up to see what is happening, the result will be the same as if they followed the stagecoach closely. They suffer two volleys of crossbow quarrel attacks as noted, save the coachman will be dead, and must then continue the fight, with the passengers already dead, their mission failed.

SPOTTING THE AMBUSH

Whether the ambush site is spotted by Old Vag or the Avatars, read aloud:

You see a cut to the south, a place where the road is lower than the low ground with banks to either side, rising from a few feet to over a man's head further into it. Indeed there is thick vegetation along either bank of the cut; places for total concealment. There are tall trees behind that hedge of weeds and bushes verging on the steep gash where the rutted highway runs. Could this be a place for a successful ambush? Likely, as the road curves as it passes through the cut, so anyone coming north would not see what lay ahead until close to it.

You are about 150 feet distance from where the road enters the cut, and there are trees to either hand. What do you want to do?

At this point the party should move cautiously into the trees, dismount, secure their steeds, and send a scout or two ahead. The following Abilities can be used to detect signs of the ambush or the lurking ambushers: Hunt, Planning, Ranging, Rustic, Scrutiny, or Waylaying.

1. THE BARRICADE

Successful use of one of the Abilities noted above will discover that there is a dead tree with a rope tied to its upper end, cuts made near the ground, so as to topple it across the road. If the viewer is within less than 100 feet of the place, then add 1 to the Ability score for each foot nearer to the dead tree.

If the viewer follows the rope, it will be seen that it runs down to a clump of bushes to the west side of the road—location X to the west of 1 on the map. While loud noise will make them alert, normal movement will not, so these two can be surprised rather easily. Read aloud:

As you get into the brush you see that herein lie a pair of dozing bandits with their position indicating they are looking south along the road.

If the Avatars attack these two in melee, or even with missile weapons at 10 or less feet, deduct 30 from the d% roll made for each attack, and adjusted score of 01 or lower meaning the target subject is killed instantly.

Bandit #1: Health 25, Precision 30, Speed 10. **Attack:** Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +3. Defense: Cloth Half Armor 4. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse

Bandit #2: Health 20, Precision 35, Speed 11. **Attack:** Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0*—Harm bonus +2. **Defense:** Targ & Cloth Half Armor 6 + 3. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse

*Precision bonus factored into the Precision score shown.
**Precision bonus factored into the Precision score shown.

If the pair here are not killed immediately after one ABC of attack, they will give a warning cry. This means that all of the other members of the Suggil Gang will be alerted that there's trouble. The Avatars who move will be spotted and attacked by crossbow quarrels from this point on, such attacks always coming when they are exposed, gain no added protection from cover. However, the stagecoach can keep moving through the cut, won't be stopped by the intended barricade of the dead tree. At this juncture, the guard will kill the coachman, halt the coach just past the trees to the north of where the ambush was to take place.

Bandit "Guard": Health 60, Precision 55, Speed 7. **Attack:** Crossbow: 3-20 P Harm; range 180'; speed 4; Precision bonus 15*—Harm bonus +12. Catapult, hand: 1-20 P Harm; range 60'; speed 1; Precision bonus 20*—Harm bonus +12. Dagger, long: 1-20 P Harm; range 1, speed 3, Precision bonus 10—Harm bonus +8. **Defense:** Steel Mail Full Armor 11. **Wealth:** 30 to 180 (3d6 x 10) crowns.

*When he is using this weapon, add 15 or 20 to Precision score to hit opponent up to range shown. For crossbow at range of 181 to 360 feet add only 5, and for hand catapult ignore addition at over 75 feet range.

The guard will then take the hand catapult and his own crossbow and climb down from the box (5 ABCs' time). Next he will use his crossbow to shoot and kill one of the male passengers (1 ABC), then drop that weapon and use the coachman's hand catapult and kill the second male passenger (2 ABCs). He will then drop the hand catapult, draw a long dagger, and enter the coach (2 ABCs). Inside, he will attack and kill the miller's wife (1 ABC) and then the miller's daughter (2 ABCs).

Unless stopped before he can begin this slaughter, the team can not succeed in their mission. For each passenger saved from death thus, the actively engaged Avatar receives 25 General Merits plus 10 total Ability Specific Merits for whatever Ability was used to save the passenger or passengers.

If the party manages to kill the two lurking bandits, read aloud to the players:

The two outlaws meant to haul on the rope to topple the dead tree across the road, block it thus. You have foiled that plan handily. As you consider things, though, it seems clear that this scruffy pair could not manage a robbery of this sort by themselves. So, what next? Time is precious, and to save the stagecoach and its occupants, you need to act quickly and decisively.

2. West Side of the Cut

It is likely that the team will move to this location after encountering the pair of bandits (map location X) meant to barricade the road. The group here is idle, half asleep, with the warrior alone upright and alert, watching southward for a signal from the chief at map location 4. If the Avatars approaching this place move cautiously (no need for Stealth Ability in this case), they will again surprise the outlaws. Read aloud:

As you get into the bushes here atop the low hill's west side, you see that herein are two dozing bandits with crossbows beside them, while another outlaw laying prone peers southwards.

This gives the Avatars a free ABC for attack before initiative is checked, and their Archery and/or Weapons ability-based attacks will be at –20 on the d% roll. Again, a result of 01 or less means a normal bandit is killed instantly, while attacks on the warrior bypass his armor and inflict at least 20 Harm to Health. A check using d20 that results in a 20 means added Harm, of course, with d10 added, plus d5 if 10 is scored on d10, etc.

Note that in the case of a Power being used to paralyze or stun the warrior, when in such condition any subsequent attack is at a –30 and armor protection is totally ignored.

Any loud noise here alerts the gang members in location 3 and 4. The Avatars will be subject to crossbow attacks when moving in the open. The chief and his men will be moving north to confront the Avatars as the bandits from location 3 snipe at them.

If this group hears loud noises, the sounds of a fight, from location 3 or 4, the regular bandits will react by using crossbows to attack any strangers they see, while the warrior runs to assist the group in melee with enemies.

For slaying this group award 10 Ability Specific Merits for the Ability used principally in the matter to each Avatar actively involved.

Bandit Warrior: Health 68, Precision 50, Speed 10. **Attack:** Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +8. **Defense:** Targ & Leather Half Armor 6 + 6. **Wealth:** 30 to 180 (3d6 x 10) crowns in a purse

Bandit #3: Health 25, Precision 25, Speed 9. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +7. Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +3. **Defense:** Cloth Half Armor 5. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse.

Bandit #4: Health 25, Precision 30, Speed 8. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +9. Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +3. **Defense:** Leather Half Armor 6. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse.

*When using this weapon, add 5 to Precision score to hit opponent up to 75 feet distant. At range of 76 to 300 feet ignore addition.

**Precision bonus factored into the Precision score shown.

3. East Side of the Cut

If the Avatars move into this area first, or some of them come here simultaneously, or nearly so, with others exploring area 2, the same conditions as noted for the latter area prevail. Read aloud:

As you get into the bushes here atop the low hill's east side, you see that herein are two dozing bandits with crossbows beside them, while the evident leader is standing, watching to the south down the road.

If somehow the team managed to eliminate all of the bandits in location 2 without making noise, these outlaws are in the state noted, easy prey as it were.

Loud noise here alerts the gang members in location 2 and 4. The Avatars will be subject to crossbow attacks when moving in the open. The chief and his men will be moving north to confront the Avatars as the bandits from location 3 snipe at them.

If this group hears loud noises, the sounds of a fight, from location 2 or 4, the regular bandits will react by using crossbows to attack any strangers they see, while the lieutenant runs to assist the group in melee with enemies.



For slaying this group award 10 Ability Specific Merits for the Ability used principally in the matter to each Avatar actively involved.

Bandit Lieutenant: Health 40, Precision 40, Speed 10. **Attack:** Flail: 6-20 P & S Harm; range 3, speed 8; Precision bonus 0—Harm bonus +7. **Defense:** Steel Mail Half Armor 10. **Wealth:** 40 to 240 (4d6 x 10) crowns in a purse.

Bandit #5: Health 25, Precision 30, Speed 11. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +8, Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +3. **Defense:** Cloth Half Armor 4. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse

Bandit #6: Health 20, Precision 30, Speed 10. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +7, Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +4. **Defense:** Leather Half Armor 6. **Wealth:** 20 to 120 (2d6 x 10) crowns in a purse.

*When using this weapon, add 5 to Precision score to hit opponent up to 75 feet distant. At range of 76 to 300 feet ignore addition.
**Precision bonus factored into the Precision score shown.

4. WATCHERS IN THE BRUSH

If the team manages to creep around through the woods and underbrush to gain this place before any of the other numbered map locations, or has managed to eliminate the bandits in one or more of those locations (1X, 2, and/or 3) without making loud noise, then they will discover the following (read aloud to the players):

You see four men standing idly amidst a large clump of low bushes and tall weeds. They are dressed in clothing of green and brown hues for camouflage. Two hold crossbows, another a club. The largest of the quartet is clad in fine leather armor, has a buckler and falchion; likely the leader of the gang from his bearing and arms. All seem a bit anxious as they peer south. At this moment, the big outlaw raises a hand to shade his eyes, then turns, says something softly to the three men with him. The one with the spiked club moves quickly to the north edge of the brush, waves a red cloth, then sinks down out of sight. As he performs thus, the others also take cover, become invisible in the foliage.

The bandit chief has just spotted the stagecoach as its team begins to crest the Long Ridge. The signal has alerted the other bandits in map locations 2 and 3. The warrior in location 2 will now whistle shrilly to the pair of outlaws in location 1, so that they can pull on the rope, topple the dead tree across the road, thus make a barricade the stagecoach can not cross or go around. The ambuscade is set.

If the Avatars now proceed cautiously towards the bushes where the chief and his three henchmen lie in wait, they will see the four bandits prone, quite unaware that they have foes behind them. Their attention is riveted to the south, on the road. As soon as the stagecoach has passed their hiding place they will leap to their feet, run north to close the trap entirely, and assist in finishing any victims, then proceed to looting the dead, the plundering of the luggage and freight carried by the coach.

Check for inadvertent noise made by each approaching Avatar using d10, a 0 indicating noise and loss of surprise. Even so, the Avatars will gain initiative attack first with a –20 on their d% rolls.

If noise made is not such as to alert these bandits, they are surprised. This gives the Avatars a free ABC for before initiative is checked, and their attacks, Archery and/or Weapons Ability based, will be at –20 on the d% roll. A result of 01 or less means the infliction of at least 20 Harm to Health. A check using d20 that results in a 20 means added Harm, of course, with d10 added, plus d5 if 10 is scored on d10, etc.

The sight and sound of combat here will bring the other members of the Suggil Gang running to the fray. It will take those at map location 2 from 10 to 12 ABCs' time to arrive, while those from map location 3 will require 15 ABCs of time to arrive. The pair of bandits at location 1 will not arrive until the 20th ABC after combat starts. As noted previously, however, if the chief is slain, and his three henchmen likewise killed or wounded seriously (half or less Health), the remaining bandits will take to their heels, the lieutenant and the warrior included.

For slaying this group award 20 Ability Specific Merits for the Ability used principally in the matter to each Avatar actively involved.

Bandit Chief: Health 63, Precision 70, Speed 11. **Attack:** Sword, cleaving: 7-20 P & S Harm; range 2, speed 4; Precision bonus 0**—Harm bonus +10. **Defense:** Targ & Steel Mail Half Armor 6 + 8. **Wealth:** 50 to 300 (5d6 x 10) crowns.

Bandit #7: Health 35, Precision 35, Speed 9. **Attack:** Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +6. **Defense:** Shield & Half Cloth Armor 8 + 4. **Wealth:** 20 to 120 (2d6 x 10) crowns.

Bandit #8: Health 30, Precision 30, Speed 8. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +10, Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +5. **Defense:** Half Leather Armor 5.

Bandit #9: Health 20, Precision 30, Speed 8. **Attack:** Crossbow, small: 2-20 P Harm; range 75'; speed 4; Precision bonus 5*—Harm bonus +8. Club w/spikes: 3-20 P & S Harm; range 3, speed 6; Precision bonus 0**—Harm bonus +3. **Defense:** Half Leather Armor 6. **Wealth:** 20 to 120 (2d6 x 10) crowns.

*When using this weapon, add 5 to Precision score to hit opponent up to 75 feet distant. At range of 76 to 300 feet ignore addition.

**Precision bonus factored into the Precision score shown.

Success in the Mission

Be sure and suggest to the players that their Avatars will likely wish to recover the dead bandits' armor and weapons, carry them back to town as proof of their success. If they do this, the trophies will be stored away in Putterian's shed, he hoping that the Avatars will give them to him, and he can in the future sell them for a tidy profit.

For saving all the passengers of the stagecoach the members of the team each receive 500 General Merits, as this is a hard mission to accomplish thus. Success in killing all of the bandits earns an additional 250 General Merits, for this is a beginners' module meant to build up the avatars. Killing only the chief and some others is still worth an additional 100 General Merits to each Avatar. Failure in all aspects earns only the usual award for time spent actively playing.

The Initial Action Concluded

In addition to the awards noted in the adventure text, each of the Avatars whose player was actively participating in things gains 100 General Merits for each hour of play time spent, including the development of his or her game persona. If any player was less than fully involved in the game, then reduce the number of such hourly Merits (100) awarded to his or her Avatar by the percent of detachment from play that individual displayed, but in no event should less than 50 General Merits per hour be awarded, unless the individual was actually disruptive to the game. This applies to all game play, of course, not merely to this one adventure series.

If the team has managed to expunge the marauding cephalicorn giant, rescue all the hamlet boys, and prevented the Suggil Gang from robbing the stage and killing the passengers, then the lot receives one point of Repute (Dark Repute if they mistreated the miller, as noted). As a group the team actually has two points of repute, with each member of the group having one point personally! After all, this is quite an accomplishment for fledgling adventurers - and the small community will lionize and exaggerate it.

The Players Lauded

Now is a time for camaraderie, the post-play analysis of what went well…and not so well.

The participants now know quite well how to play the LA game and can proceed with the next big adventure provided in this module. All of the nuances of the system are not likely familiar to them, of course, but no question that the players are aware of the pluses, and any perceived shortcomings too, of the LA game system. Answer questions that might be asked about why things work as they do. If possible explain how what might been seen as a flaw is actually beneficial and logical with a positive side for all concerned when the working of the whole is understood.

That said, be sure to speak to the group in positive terms in the post-adventure analysis. Give them praise where it is due. Don't gush, but do laud clever thinking and all the rest of what was right, including those lucky rolls!

Where play was somewhat lacking, be sure to point out where the team went astray, make suggestions as to what could have been done to improve performance. From experience I can say it will likely be failure to actively use Abilities when they should have been employed. Be helpful and try to assist the players in a manner that will encourage them to be more skillful in their next adventure.

As to horrendous errors, mention them only briefly, with commiseration plainly evident. After all, who among us has not blundered badly? Only if questioned should you spend much time with such matters. A word or two about how to avoid making like mistake(s) in the future should suffice.



BACK TO THE CAVES

INTRODUCTION FOR THE LEJEND MASTER

When all is said and done, players love to test the mettle of their Avatar characters against lurking beasts. Simply put, a dungeon crawl is something almost all role-playing game fans enjoy. That is what this part of the module is all about. Herein, the environment is quite different from the hamlet and the initial adventures connected therewith, a return to the caves portion of their action. This portion consists of the "classic" RPG setting with immersion in a subterranean world, "seek and destroy" is the order of the day. Of course, the environment is not that of a "fun house." There is a weird and eerie ecology contained in the underground maze the Avatars will roam. In the end they will discover clues as to something beyond even that dark nature that maintains life in the sunless subterranean world. You will need to read on to get such clues for yourself.

Adjust encounters to suit the group of Avatars. If they are few, reduce the number of opponent creatures, or lower their Health somewhat. If the Avatars number six or more, are generally well-protected and strong, you might find it necessary to increase the challenge by upping creature numbers and/or Health scores.

Otherwise, managing this adventure portion should prove to be both easy and enjoyable for you…and the players too, of course if they know when to stop their dungeoneering, pull out and return to the surface, go back to the hamlet of Taen. This they must do when they need restoration of lost Health points and/or when their shields and armor are in need of repair. There are some very difficult opponents awaiting them in the underground maze they are about to enter, and Avatar loss is certain if there are weak team members.

Be sure one of the players is mapping the area as the team explores. This is a must for success, and the work of making an accurate map is demanding, so be patient with the one who undertakes the vital role as party mapper.

REPLACING LOST AVATARS

While it is regrettable, it is quite possible that an Avatar will be permanently lost to the perils of the lower caves. If such loss occurs, encourage the bereft player to begin preparing a new Avatar immediately, even as the remainder of the team continues their play. The "newcomer" can be met in the hamlet when the group returns there, that adventurer having heard of the daring-do in Taen and eager to join the famous band. To assuage the sense of loss, it is not a bad idea to roll the Base Rating addition dice yourself, taking half the base number as a given, then rolling a die equal to the other half so as to assure high initial state. Thus, the Health random addition of 1-20 becomes 1-10 +10, Precision of 1-10 is 1-5 +5, and Speed of 1-3 is 1-3 +3 x 0.5.

PLAYERS' INTRODUCTION

You are getting ready to leave the hamlet of Taen and seek your fortunes elsewhere when a company of armored warriors rides in. Seeing you, their leader, obviously a noble, calls out harshly:

"Hold there, you villainous rogues! How dare you go armed cap-a-pied in my hamlet? Who is your chief? I will hear instantly from him or the lot of you will be cut down by my knights and men-at-arms."

The speaker is Waldgraf Siegfried, and he is in the hamlet to investigate the stories he has heard of heroic nobles that have moved into Taen, defeated giants, rescued maidens by slaying scores of bandits, and cleared hideous monsters from a nearby cave so as to save local children. If such feats are true, the ones accomplishing them are a dire threat to the noble. They must be made into liegemen, slain, or at worst driven off. Otherwise, they might become masters of the Waldgraf's demesne, seize his title. After all, the folk of the hamlet seem to have made them local lords already!

WALDGRAF AND HIS 20 MOUNTED MEN

Waldgraf Siegfried: Health 80, Precision 60 (actual), Speed 15. **Attack:** sword, cut & thrust: 4-20 +19 penetration Harm; range 4, speed 3—86 to hit, Chivalry 71, Weapons 61, Hunt 51, Physique 41, Rustic 31, Evaluation 21, Tricks 11. **Defense:** Armor 6 + 15*.

*Armor is Extraordinary Preternatural, with a speed penalty of 2, but Harm from a single attack in excess of 55 points reduces its protection by 2 points.

Constable Sir Helmut: Health 75 , Precision 70, Speed 11. **Attack:** sword, cut & thrust: 4-20 +13 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 12.

Sir Karl: Health 60, Precision 85, Speed 12. **Attack:** sword, cut & thrust: 4-20 +16 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 12.

Sir Waldo: Health 65, Precision 80, Speed 11. **Attack:** Sword, cut & thrust: 4-20 +15 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 12.

Priest Anglehardt: Health 50, Precision 30, Speed 16. 6th Rank Ecclesiastic Order (2 Invocations, 6 Rites, 2 Summonsing, 10 Powers). **Attack:** Dagger, long: 1-20 +5 penetration Harm; range 1, speed 3; P +10. **Defense:** Armor 5.

Captain Hans: Health 55, Precision 65, Speed 9. **Attack:** Sword, cut & thrust: 4-20 +11 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 10.

Esquire Fritz: Health 50, Precision 55, Speed 12. **Attack:** Sword, cut & thrust: 4-20 +10 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 10.

Armiger Bodo: Health 35, Precision 50, Speed 11. **Attack:** Sword, cut & thrust: 4-20 +7 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 8.

Armiger Ewe: Health 40, Precision 45, Speed 10. Sword, cut & thrust: 4-20 +8 penetration Harm; range 4, speed 3. **Defense:** Armor 8 + 8.

Guardsman (4): Health 30, Precision 40, Speed 10. **Attack:** Axe: 5-20 +6 penetration Harm; range 2, speed 5. **Defense:** Armor 8 + 8.

Crossbow man (8): Health 35, Precision 35, Speed 11. **Attack:** Quarrel: 3-20 +4 penetration Harm; range 180/360/720, speed 4; P bonus +15/+5/0 Axe, belt: 2-20 +4 penetration Harm; range 1, speed 4. **Defense:** Armor 6.

To defy the noble is to bring likely destruction to themselves, as he will have the crossbow men shoot as he and the remainder of the party attack from horseback (+10 score to hit opponents on foot, +6-9 Harm from the force of the horses' movement). If the players seem ready to fight, the LM should mention how very able the armored horsemen appear, and point out the Avatars' chances in combat against them are slight indeed.

If there is an Avatar with Chivalry Ability, urge that one to step forth to speak for the party. Any Ecclesiastic or Forester Order character in the party should be informed by the LM that they feel great respect for nobles, their relative station, and know that the one speaking might be arrogant, but well within his rights to address them as he is.

Then continue on as necessary:

"Well," the noble says with sarcasm heavy in his voice, "is there not even one of gentle birth amongst you 'heroes' who dares to speak answer?"

Complying: Now the team must role-play well. They need to apologize to the Waldgraf for any offense against his laws they have given in ignorance of the restriction. A Nobel or Ecclesiastic Order Avatar needs to be spokesman, use flowery language to appease the noble and assure him that they are friends, mean no threat, and are at his service. That occurring to the LM's satisfaction, read the following aloud to the players:

It seems that your politeness and explanation for your being in his village has placated the noble's ire, for introduces himself with only slightly less arrogant tone then before, but at least with a hint of civility as if addressing those only slightly below his station:

"Know you that I am Waldgraf Siegfried, lord of this hamlet and much of the land around. As you are foreigners ignorant of my laws, your offenses here are most likely excused. Tell me exactly what you have done here, as it seems from what the peasants say that you performed a brave deed or two . . . ."

Each Avatar should doff head covering and make a leg when the nobleman introduces himself, utter something like, ***"I am honored Lord Siegfried,"*** or ***"Your lordship is most kind and generous."*** Award 10 General Merits on the spot to each Avatar that acts properly thus, another 25 Chivalry Ability specific merits to the spokesman for the team. Do not allow reticent players to hop on the bandwagon at this point, explaining it's too late now but perhaps later on they can make amends. Then remind the players that the Waldgraf asked their Avatars for an account of their activity in Taen. Allow as many of them to speak to this matter as desire, and those that give accurate and dramatic accounts should each receive another 10 General Merits. Then read aloud:



No doubt that your stirring stories have altered the attitude of the nobleman. He smiles at you, nods to his men, saying: "These are brave and daring folk indeed. I salute you for the services you have done me. Men like you I can use. Will you swear allegiance to me, become my loyal liegemen?"

Of course the party should decline with much vocal regret, noting that they have sworn oaths to remain as wandering adventurers seeking to right wrongs, protect women and children, do good deeds, and slay evil-doer. Allow the party to consider the request, and if need be remind them that are independent adventurers now, able to quest as they will, but being tied to a noble in a castle would mean virtual curtailment of their freedom. If one doesn't think of the vow noted, drop a hint, so that they will answer along the required lines—after all, they are learning now. When they answer suitably, continue on reading thus:

Waldgraf Siegfried looks rather annoyed. "Very well," he growls. "Vows are not to be broken. When are you leaving this area, soon?" As you explain you were in process of doing just that when he arrived, the noble brightens. "Very wise, and disruptive elements can not be tolerated here. But hold! Be not rash in your haste to depart. There are no doubt more savage creatures in the dark places beneath those upper caves you ventured into. So heed my commands now given:"

You are to remain here in Taen as my guests. I will see to the expense of your lodging and food—even any necessary repairs to armor and arms whilst you serving me, and serve you will, surely. What I order is for the welfare of the women and children in all this area, and involves the extermination of wicked monsters. You are to return to those caves where you met and bested the savage bestial creatures. Open the way to the caverns below them, and go down into them. You will explore the whole area found, slay all foul things discovered lurking in the darkness there, and when that is accomplished you have my leave to depart, but not before all has been done as I have charged.

"As this might take several days, perhaps many, you may return to this hamlet for rest and refreshment, reporting to my esquire each time you return so that I might know what you have found and destroyed, your progress towards completing this daring quest." As he concludes speaking to you, the noble turns and commands: "Esquire Fritz, Armigers Ewe and Bodo, select six men-at-arms and remain here. The miller, Petrus, has ample space and food for the soldiers, you three will lodge at the hostel with these good adventurers. One of you armigers will ride to my castle report all new events each time the explorers return from their underground daring-do."

With that Waldgraf waves a hand begins to ride off, then stops and adds: "Keep careful account of any treasure found in those dark caves on my land, for as lord of all here I require one-third share. If you take long in accomplishing your given task, I will likely rue being so generous in demanding so small a share, as the expense of supporting you, seeing that your armor and weapons remain sound, will surely be exorbitant!"

From this point on the Avatars have no out-of-pocket expenses for room, meals, shield and armor repair, or the sharpening of their edged weapons. If armor repair is extensive, Waldgraf will show up when the adventure is completed and demand a larger share of the treasure taken from the lower caves, 50% at least, and perhaps two-thirds.

Now move on to the adventure section, Beneath the River Caves.

DEFIANT AVATARS

If they fail to be properly humble, then Waldgraf will demand they throw down their arms. If they fail to do that, he will signal attack. If they comply, he will scoff at them as ***"boorish knaves undeserving of bearing arms, peasants fit only to labor on the land."*** After that they must demand trial by combat, their champion against the Waldgraf's men, or else be taken prisoner, marched off 10 miles to the noble's castle, and thrown into the dungeon. This spoils the adventure here, but allows the LM to create a new one regarding their escape and somehow making up for their bad start. If that occurs, the Waldgraf will give the party back their arms and equipment, allowing that they can redeem their honor by serving him in clearing the River Caves of dangerous "pests." Then refer to the above portion where the noble sends the avatars on their quest.



BENEATH THE RIVER CAVES

LEJEND MASTER'S INFORMATION

Map and Environment Information: Each map square is 15 feet per side, not the typical five- or 10-foot measurement. The ceiling overhead is at least as wide as the passage or space, and if it is higher there will be a note to that effect. When in narrower places, the taller members of the party may well have to stoop, as a five-foot-wide passage means only a vertical space of five feet in many cases. The actual width of the smaller passageways is left to the LM to decide, and also the height, but somewhere between four and eight feet width and somewhat greater height is recommended. A 15-foot-wide passage could have a low ceiling, a five-foot-wide one be fissure-like and reach upwards 30 or more feet, of course.

Cracks, fissures, sinkholes, etc: Though these may not be indicated on the map they certainly exist. These places provide means of ingress and egress too for the various subterranean creatures that are found here. Should any player question where this or that came from, point out that these sorts of entrances and exits of hidden sort are not common, but exist. Should a small Alfar Avatar care to test his or her spelunking skills, fine. Any d% check of 5 or less in a space will serve to locate a small adit of the sort noted. The Avatar or Avatars concerned can then split from the remainder of the party, follow it. The rigors of managing the tight twists, turns, ascents and descents should be touched upon briefly. Then, after returning to management of the main party for some time, until the player(s) not involved query about what is happening to his, her, or their Avatar(s), just shrug and tell say that he/she/they have died. Some accident or predator, or combination of the two, has done for him/her/them. That serves to both demonstrate that there are risks aplenty for those who leave the main group, and that there is a labyrinth the whole group can never follow that is filled with danger and death. (If at some later time a whole party of spelunking Avatars sets forth to explore such small and dangerous ways, lead them quickly to a cave filled with amoeboids and slimes and kill the lot. They are being irritating and demanding, so give them what they deserve. Good players know better and are happy to stick with proper adventure scenarios. If you are inventive and patient, you can, of course, prepare an adventure of the sort they seek, but mapping and other demands will be exacting, and the result will likely be mainly cave exploration, not the fantastic…)

Illumination: There is no illumination save where noted in larger, encounter, areas. Some of the spaces will have glowlichen that provides some light.

Temperature: Unless otherwise noted, the temperature in these areas is quite cool, around 50 degrees Fahrenheit. Where profuse fungi and like growth exists, assume the temperature is higher by 10 or so degrees.

Humidity: In most places the air is slightly damp. Where there is seepage from the ceiling or a considerable body of water present it is very humid. In most places the stone is slightly damp because of the warmer air passing over the cooler stone and leaving a slight precipitation of water thus. In damp areas any running movement risks a slip and fall, If you wish have the running Avatar roll d% against 5 x his adjusted Speed Base Rating, a failure indicating a fall, stunning for d4 ABCs, and 0-9 (d10) points of Health lost from the fall.

Ceilings of passages have only a few, small stalactites if any at all. Where there are many and large ones this will be detailed in the encounter description.

Walls are natural stone, mostly limestone, somewhat concave. Smooth because of water erosion and the work of denizens of underground world such as the slimes and molds that dissolve minerals.

Stone floors (falling on) of this place are in general relatively smooth, but there is detritus from walls and ceiling littering it, so running movement is at some slight risk of mishap. A base 5% chance of stumbling and falling is suggested, a check made after the 1st ABC and then at intervals of 1 AB of time. Any such fall means at least 1 ABC of recovery time, 2-5 ABCs Stunning if a Disaster Avoidance roll against 4 x adjusted Speed BR is failed by the Avatar. If stunning occurs, then the Avatar also suffers 0-9 points of loss from Health Base Rating.

Passage slope is indicated by green shading [Editor: ?], and an arrow whose head indicates the direction of the downward directional slant of the passage floor. When a party is moving against the direction of the arrow's pointing, it is moving upwards. Where a passage descends thus for 100 or more feet distance, assume the slope is very gradual and will not be noticed unless some pains are taken—Ability or Knack use or device to detect a slope (a marble, water, or a plum bob, for example).

Water is indicates by blue on the map.

Minor flora and fauna include the following: small lichens, molds, and slimes in the vegetable kingdom; various small arachnids, insects such as ants, beetles, crickets, and moths; also bats, frogs, lizards, snakes, and toads. Animals are typically blind or have darkvision capacity. These are found in most passageways, caves, and caverns.

EXTRAORDINARY FUNGI

One or another of these magical growths can be found in any cave or cavern. One check per entire space, and one only, can be made regardless of area size. If one Avatar searches for at least 10 minutes, two for five, etc. then one check (or two checks when two persons are searching, each such check at one-half normal score) can be made against one of the following Abilities: Alchemia, Arcana, Evaluation, Learning, Ranging, Rustic, or Luck (at 50% score). Any check at less than 10, but of at least five, minutes' time spent searching is made at one-half probability—in the case of Luck Ability, this means 25% of actual score. If a success is scored, then consult the following table, with any special success indicating the maximum number of the fungi type has been discovered:

01 - 12	Black Darkvision Mushrooms
13 - 24	Bluespeed Fungi
25 - 36	Conniwiss Toadstool
37 - 48	Feywafers
49 - 60	Goldenaether Mushroom
61 - 66	Greengrave Fungi
67 - 78	Indigoforce Toadstool
79 - 90	Silverenergy Fungi
91 - 95	Sunset Mushroom
96 - 00	Warmfeeling Fungi

Black Darkvision Mushrooms: 3-12 in a patch: 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 minimal physical Harm, but if more than three are consumed damage is absolutely fatal.

Bluespeed Fungi: 1-6 in a patch: This subterranean fungi form often grows where branch rockmold is found. It 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 9-12 point temporary increase in Precision BR (and weapons Ability) and a 3-5 point increase in Speed BR. If the consumer has suffered Harm, the fungus will instead restore Health instead, giving 17-20 addition to lost Health. 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 13-16 minutes time. During this period, an Extraordinary Physique is added, effectively a score of 100, or plus that to existing physique Ability. 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 13-16 minutes 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.

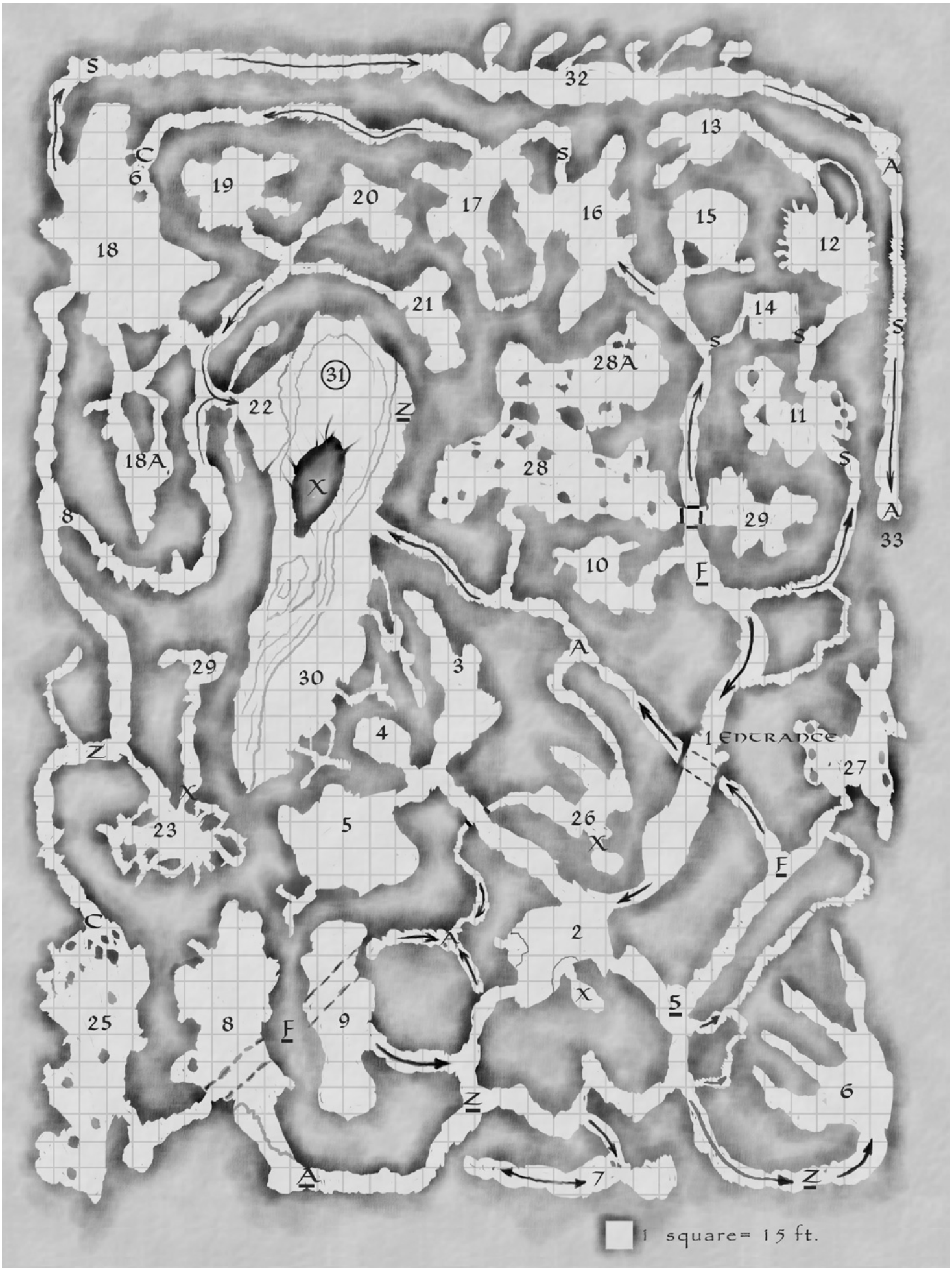
Feywafers: 1-8 in a batch: This subterranean fungi form grows only near where some Extraordinary power gives off energy. It is a deep lavender color, and phosphoresces softly. Each is very thin and flat, with a diameter of no more than an inch. Eating one so alters the physical body of the consumer, and all he or she wears and holds as well, that after one second of time has elapsed, and for 13-16 minutes thereafter, that individual is absolutely invisible to any form of sight, save sight of enchanted 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 enchantment of an ammunition crystal of a hand of destruction weapon. Even so, the fey state is such that any opponent trying to strike back at the invisible individual is 70% likely to miss. (Check this after a successful strike is otherwise indicated.) Eating more than one within an hour's time simply wastes the second one consumed.

Greengrave Fungi: 1 poisonous and 1-4 others just nasty tasting per discovery: This subterranean fungi form grows almost anywhere. It is an inch-high, button-capped toadstool of mottled pale and dark green. They have a VT, and eating one with such poison causes 36-50 points of Harm. The poison must be ingested to take effect, but one placed in up to a gallon of liquid or a like amount of food poisons the whole to the VT level noted. (Quantities above that indicated dilute the toxin proportionately.)

Indigoforce Toadstool: 1-6 in a batch: This subterranean fungi form often grows where creeping caveslime is found. It is small, deep indigo in hue, and has a flat cap that smells terrible. Eating one increases the internal chi-like energy of the individual so that one minute of time after consumption, and for 13-16 minutes 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 Precision Base Rating, and inflicting 6-8 points of Harm plus a variable 1-20 points of Extraordinary Harm that disregards all save Supernatural protection with a successful hit. The able individual can deliver no more than one such missile every other ABC, 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: 2-8 in a batch: This subterranean puffball mushroom-like form often grows where air fungi is found. It 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 41-50 minutes thereafter, the individual has added 21-25 Health, or else lost Health of about half that amount, 13-16 points, is restored. In the former case, Harm 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.

Sunset Mushroom: 1-6 in a batch: This subterranean fungi form grows almost anywhere. It has a bright color, is smallish with an


1 Entrance
1 square= 15 ft.

upturned, concave cap, and has a sharp, peppery smell. They have a VT, and eating one causes the consumer to fall into a comatose slumber for from 7-12 hours. Eating more than one doubles the base time of unconsciousness for each additional one consumed.

Warmfeeling Fungi: 2-8 in a batch: This subterranean fungi form grows almost anywhere in the subterranean ways, but it is very rarely found. It is rosy-pink at the top of its thumb-like growth, pale at the base. It has a slightly sour smell, belying its effect. Eating one causes the consumer to be suffused with a warm feeling towards all, a sense of well-being and amity that prevents any aggressive behavior for 13-16 minutes time. Eating more than one doubles the base time of non-aggression for each additional one consumed.

ENTRANCE

Assuming that the sinkhole was discovered in the initial adventure, once the party has traveled from Taen to the River Caves, simply mention that it takes then several hours to remove some rubble blocking the way down—no matter if it is their doing or simply coincidence. Then read aloud:

The party has climbed down a sinkhole, a descent of some 35 feet distance, to arrive in the lower caves and caverns. There is a faint radiance from the area to your left (west).

Proceed to encounter area 1. As usual, text in bold italic type is to be read aloud to the players.

PASSAGES

Locations marked with and underlined letter means that the LM is to make a die roll check when the party is in/passing through the space. Roll d10, a 0 (zero or 10) means something happens. The key is:

A: Aura of danger check that means nothing in regards Harm. A result of 0 (zero or 10) meaning that the party hears a strange sound from some direction. Find direction randomly. The noise can be anything, including: clatter of stone, chuckling sound (actually insects or amphibians), distant animal-like cry, metallic note (like a chime or triangle struck once), penetrating echoing whistle or a roaring sound.

F: Falling slab of stone, determine which party member is nearest to the fall (even chances), and that individual is struck for 9-30 shock Harm disregarding armor, unless a Disaster Avoidance check against modified Speed BR succeeds.

S: Small sinkhole, leading individual must succeed in a Disaster Avoidance check against 4 x modified Speed BR or fall in. The space is small, Harm 2d10 falling, and it will take at least five minutes realtime to extract the subject.

Z: Gas emission that is colorless and odorless that will slow by 50% the movement and reactions of the party passing through the area. There is no avoiding such an emission, but the effect lasts only for the following one minute (20 ABCs) of time.

C: Concealed entrance/exit; A successful Ability check against any of the following will suffice to discover the concealed way—Evaluation, Learning, Luck, Mechanics, Ranging, Scrutiny, Tricks. Each person with an Ability able to discover a concealed entrance/exit may check once.

SE: secret entrance/exit: Only a successful Ability check against Learning or Scrutiny Ability, Luck at 50% of score, will discover such a way. Each person with an Ability able to discover a concealed entrance/exit may check once.

ENCOUNTER AREAS

1. LONG CAVERN

As the party moves into the space, can see the dimensions, read aloud:

The sinkhole you have managed to negotiate opens onto a long passageway, a cavern, in fact. Glowlichen growing somewhat sparsely on the walls enable an estimate of its general size and shape. The space is about 150 feet long to what you think is the north-south axis, although it is lying perhaps a couple of points off the actual directions noted, the tilt being from the northeast to southwest. The space is narrower to north—only about 15 feet wide and slopes upwards some 15 feet distant from where you entered, seems to run at an upward angle for 60 feet. The stone overhead varies in height, being just about as high as the area below it is wide. To the south the cave widens to 20 and more feet in across, is more level, and there appears to be an exit about 60 feet distant there. There are many small, smooth rocks lying about the floor to the south.



A casual observer will note various sorts of fungus and similar plants sprout up from the floor near the edges of the space, from cracks and ledges on the walls too. A bit more care will discover that small "vermin" are all around the place—a few small web spiders, crickets, various ordinary beetles, some amphibians, even some lizards and small snakes. There are many small bats hanging from the ceiling of the cavern.

The smooth "rocks" are:

Slate Slug: Health 3, Precision special, Speed 1. 750 along the approximately 1,500 square feet of floor space, or 5 chance in 10 per ABC of movement for an inadvertent stepping on one by an incautious or hasty pedestrian.

Stepping on and breaking the shell of two of these creatures by the same individual results in that person being "attacked" by acid and the new-hatched larva of the slugs one minute thereafter. Health loss is 1 point per minute of time thereafter with severe pain accompanying the entrance and feeding of the larva upon the subject's body. All actions performed by one so attacked are at 50% normal. See the New Creatures section, page 68, for details of how to be rid of the slate slug larvae. The Theurgy General Power Exterminate Internal Parasites will slay the larvae instantly, of course.

Careful walking with brighter illumination, a torch or lantern, or capacity to see near-lightless conditions can avoid all contact with these creatures. With such enabled vision, successful use of an Ability such as Ranging or Scrutiny will note that the creatures are moving, alive.
Those attempting to detect air movement will note that there is a slight breeze moving to the south. As simple a thing as a moistened finger will serve to note this slight breeze (Hunt or Ranging Ability check or Perception BR +30 for success).

The north end of the space slopes upwards at about a 5-degree angle for 60 feet distance.

The south exit slopes down at a 10-degree angle for 30 feet.

2. MUSKY CAVE

Note that if approaching from area 1., there is a fairly steep decline ©. 10 degrees) of 30-foot length leading to this area. There is no glowlichen growing here, so limit the descriptive information given as appropriate to the party. Ceiling height is 30 feet.

You have come into a fairly large cave. It is about 50 feet across to the southwest, perhaps 35 feet wide. There are passages of about 15-foot width leading off to the northwest and southeast at the north end of the place. There are narrower, about 10-foot-wide ways leading east from the north and west from the south ends of this cave. You note that there are two projecting shelves of rock to either side, east and west, here. Each is about 10 feet above the floor, some 15 feet wide and perhaps half as deep. There might be openings in the walls up there, but it is hard to discern without being very close.

The usual small flora and fauna can be seen here if the observer is stationary, examining the place with care for one AB. A single successful use of Scrutiny Ability will reveal this.

An Avatar with normal human olfactory capacity sniffing the air, or one with above human-norm sense of smell automatically, will notice there is a pungent, rather unpleasant musky odor here. A highly acute olfactory sense will note the reek seems to be stronger to the eastern side of the cave.

Use of Ranging, Savagery, or Scrutiny Ability will have a chance of detecting some slight spoor here, a special success noting the pug marks of something similar to a very large lion.

When an Avatar is in the mid-portion of the cave and/or within 15 feet of a ledge the inhabitant of this place will detect opportunity, come forth and attack immediately the following ABC. If no person is watching the small cave-den indicated by "X", the attack is by surprise, with no immediate counter possible.

This is the den of a Setcha.

Setcha: (very large specimen) 1. Health 85, Precision 35,Speed 15. **Attack:** (Leaping down +35 for Precision so 70 score to hit) paw for 1-12 plus 5-30 Harm (maximum on successful leaping attack), or 3 fang attacks (up to three proximate targets), each for 3-5 plus 6-8 VT Harm, the latter poison ignoring all armor protection, even of Extraordinary kind, not specifically against poison. **Defense:** 6 points.

This is a huge chimerical beast with a lion-like body and three necks and heads. Each neck is over seven feet long, terminating in an ophidian head complete with large, venomous fangs!

The creature will flatten itself on the ledge to allow its heads to strike if prey is close, but otherwise it leaps up to 20 feet from the ledge to pounce upon one victim. One or more heads will then strike at such a subject, one or two defend against other nearby subjects if there are such.

Tactics: The setcha will concentrate on one victim until it thinks that subject is dead, then turn and attack the next nearest target. Prey lying still and unresisting will be considered by this creature as slain. If it is wounded so as to have Health of less than 25 points, it will bound back to the ledge before its lair, dash inside it, and defend from that position.

Wealth: While normally a creature of this sort has none, it so happens that this particular setcha caught and killed a Grotto Wylf (an Alfar related to the Ilf race). Amongst the bones in its den there will be found 12 Wylf bolts attached to broken arrow shafts. An Avatar with Archery or Pantology Ability can remove the heads of normal arrows, attach these in their place, each such replacement taking two minutes time. The Wylf bolt adds 10 to Archery precision when using an arrow tipped with one, and delivers an additional 9-12 preternatural Harm when a target is hit.

3. Large Irregular Cave

This place is so covered with various fungi that it is hard to estimate its actual size. It appears to be about 80 feet long, bowing a bit to the north. It is irregular in shape, only about 15 feet wide at the far end, around 30 feet wide in the middle, a bit wider near the entrance. There is the silvery blue radiance of glowlichen coming from the far end of the place.

You see many sorts of fungi. 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 cave floor, where visible, is smooth and glistens damply*** (creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance).

The high ceiling here, about 30 feet above near the entrance, doming to 35 feet in the center, lower at the far end of the cave. The rock there is free of growth, though. Possibly this is because there are many long stalactites there (Cone mushroom—dangerous if struck).

Near the back of the cave resides a Wallflower Amoeboid.

Wallflower Amoeboid: 1. Health 50, Precision 50, Speed 5. **Attack:** Contact spreads a digestive acid that delivers 3-5 points of Harm per ABC to all it touches, ignoring armor of even Extraordinary sort not protecting against acid, harming all it touches, including armor. The secretion hardens and suffocates a still-living victim in two to four minutes time. **Defense:** 12 points, and, if applicable, any excess of 12 points is distributed equally to the amoeboid and any victim it encompasses.

A giant amorphous predator the size of a large blanket, this creature can alter its shape and/or coloration at will.

Tactics: The wallflower amoeboid is at the end of the cave, its coloration grayish at the edges, very black at the center, so that it looks very much to be a small passageway leading from the space. A successful use of Scrutiny Ability at from 10 to six feet distance will discover the ruse. Any creature nearer than six feet distant will be attacked after a delay of one ABC.

4. Circular Cave

You are peering northwest into what appears to be a blind cave. This place is roughly circular, about 30 or so feet in diameter. There is the silvery blue radiance of glowlichen coming from the walls, but it is very dim, illuminates only a little beyond a foot of where it grows.

The ceiling here is about 30 feet high, there are long stalactites depending from it (Cone mushroom—dangerous if struck)***.***

The cave floor immediately before you is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)***. At the far end it seems to be composed of volcanic rock that is very rough*** (Fakir's bed)***. It is hard to tell exactly what the blackish stuff is, though, as there are blocks of stone between it and the strangely dark stone at the back of the place. The blocks of stone are a foot or two deep and high, range in length from only a foot to perhaps four feet length. They look as if they have been roughly formed into shape by stone workers*** (Block mushrooms)***. On the far wall there appears to be a vein of gold, with some large nuggets thrusting forth from it!*** (this is iron pyrite, "fools gold.")

An incautious step onto a block mushroom will be 50% likely to precipitate the one so doing into the big patch of fakir's bed fungi.

5. Ovoid Cave

This place is so covered with various fungi that it is hard to estimate its actual size. It appears to be about 60 feet across southeast to northwest, 45 feet deep to the southwest. There is again the silvery blue radiance of glowlichen coming from patches of the stuff scattered here and there in the cave. The light is quite dim, though, doing little more than to indicate the size of the space. The far end rises in step-like tiers of stone, certainly natural deposits, and there is a small, dark opening there that might be an exit.

You see many sorts of fungi. 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 high ceiling here domes at 35 feet in the center, perhaps 25 feet where it meets the walls. The whole ceiling is adorned by many stalactites of varying sizes (Cone mushroom—dangerous if struck).

The cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance).

In the small passage at the back of the cave resides a:

Blind Snake: 1. Health 68, Precision 30, Speed 15. **Attack:** Bite for 7-20 plus 3-5 penetration and shock Harm, the bonus points bypassing all but supernatural protection. **Defense:** rubbery skin provides 2 armor protection, and this creature recovers Harm to Health at the rate of 1 point per ABC.

This is an immature worm of under 20-foot length and a diameter of about two feet.

Tactics: When any person is within 10 feet distance of its lair, the blind snake will wiggle forth rapidly and attack.

Note that the west passage of the lair leads downwards for 100 feet or so, then away westwards and downwards into a virtually endless system of tunnels and small caves and passages.

6. Four-Exit Cave

There is no way to see clearly herein because of the glowlichen's light and the clouds of moths that flutter about as revealed thus:

When you come to the end of the long, curving passageway there is a large opening to your north. From where you stand it appears to be a cave of irregular shape with three exits along its east wall, one ahead some 50 feet to the north. The space to the north narrows from perhaps 40 feet near you to a narrow seven or eight feet at the exit point. This assessment is vague, though. Blotches of dark and pale, sickly blue light of glowlichen give the cave a surreal air. This is reinforced by the many sorts of oddly colored little fungi that grow in patches on the floor and wall ledges here. All seem to be frilly, lacy, feathery, fuzzy as if covered in mold. Around and above, throughout the whole place, there are clouds of small fluttering moths!

As you observe all of this a high-pitched gabbling sound echoes strangely in the cave. Did it come from one of the exits? As you peer intently at each, you note that there are many bones and even pieces of something recently dismembered before the nearest opening, the southernmost of the three east openings. It looks as if most of the remains are of generally human or humanoid sort . . . .

If all attention is focused on the near "exit", the party will be surprised by the residents of the other three residents of the cave, one in each of the other adits:

Gibbers, 2 mature, 2 immature : Health 60, 50, 30, 25; Precision 40, 40, 25, 25; Speed 12, 12, 15, 15. **Attack:** Bite for 1-12 plus 1-4 or 1-8 plus 1-2 penetration Harm, and a smashing blow for 1-20 plus 1-6 or 1-12 plus 1-4 (plus 2-8) shock Harm. The immature gibber placed on its hands a pair of Gauntlets, preternatural, spiked, this (new) Extraordinary Item adding 2d4 shock Harm to its smashing attacks, d4 points of the added Harm bypassing normal metal armor and/or affecting even large and tough subjects such as a cape buffalo or rhinoceros, for example. **Defense:** Mature gibbers 6, immature 8 points of protection.

These are typical specimens of this animal, looking like hybrid chimpanzee-orangutans with human visages. The immature ones are at the further "finger-like" portions of the cave.

Tactics: These creatures rush forth to assail the intruding party, planning to kill and devour such tasty morsels. Their gibbering and roaring drown out sounds, so party communication is limited to those within three feet distance, no further. These demented monsters attack without heed to their own welfare.

In their respective dens the gibbers have only "nests" of hair, sticks, hide, dried leaves and fungi upon which they sleep.

7. Earth-Floored Cave

There is no light here, so modify the commentary as needed.

Your route up the small, ascending passage brings you to a wider passage, a small, earth-floored cave running east and west. The 90 feet to the west is only about 15 feet wide, ascending upwards rather steeply to a clutter of large rocks. The eastern 60 feet of this space is wider, 20 or more feet, higher of ceiling, and level of floor. Not surprisingly there is a welter of see many sorts of fungi here. 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. 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 10 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.

At this time the party is attacked by surprise by:

Blackrats, Robust, 61-80: Health 4, Precision 20, Speed 13. **Attack:** Bite for 1-2 Harm ignoring shield protection and bypassing any armor if a d20 "confirming" roll exceeds the target subject's armor protection. **Defense:** 2.

Thesecat-sized rodents are enraged that humans would enter their breeding place, so until over half of their number are slain, they will continue to attack viciously. The survivors of the blackrat pack will escape into numerous tunnels they have dug into the hard clay of the cave floor.

Any loud noise, such as a Power activation with strong sound, the explosion of a dark floater fungi, or shouting by the party members will then trigger the arousal of the other inhabitants of this place. Concealed in ceiling crevices are:

Springbats, 6: Health 4, Precision 20, Speed 10 attacking, 20 moving. **Attack:** Supersonic shriek paralyzes all within a 9-foot radius so the creature can attack unmolested; bite for 1-3, with a 3 indicating armor has been bypassed and the victim is then unable to attack due for two to five minutes due to relaxed muscles. **Defense:** 4.

This unusual number dwell here because of the favorable conditions the cave offers, its access to the outside.

Tactics: These creatures spring downwards six feet, each shrieks its cry, then attacks the nearest intruding person. They will then fly about, shriek again, again attack, until the intruders retreat from their lair or the springbats are all killed.

NOTE: Each dark floater fungus that explodes slays automatically two springbats.

At the far end of the cave, concealed by the detritus and rock conformation, there is a small chimney that leads upwards 35 feet distance and outside, the entrance emerging some 10 feet above ground in a cluster of rocks near the river. It is large enough to accommodate a large person and accouterments such as armor or packs. Climbing up or down this shaft takes about four minutes time if done carefully.

When the party examines this area, they will see that there is ladder fungus growing on the walls of the shaft:

As you peer upwards, you note that are shelves of step-like sort, almost a ladder in effect, as if to enable rapid ascent and decent along this route.

The first of the ladder fungus grows at 15-foot height, so that any Avatar grabbing it or attempting to step on it will fall unless a successful check against modified Speed Base Rating indicates this is avoided. A fall will inflict 1-18 Harm on the incautious Avatar, all protection ignored. (Roll 2d10 counting 0 or 10 as zero Harm,)

If the floor of the shaft is examined by a successful use of Luck or Scrutiny Ability, or one or more Avatars spend a total of five minutes searching it with care, they will find there is are fungi-covered bones and a skull there. If thereafter a second search as noted for the initial one is successful, two Memory Tablets with the following Enchantment Powers will be discovered: *Dazzling Dagger*: Low Moderate, *Distance Warp*: Major, *Dropnet*: Moderate, *Igxat's Doorman*: Minimal, *Mordey's Vanishing Act*: Very Strong, and *Phantom Self*: Very Minimal. These Powers are detailed at the end of this work.

8. ONYX CAVERN

Modify the following description according to the visual capacity of the party.

The wide passage north you are traversing is bisected by a stream of water about a foot across and as deep, then the way becomes a bit narrower as you pass a large pool of water in a rock basin some 10 feet in diameter. As you pass it the way ahead opens into a marvelous cavern. The whole place is light, white marble and onyx stone, glittering crystals (mica and quartz of no value)… This cavern runs northwards about 100 feet, and its irregular width is on average perhaps 40 feet. There are many patches of subterranean fungi growing in here, but only small patches of glowlichen shedding a feeble blue-gray illumination so as to make wall or floor here and there.

There are pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 dozen flatish, slate-gray fungi*** (Dark floater—dangerous if struck) ***hanging like clouds about 30 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 cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance).

The 40-foot high ceiling here is adorned by many stalactites of varying sizes (some are Cone mushroom—dangerous if struck)***.***

Strange agglomerations on the walls and floor of this cavern are numerous, their shape being something like seashells.

Most things able to do so avoid this place because it is filled with:

Cave Coneshell, 200: Health 20, Precision 15, Speed 10 attacking, 1 moving. **Attack:** Initial barbed appendage inflicts 1, plus 1-4 VT Harm ignoring armor and paralyzing the subject for 1 ABC per point of VT Harm thereafter. A non-moving target is then attacked by a feeding appendage that inflicts automatic Harm of 9-12 points ignoring armor. **Defense:** 18 shell, but any attack causing 19 or more Harm thereafter destroys all protection.

This unusual number dwell here because of the favorable conditions the cave offers, camouflage and excellent feeding.

Tactics: There is one cave coneshell every 10 feet of wall space, one per 10-foot-square of floor space. Any subject near to one of the "seashells" will be attacked, and noise from this will cause the others in the cavern to move (slowly) towards the place where prey is located.

Wealth: At the far end of the cave are three human skeletons, quite old, virtually overgrown with fungi and mold. Scrutiny Ability success will discover them if the searcher is within 15 feet. Luck or Ranging Ability use is at a penalty of +10. Someone actually walking over these remains has a Perception BR chance of discovering them. Armor, weapons, and equipment are decayed and useless, but a careful search will discover the following: The first examined still wears a gold neck chain with a large purple sapphire, the value of this being $35,000 when sold to a gemner or jeweler; and on one finger, and requiring a successful check against Perception

BR at a +10 is a small Extraordinary shielding ring (30% [6 protection] against three opponents). The second skeleton has an Extraordinary bronze escape hatch beneath it. The third has an Extraordinary ranging staff beside it. (See the end of this work for the explanation of the latter two Extraordinary Items.) Unless it is successfully appraised by one with Arcana Ability, though, this item appears to be no more than an old, slightly rotted fighting staff.

9. Skeleton Cavern

Again, the lighting and visual conditions here limit what the observer can actually see.

Although there seem to be some glowlichen growing in this possibly extensive space, the fog that hangs in the air makes is very difficult to tell for sure. Diffused radiance comes from the walls and places on the floor, so from where you stand, the place seems about 30 feet across to the west, perhaps 45 feet long both north and south. The fog here must be because of the warmer temperature of this cavern, some steam vent or hot water flow causing the temperature to rise of about 80 degrees Fahrenheit. The striking thing here are the piles of bones rising above the numerous sorts of fungi sprouting from the floor—one pile to your left, one to the right, and one before you. From where you stand you see that there are human and humanoid skulls and bones in the central pile, these mixed will all sorts of animal remains, much of the mass covered with molds and small fungi growth.

Unless there are persons gazing upwards, the party will be surprised from above by:

Spider, Web, huge (40" DIAMETER), 3: Health 30, Precision 55, Speed 10. **Attack:** Bite for 7-12 plus VT Harm of 17-20, armor bypassed 50% of the time if half, 10% if full, and a bite score of 12 always inflicting additional VT Harm regardless of armor. **Defense:** 8.



This unusual number dwell here without attacking each other because prey comes here often, drawn by the warmth and the tasty fungi that grow on the floor of the cavern.

Tactics: The webs are 20 feet above the cavern floor. As soon as any intruding creature moves into the place, the spiders are alert, each moving in its 20-foot-per-side area ©. five-foot space between areas) so as to be able to drop down and attack any prey below. These are savage arachnids that attack without regard for their own life.

Wealth: If the piles of bones are searched, each five minutes spent doing so will reveal per pile: roll d 12: a 1 indicates a piece of jewelry worth from $200 to $2,400 (d12 x 200), 2-11 indicates $100 to $1,000 in coins (d10 x 100), and a 12 draws a blank for that period. Effective gleaning can take place for no more than one hour (12 searches). Thereafter nothing is found.

10. Small Cave

As soon as you step further south from the passage into this space you are assailed immediately by a motley group of bestial. They are like short humans with animal parts added.

Bestial 16 mature, 2 of each sort

Bestial Type	Health	Precision	Speed	Harm	Armor
clawed	26	30	14	2x1-8+2	2
fanged	27	30	13	1-20+4	6
hoofed	24	28	16	2x1-12+4	2
horned	25	26	15	9-20+2	4
mandibled	26	27	12	6-20+3	5
pincered	22	32	11	2x1-10	8
spined	23	32	10	6x1-4	6
tusked	26	25	9	11-20+3	4

Tactics: These creatures charge recklessly into melee. If the party presses forward, the bestial will be able to bring their full number to bear, all 16 attacking. If the Avatars fall back into the passage, only three bestial at a time can attack, and in this manner they pose far less threat.

This group of creatures stopped here for safety on their way above, to rest and dine. There are the remains of several blackrats and a tusked toad in the middle of the cave, the prey being devoured raw by the bestial. They have nothing of value.

11. Irregular Cave

The many curved lines on the map indicate that this cave has an uneven floor. Those not shaded are dais-like places of three of four feet height per "step". Those shaded are at a height of about 10 to 16 feet above the lower main floor of the cave. The latter are recesses in the wall, in fact spaces outside the main area. There is no light here, so temper what you read accordingly.

You have entered an irregular, bizarrely formed cave to the west of the passage. The main portion is vaguely square, about 40 feet across. The floor rises in tiers to the south and west, and there are many alcoves, niches, and upper hollow places all around the place. There is what appears to be a cul-de-sac portion of the cave in the northwest, and what is likely a passageway exiting here to the north in the mid portion of that far wall. The stone seems to have flowed to make the steps, each being about three to four feet above the base level of the floor. In some places these are stacked one atop another, even such that a pair might flow together so as to make a barrier of five or six feet height. There is a relatively level way north and northwest, though, so that you can move without hindrance there.

When the Avatars look around above at the ceiling read aloud:

There are at least 10 niche-like hollows around the cave, each at a distance of perhaps 15 or 20 feet above the lower portion of the floor. Some are 10 feet wide, others half that width, and the depth of any of these upper places is impossible to determine from where you are. The ceiling of the cave about 30 feet high, and there are some small stalactites depending from it.

Successful use of Luck, Ranging, or Scrutiny Ability here will note that there is an animal-like form, a leopard-sized, hunched, muscular creature of sorts, perhaps, seemingly carved of stone that is centered in the niche just to the right of the passage leading to the north.

At this point a dark amoeboid comes oozing from the north passage, unnoticed by any Avatar until it is within striking distance:

Amoeboid, Dark, 1: Health 40, Precision 50, Speed. **Attack:** 9-12 acid Harm ignoring all armor not Extraordinarily proofed against such, Harm continuing without need to check P for successful hit is contact with the target is not broken. **Defense:** 0 shock-based Harm; 10 against acid, cold, electrical, fire, and penetration Harm; 20 protection against all other attack forms except Extraordinary including Power use and enchanted weapon bonuses.

Tactics: This creature simply attempts to engulf the nearest prey.

Any Avatar looking around while the combat is in progress will note that there is movement, that several dark shapes perch in the front of the niches above to observe the fight.

If after defeating this monster the Avatars now stop, place their weapons in scabbards or on the floor, and call out in non-hostile manner for a parlay, free passage, or the like, then the inhabitants of this place will speak, and draw near.

Gargoyle, Escalating, 7: Leader: : Health 55, Precision 55, Speed 15 (22 down, 11 sideways, 6 overhead). Also, Harm from exhalation +2, claw attack +4. **Pack Members:** Health 50, Precision 50, Speed 14 (20 down, 10 sideways, 5 overhead). **Attack:** Continual three-foot flame exhalation for 6-8 Harm (leader +2) ignoring armor not of Extraordinary proof against such; claw attack for 13-16 (Leader +4). **Defense:** 13.

This unusual number dwell here without attacking each other because prey comes here often, drawn by the warmth and the tasty fungi that grow on the floor of the cavern.

Tactics: A hostile party will be attacked by all seven creatures here, each leaping down to attack a different adversary. In this first assault, the gargoyles attack first with a +30 to Precision BR, automatic breath exhalation Harm, and an added 2d4 claw Harm if attack success is rolled.

If the party is non-aggressive, the gargoyles will listen to what they might wish to say, generally not bother or attack them in any event. If the party is friendly, offers food to the creatures, then:

The creatures in the hollows above are gargoyles of the Escalating kind, and the largest of them speaks to you in a grating, voice: "Gro urp," it rasps, flicking its left paw in the direction of the passage to the north. "Vrrr bad thig crumes from. Nro rives drr. Whrr vrr bad thig be? Yourr find, crum brak hrr. Werr fright vrr bad thig wir yoo!" It stares balefully into your eyes watching to see if you understand and agree. Then with a rippling of its lean muscles it seems to shrug. "Gro wrry from hrr now." At that all of the pack follow as the gargoyle moves rapidly away, scales the wall, enters its large niche above your heads.

These creatures have no wealth.

In passing through after such a conversation, the Avatar party will be watched closely but not molested by the gargoyles. If and when the party announces herein that it knows where the "very bad thing" is, and that they are going to slay it, the leader of this pack will send two of his pack of gargoyles with the Avatars. If in 15 minutes time they have not located the prowler's lair, the gargoyles return to their own place. Thereafter, no help will be given, and if the party enters the gargoyles' area again, they will be attacked.

Note: Commotion in area 11 will attract the attention of the whisklings in area 12 to the north. Avatars watching carefully will have a chance equal to their Speed BR, with Luck Ability added if applicable, to notice movement to the north:

You see something small, two or so feet tall, bipedal in movement, dashing somewhere. It looked vaguely like a tailless lemur perhaps . . . . You caught it only out of the corner of your eye, and it was moving so rapidly you can't be sure. Whatever it was, it's gone now.

12. Roughly Rectangular Cave

Illumination is fairly strong here from glowlichen growth in the place. This cave is a rough rectangle, extending about 35 feet to the north, 45 feet to the west of where the passage you stand in enters it. The place is filled with all manner of fungi as the moon-blue radiance of the glowlichen that grow thickly in many areas of the cave helps to reveal.

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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 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—these have become accustomed to the inhabitants of the place, do not make noise when they are near***)***.

The high ceiling here domes at 35 feet in the center, perhaps 25 feet where it meets the walls. The whole ceiling is adorned by many stalactites of varying sizes (including Cone mushroom—dangerous if struck).

The cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance. The inhabitants of this place actually slide upon it, increasing their movement rate by 20% thus).

If the party gets close to the walls, looks at them near their base, they will note that there are fissure-like openings at intervals of about five or six feet all along them. These lead to a series of diminutive interconnection passageways, most of which drop down, twist and turn, lead to little, cyst-like caves. The passages are a foot wide at most, about three feet high, the little caves number 50 or so and are from three to five feet in diameter. The direct little passages are shown on the map.

Whiskling, 20: Health 10, Precision 70, Speed 25. **Attack:** Hurled stone for 1-8 plus 7-12 Harm variable. **Defense:** 12.

Tactics: Whisklings will attack only if threatened. From 1 to 3 of them will follow the Avatar party at a distance of about 40 feet or so, staying close to the wall, moving silently. If the party is heading north then another 1 or 2 will run ahead to stir up the toads in area 13—these amphibians being always annoying to the little humanoids, even managing to catch and eat one of the whiskling young now and then.

Any "gifts" placed down, the party back 20 or more feet from them, and the objects set forth being shiny or good to eat, it is 90% likely a whiskling will dash forth, grab the offered thing, and disappear on the opposite side of the case. In such case assume that the dash-slide speed is over 30! With two or more such "gifts" in hand, these creatures will be friendly, but stay pretty much out of sight, observe the party with interest. See the note at the end of encounter area 13.

If any party members threaten or attack the trailing whisklings, those that survive will be more careful, follow at 60 feet or further back. When the party is next engaged in combat, though, the whisklings will close and throw 4 stones each (in 2 ABCs' time) at a range of up to 90 feet, before breaking off and returning to their own lair. Such attacks will be at a bonus of +90 ASP adjustment, so that 90 or lower scores a hit, and a 9 or less bypasses armor. On the other hand, if the party should drop or otherwise leave small and shiny objects for them, these little creatures will throw their missiles at the foes of the Avatars, also with a +30 bonus.

Whisklings are vaguely humanoid in form, slender, about three feet tall, and exceptionally silent (95% Stealth Ability) and fast of movement. Because they are curious and inquisitive, *it is likely that should any see adventurers exploring they will follow and watch them.* They have appealing, furry faces, huge sorrowful eyes, and manipulative paws similar to those of raccoons.

It is suspected that these creatures are intelligent, or at least semi-intelligent, but have so different a thought process that humans and their ilk can not fathom it. Whisklings make no audible sounds, perhaps communicating by some unknown means such as telepathy.

Wealth: In each of the 12 little caves occupied by these creatures there will be found from $100 to $1,000 in coins, and 1-6 crystals or rough gemstones with values of from $100 to $10,000 each (d% x 10). There is a chance per nest investigated that there will be a small shiny object that is of Extraordinary sort—very minimal to moderate. Roll d4 to determine Grade, then find and roll on the appropriate table in the LML book. If the result is a shiny object of smallish size, it is found in the whisklings' den.

Whisklings are 90% likely to trade off Extraordinary Items for several coins, mixed gold and silver. If an Avatar places six or more coins, half silver, half gold, beside a whiskling passage, then leaves, the next time the Avatar returns there will be an Extraordinary object of the sort noted above (Grade found by d4 roll, then the LM must decide what these creatures might have found and be willing to trade thus).

13. REPTILE-HEAD CAVE

This place is about 45 or 50 feet long to your north, roughly 30 feet across. If it were mapped out the two western tongues of the cave would resemble the jaws of a reptile. As you have seen in other places, this cave is filled with a number of different sorts of fungal growths, from the glowlichen patches that lend some illumination to it to the wide variety of other sorts—yellow toadstools that look like cauliflower, pale blue stalks of giant asparagus-like sort, three-foot-high mauve toadstools with a cluster of several frilly yellow parasols, little mushroom-like ones, bracket fungi too. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 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 domes at 30 feet in the center, perhaps 20 feet where it meets the walls. The whole ceiling is adorned by many stalactites of varying sizes (including Cone mushroom—dangerous if struck)**.**

The cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance.).

Amidst the fungi rise pale, greenish and yellowish boulders of bumpy sort.

These "boulders" are annoyed and angry . . . .

Toad, Poisonous, Large, 18: Health 5, Precision 50, Speed 5. moving, 10 attacking. **Attack:** Bite for 1 plus 13-16 VT Harm bypassing half armor 50% of the time and full armor 10% of the time. **Defense:** 12.

Toad, Tusked, 18: Health 10, Precision 25, Speed 5 moving, 20 jumping- attacking. **Attack:** Bite for 1-10 Harm that continues as a hit (roll Harm each time) thereafter until toad or victim is dead. Each toad grasping a man-sized subject slows its movement by 10% (at least 1 Speed BR point). **Defense:** 4.

Tactics: By "sheer chance," each person in the cave will be attacked initially by two toads, one of each sort. On the 3rd ABC in the place after initial attack, a like attack will occur, so too on the 5th, 7th, etc. until toads or intruders are eliminated.

Any search of the growth here will discover 8 silver energy fungi.

If the party kills no fewer than 30 of the toads here, the whisklings (area 12) will be very kindly disposed to the Avatars. After all, the batrachian creatures in this cave prey upon whisklings whenever they can. When the whisklings see the toads destroyed as noted, one will head immediately back to the passageway leading southwest from their residence cave (12) to that of the gargoyles (11), and leave a marker, one of the "gifts" given to them by the party, against the wall in the place where the secret entrance to the prowler's lair (14, below) is hidden.

Avatars returning this way will have Speed BR, plus Luck Ability if applicable, to casually notice the clue object. If any Avatar is actively searching in this passageway, then deduct 30 from the d% roll for that one when checking to see is the marker is noticed. If Scrutiny Ability is employed, the same bonus applies.

14. Secret Chamber

Note the two secret entrances to this place are pivoting sections of rock that look like the natural stone of the walls. This is the lair of a very potent demoniacal, a prowler—an intelligent quasi-humanoid of eight-foot height.

This creature has long dwelled here, venturing out to hunt in the caves and caverns around and below. It now and then ventures abroad too, but always cautiously, careful not to be seen, taking human and Alfar prey to enrich its diet.

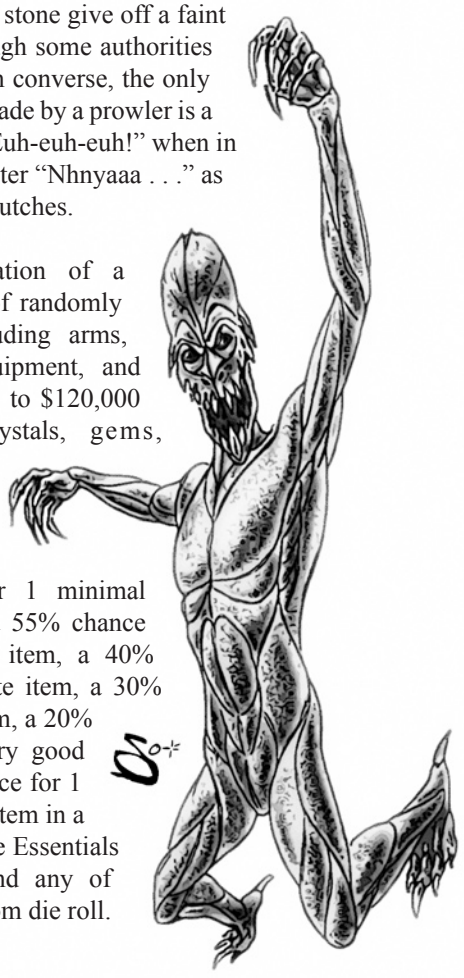
Demoniacal, Prowler, 1: Health 160, Precision 80, Speed 16. **Attack:** Hands 1-12 plus 11-20 Harm, and also bite for 3-20 +1-6 added Harm for power of jaws. **Defense:** 13 for speed, flesh, and padded garments—and see tactics below.

Tactics: A prowler can avoid attacks it sees coming 75% of the time, but this will then reduce the creature's attacks by one, negating first its bite, then its hands. One can leap up to 20 feet ahead, 10 feet aside, back, or upwards. A prowler will usually avoid combat against a large and powerful foe, or with large numbers of weaker ones, as it knows Harm to it will reduce its chance for ongoing survival. Cornered, it will use its leaping capacity to jump over foes, attack where it will take in return the fewest counter attacks.

A prowler heals up to 20% Health BR total each 24 hours after being harmed.

A typical prowler is pale gray and seems to be unnaturally lean. The head is long and narrow, with lightless black oval eyes, a pugged nose, and a hooked lower (mandibular) jaw that scythes upwards to allow its three wide fore-teeth to mesh with their opposite members above. The long, multi-jointed fingers are horn-hard, harder even than its hide, and when they grip a victim their pointed tips sink in and tear out flesh or else the rope-muscled and sinewy arms yank prey to the waiting mouth. When motionless and in shadow, a prowler is 90% undetectable. A prowler prefers warm blooded prey, but will eat anything of flesh, even vegetable matter if nothing else can be found.

A prowler's feet upon stone give off a faint rattling noise. Although some authorities assert these things can converse, the only known vocalization made by a prowler is a deep, reverberating "Euh-euh-euh!" when in pursuit of prey, a sinister "Nhnyaaa . . ." as it has a victim in its clutches.



Wealth: The habitation of a prowler has a mass of randomly hoarded things including arms, armor, items of equipment, and loose coins of $2,000 to $120,000 or more value, plus crystals, gems, and jewelry of 10-times that value. There is a 70% chance each for 1 very minimal and/or 1 minimal Extraordinary item, a 55% chance for 1 low moderate item, a 40% chance for 1 moderate item, a 30% chance for 1 good item, a 20% chance for one 1 very good item, and a 10% chance for 1 strong Extraordinary item in a typical hoard. Use the Essentials Bestiary Book to find any of these objects by random die roll.

If and when one of the secret doors to this chamber is discovered, read the appropriate text. Note a cautious and clever team of adventurers will fetch the gargoyles from area 11 before opening a secret door here.

EAST DOOR

As the stone panel pivots, you see an unlit space beyond. If and when one or more party members can see inside, continue: ***This is a square chamber of worked stone! It is some 30 feet long per side. There are some rude furnishings inside—a small table, chair, hampers, and a very long pallet. Hanging on pegs driven into the wall to the north are several long, dark cloaks. All this you discover in a glance. Your eyes are riveted on a skeletal figure, a thing at least eight feet tall, wearing a low hat with a broad brim, a cape of dark color covers the figure's shoulders and back.*** In this case the parties concerned make normal initiative rolls to see which acts first.

WEST DOOR

As the stone panel pivots, you see an unlit space beyond. It is a passageway about five feet wide that curves northeast. As the party progresses to the point where they can see into the chamber continue: ***The passage leads to a square chamber of worked stone! It is some 30 feet long per side. There are some rude furnishings inside—a small table, chair, hampers, and a very long pallet. Hanging on pegs driven into the wall to the north are several long, dark cloaks. All this you discover in a glance. Your eyes are riveted on a skeletal figure, a thing at least eight feet tall, wearing a low hat with a broad brim, a cape of dark color covers the figure's shoulders and back.*** In this case the prowler will attack first, having heard the secret door opening and one or more persons coming along the passage.

15 OVOID CAVE

As the team passes the rock pillar that splits the entrance into this place into a north and east passage, each of about four feet width, commence reading:

There is a faint odor here, a rather sharp stink. The cave before you is roughly oval, about 45 feet long on its northwest-southeast axis, 40 feet on the northeast-southwest one. For once there seems to be no riot of fungi—this place is quite bare of such stuff. There is a pool of water that appears to be about eight feet in diameter in an alcove to the southeast. Vapors rise from the surface, so the water is apparently warmer than the air. Perhaps minerals in this pool give off the unpleasant odor. A movement attracts your eye! Ah, it's nothing more than several very large beetles scurrying around the middle of the cave.

When the party near to the insects they will be attacked.

Beetle, huge, 4: Health 10, Precision 80, Speed 5. **Attack:** Bite for 1-20 plus 6-8 Harm. **Defense:** 10. These are over two feet long, and aggressive.

These creatures are scavenging the remains (casting) of the cave inhabitant's last meal, and though they have eaten most of that, they are still hungry. Any commotion will waken the huge snake laired herein, bringing it from its sleeping place in the pool of warm water, to see about its own next snack . . . .

Boa, Subterranean, 1: Health 100, Precision 30 (size), Speed 9. **Attack:** Bite for 3-5 Harm, and if successful, whether or not armor is bypassed, the snake has coiled and each ABC thereafter it inflicts 6-8 Harm disregarding all armor, the victim unable to attack the reptile. **Defense:** 18 shock, 10 penetration, 2 any/all other forms of Harm.

Once coiled, the boa will remain in this attack mode until it is dead. Attacks on it while coiled around a victim place the latter at risk for collateral damage as the LM deems appropriate. Activations delivering Harm might be divided equally between snake and victim, while missed attacks against the snake strike instead the one it coils about.

Wealth: One of the beetles has ingested a Jund's Potent Horsefly Charm (ring), something that has passed from intestine to intestine several times since its last real owner was slain quite distant from this spot. If all the beetles are cut open, this object will be discovered by successful use of any one of the following Abilities when examining the resulting mess: Hunt, Luck, Nomadic, Pantology, Ranging, Rustic, Savagery. Of course any reading of Extraordinary energies will locate the item rather easily.

16. LARGE CAVERN

See the end note of this section regarding the two watery passages connecting this area to number 17. As the party comes within 30 feet of the eastern entrance to this area they can see the dim radiance of glowlichen, and once inside the cavern relate:

Despite the rather strong illumination from rampant growth of glowlichen, this cavern is so covered with various fungi that it is hard to estimate its actual size. It appears to be about 60 feet wide to the south, more than that to the north, narrowing to 60 or so feet width some 60 feet to the northwest, but continuing on that way for an indeterminate distance. Before you are a riot of fungi, beautiful and grotesque. There are pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 dozen flatish, slate-gray fungi*** (Dark floater—dangerous if struck) ***hanging like clouds about 20 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

The high ceiling here domes at 30 feet in the center, perhaps 25 feet where it meets the walls and runs off northwesterly. The whole ceiling is adorned by stalactites of varying sizes (amongst the actual ones are the Cone mushroom—dangerous if struck)***.***

The cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)***. Fluttering above the fungi on the cavern floor are myriads of small insects, and moths, and even very large beetles.***

About this time the first of beetle attacks will take place:

Beetle, big, flying, 500: Health 1, Precision 10, Speed 7.5 (attacking), 15 (flying). **Attack:** Bite for 1 Harm bypassing armor. **Defense:** Nil—a blow easily crushes one against a hard surface.

These two-inch long insects will attack in "flights" of 5 per Avatar/individual in the cavern, each subsequent assault coming about one minute or so after the previously occurring one.

As the party is busily squashing the beetles . . . .

Lizard, very large, 24: Health 25, Precision 20, Speed 10. **Attack:** Claws for 6-8 plus bite for 1-20 Harm. **Defense:** 5.

These subterranean, monitor-type reptiles of c. seven-foot length resent intrusion, attack busy Avatars by surprise in waver of six whenever the party is busy with beetles, until all lizards are slain or the party leaves their area.

About the time the players shrug off the lizards' attacks as petty annoyance, toss in their parent lizards—2 or more—with 45 Health, 40 Precision, 15 Speed; claws doing 13-16 and a bite of 1-20 + 9-12 VT Harm that bypasses half armor 50% of the time, full armor 10%, even if no Harm is otherwise inflicted.

Lizard, parent, very large, 2+: Health 25, Precision 40, Speed 15. **Attack:** Claws doing 13-16 and a bite of 1-20 + 9-12 VT Harm that bypasses half armor 50% of the time, full armor 10%, even if no Harm is otherwise inflicted. **Defense:** 5.

There is no wealth in here, of course, other than a possible discovery of Extraordinary fungus of some sort.

NB: The north and south passages leading from area 16 to area 17 require movement through the pools of water there. Both pools are two to three feet deep, rather murky. There are various small fish, crustaceans, amphibians, insects too therein. None are dangerous. However, there is a hidden sinkhole check place in each. If the check indicates one, any individual failing avoidance is absolutely lost, dead, unless secured by a rope or in possession of some Extraordinary Item that will rescue him from doom!

17. Western End, Large Cavern

See the end note of section 16 above regarding the two watery passages connecting this area to it. As the party comes within 30 feet of the western entrance to this area they can see the dim radiance of glowlichen. Relate the following when the party comes into this end of the cavern:

This is the western portion of a large cavern, and it is quite alight with glowlichen. From what you can determine at a glance, it is about 60 to 70 feet north and south, 30 feet east and west on average—the walls are ragged, so such estimates must be general. The way southeast into the main part of the place is a good 15 feet wide.

Before you there is the usual riot of fungi, beautiful and grotesque. There are blackish spongy growths, pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 15 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

The high ceiling here domes at 25 feet in the center, perhaps 20 feet where it meets the walls and runs off northwesterly. There are only a few big stalactites around the edges of the place (amongst the actual ones are the Cone mushroom—dangerous if struck)***, the center being covered by many small and sharply pointed ones.***

The cave floor, where visible, is smooth and glistens damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)***. Fluttering above the fungi on the cavern floor are myriads of small insects, and moths, and even large beetles. After them are a big lizards toads, and what must be frogs—things the size of the biggest of bullfrogs, colored a nauseating purple and orange.***

The obvious fauna here do not attack the party. Instead, the harpooner hidden above is going to:

Domlithican (commonly Harpooner), 1: Health 71-90, Precision 51-70, Speed 20. **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. 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.

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 VT substance that anesthetizes prey.

*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.

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.

Tactics: If being attacked, the domlithican discharges d2 of its missiles per ABC 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 movement speed equal to 30 for up to 4 to 6 ABCs time. 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.

Wealth: Directly beneath the original position of the harpooner there is a husk. There is thereon a belt with a pouch that contains 6 doses of Extraordinary anti-VT liquid, one dose neutralizing any poison effects that exists or continues to cause Harm, or else actually restored 6-8 points of Health lost to VT. There is also has a purse on the belt, this containing 20 large gold coins worth $10,000. Under the husk is a Buckler, Supernatural (8 vs. one opponent, 35 or less points Harm from a single attach without being harmed).

Also, if the an Avatar examines the dead creature's "harpoon" spinnerets, that one 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 man's little finger, 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.

18. GREAT CAVERN

Because of the multiple directions from which the party can arrive in this place, descriptions specific to point of view are impractical. The LM should use discretion in reading of provided text where necessary.

Sparse patches of glowlichen give this great cavern an eerie look. There are some clusters of the usual subterranean fungi seen here, but no thick proliferation is evident. Here you see some blackish spongy growths, there pinkish things like cauliflower without leaves. Nearby are some pale blue stalks that look like giant asparagus, near the far wall are a few three-foot-high mauve toadstools with a cluster of several frilly yellow parasols. On the walls sprout scattered little mushroom-like fungi, bracket fungi too. A handful of round, ones of one- to four-foot diameter spherical fungi grow from rocks, and two are 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. Perhaps a dozen things that look like dead, thick-stemmed shrubs grow up from the floor, protrude from the walls*** (Branch rockmold)***. There are, however, more than a dozen flatish, slate-gray fungi*** (Dark floater—dangerous if struck) ***hanging like clouds about 25 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

The high ceiling here domes at 45 feet in the center, perhaps 30 feet where it meets the walls and runs off northwesterly. There are various large and small stalactites hanging down from above (amongst the actual ones are the Cone mushroom—dangerous if struck)***, the center being covered by many small and sharply pointed ones.***

The cave floor is rippled but generally smooth, with areas that glisten damply (Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)***.***

It is evident that the many strange humanoids you see moving about this cavern are the reason that so little underground flora grows herein.

Clodreg, 50:

Soldiers (44)	H: 10	P: 16	S: 6
Monitors (4)	H: 20	P: 33	S: 9
Wardens (2)	H: 40	P: 67	S: 14

Attack: Soldiers spears for 1-20 +1 penetration Harm; Monitors clubs for 3-20 + 5 shock Harm; Wardens spiked flails for 6-20 + 10 penetration and shock Harm. **Defense:** Soldiers cloth for 2; Monitors cloth for 4, and Wardens reinforced leather 8. All coldregs are immune to mind attacks as well as any VT Harm.

These androgynous and seemingly mindless humanoids are in a mixed group of:

Tactics: There are four "squads" of 12 each (11 soldiers and 1 monitor) in this cavern. It will take approximately 3 ABCs after the Avatars enter the place and are seen for the first squad

of clodregs to assemble and attack the party. They will attack rapidly, without thought or fear, dying unflinchingly.

After 4 ABCs of combat with the first group, another squad will be on hand and join the attack on the 5th ABC.

After 10 ABCs' total combat time thus, a third squad, with a warden (13 members) will join the attack on the 11th ABC.

After 17 ABCs' total combat time thus, the fourth and last squad, with the remaining warden (13 members) will join the attack on the 18th ABC.

Wealth: Each Warden clodreg wears a bracelet of reddish-hued metal with a green-black cabochon gem set in its middle. The wearer of this bracelet can mentally communicate with all abomination hounds in sight or within 300 feet, command them in any way desired. If two such communication devices are in operation, abomination hounds receiving two sets of different commands will go berserk and simply attack the nearest target, continue so doing until only one source of mental commands exists. No wearer of this device will be attacked by an abomination hound, however, even if the creature is berserk.

These appear to be valuable, and a gemner or jeweler will purchase one "on speculation" for $5,000 to $10,000 (d4 +6 x $1000 to determine the amount offered). If and when magically examined, these objects have an Extraordinary energy and a very odd, quite unreadable aura. If an activation that removes influence or breaks a link is used with one of these bracelets as the target, all energy/aura vanishes. The worth of such bracelet is then c. $51,000 to $80,000, its metal being seen as oracalcum, the stone as a black star sapphire.

As the combat rages, the creatures located in 18. A (see below), will come to join the battle. If no party member is watching to the south, these adversaries will take the party by surprise, getting ASP flanking bonus of +20 on their initial P for attack success.

18.A. Southern Portion of Great Cavern

The party will likely investigate this place after the sub-humans herein have been slain. In regards to its size, use the text hereafter. Describe its fungi growth using the text in 18 above.

The scattered patches of glowlichen here enable you to get a fair, if rough, idea as to the dimensions of this place, clearly the southern end of the great cavern to the north, separated from that place by a pair of great rock columns. Proceeding south on either of the 10-foot-wide passages around the first stone column, you find an open area of about 30-foot width, 15 feet deep southwards. There are two south-leading passages around another great rock column here. That to the east is about eight feet wide, while the one to the westwards is almost 12 feet across. Both lead 30 or so feet southwards, meet as you enter the southern end of the cavern. This space is shaped like a spearhead pointing southwards, 55 feet long, about 35 feet wide at the two openings, tapering to a "point" only about 5 feet wide where the cavern ends.

You see many signs of occupation by the sub-humans you have encountered in the northern portion of this place. There are the remains of cooking fires, bits of hide and bones of unidentifiable sort, even a few bits of cave coneshell's shells proving these humanoids are skilled hunters. Sadly, there is nothing of value in the place—unless you are hungry for a bit of branch rockmold.

Sub-human, 15:

Irregulars (12)	H: 30	P: 30	S: 11
Sub-leader (2)	H: 45	P: 45	S: 12
Leader (1)	H: 60	P: 60	S: 13

Attack: Irregulars spears for 1-20 +3 penetration Harm; Sub-leaders spiked clubs for 3-20 + 4 penetration and shock Harm; Leader great cleaver for 5-20 + 5 penetration Harm. **Defense:** Irregulars 5 (motley); Sub-leaders 11 (crude targe for 5 and 50 Health, and 6 motley); and Leaders 14 (crude targe for 6 and 60 Health, and 8 motley).

These are the "guides" for the clodreg party encamped in the northern part of the cavern.

Tactics: The sub-humans come into the northern, clodreg, end of the cavern in two groups. The first group of 6 irregulars and 1 sub-leader comes in 24 ABCs. If there are still clodregs standing and fighting, the sub-humans join in. Otherwise, they run back and escape through the concealed exit at the south end of the cavern, slithering and climbing down and off—uncatchable! Similarly, if the first group joins the melee, the group of remaining sub-humans, coming in 6 ABCs' time thereafter, enters the fray. At such time as the leader and both sub-leaders are hors de combat, the irregulars will attempt to flee—or else surrender.

Wealth: The Leader of this group wears an armband like the clodreg wardens above, only its central stone is a green color (cat's-eye corundum). The wearer of this armband can mentally communicate with one abomination hound within sight and within 100 feet, command it to attack. If two such communication devices are in operation, a single abomination hound receiving two sets of different commands will go berserk and simply attack the nearest target, continue so doing until only one source of mental commands exists. No wearer of this device will be attacked by an abomination hound, however, even if the creature is berserk.

This appears to be valuable, and a gemner or jeweler will purchase one "on speculation" for $5,000 to $10,000 (d4 +6 x $1000 to determine the amount offered). If and when magically examined, the object has an Extraordinary energy and a very odd, quite unreadable aura. If an activation that removes influence or breaks a link is used with one of these bracelets as the target, all energy/aura vanishes. The worth of such bracelet is then c. $51,000 to $80,000, its metal being seen as oracalcum, the stone as a green star sapphire.

Abomination Hound, 1: Health 46-65, Precision 31-50, Speed 16 (largest) to 18 (smallest). **Attack:** Initial attack is with each of its four tentacles doing 1-4 Harm, a hit contacting flesh delivering an additional 17-20 points of VT Harm. A

target subject with half armor/protection has a 50% chance of avoiding such poison, one with full armor/protection has 90%. After initial attack the creature bites its opponent, a hit scoring 1-20 plus 6-8 Harm. **Defense:** Bristled hide provide armor protection of 6.

The clodregs have provided the sub-human leader with this hideous creature. It will stay with its "master" and fight to the death as it has been trained to do.

All these creatures have Stealth Ability at 50%, can see in total darkness as if there was bright moonlight illuminating the area.

19. LARGE CAVE

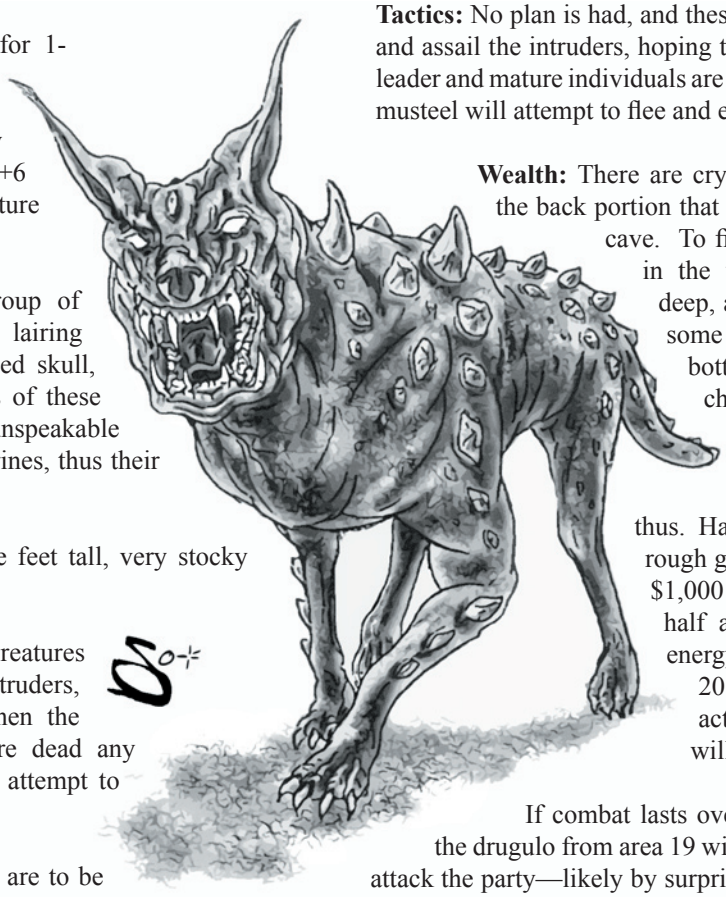
This is a dark and typical subterranean place—cool, damp, bare.

As you step north you see before you a bare cave that is about 45 feet deep, as wide, with a couple of alcoves to the east. The walls are rough, and there are stalactites and stalagmites on ceiling and floor. Several dark shapes you thought were the latter move. You have company. . . .

Drugulo 12:

Immature (3)	H: 25	P: 20	S: 12
Mature (8)	H: 45	P: 35	S: 10
Leader (1)	H: 55	P: 45	S: 8

Attack: Immature claw or bite for 1-20 penetration Harm; Mature claw for 1-20 or bite for 1-20 + 4 penetration Harm; Leader claw for 3-20 + 2 or bite for 3-20 +6 penetration Harm. **Defense:** Immature 6; Mature 4; and Leader 5.



These animals are part of a group of combined species, their allies lairing in the nearby caves. The flattened skull, protruding snout, and beady eyes of these things point towards some unspeakable cross between humans and wolverines, thus their common name of "gluttonmen".

Full-grown drugulo are about five feet tall, very stocky and broad.

Tactics: No plan is had, and these creatures simply swarm out and assail the intruders, hoping to slay and devour. When the leader and mature individuals are dead any remaining immature drugulo will attempt to flee and escape further combat.

Wealth: No valuables of any sort are to be found here.

If combat lasts over one minute (20 ABCs time), the musteel from area 20 will come in on the 22nd ABC and attack the party—likely by surprise from the rear. Otherwise, no reinforcements arrive.

20. STREAM CAVE

As you move northeastwards following the underground stream you see before you a bare cave that is about 30 feet deep to the northeast, perhaps 45 feet wide, with the pool that is the source of the stream in the far northern part of the place. The walls are rough, and there are stalactites and stalagmites on ceiling and floor. Several dark shapes you thought were the latter are moving rapidly towards you. Whatever lives here doesn't want company . . . .

Musteel, 18:

Immature (6)	H: 20	P: 20	S: 19
Mature (11)	H: 30	P: 30	S: 17
Leader (1)	H: 40	P: 40	S: 18

Attack: Immature bite twice for 1-10 penetration Harm; Mature bite twice for 1-12 penetration Harm; Leader bites twice for 1-12 +3 penetration Harm. **Defense:** Immature 12; Mature 10; and Leader 11.

These animals are part of a group of combined species, their allies lairing in the nearby caves. The long and flattened skull, pointed muzzle, protruding and beady eyes of these things point towards some unspeakable cross between humans and weasels, thus their common name of "weaselmen". Full-grown musteel are about six feet tall, slope-shouldered, thin and very quick.

Tactics: No plan is had, and these creatures simply swarm out and assail the intruders, hoping to slay and devour. When the leader and mature individuals are dead any remaining immature musteel will attempt to flee and escape further combat.

Wealth: There are crystals growing in the pool, at the back portion that extends under the wall of the cave. To find these one must submerge in the water, only about four feet deep, and search (probably by feel) some 40 or 50 square feet of the bottom. Assume about a 20% chance for locating one, each ABC, with a maximum of 12 crystals to be discovered thus, broken off, and gained thus. Half of these crystals are simply rough gemstones worth from $100 to $1,000 (d10 x 100) each. The other half are sources of Extraordinary energy, each containing from 2 to 20 AEPs (2d10) usable by any activator holding the object and willing it to yield energy.

If combat lasts over one minute (20 ABCs time), the drugulo from area 19 will come in on the 22nd ABC and attack the party—likely by surprise from the rear. Otherwise, no reinforcements will arrive.

21. Long Cave

This is yet one more dark and typical subterranean place—cool, damp, bare.

After following the eight-foot-or-so-wide passage you step east into a cave. You see before you a long and relatively bare place that is about 60 feet in its north to south length, some 25 or more feet wide. The cave has irregular walls making exact estimate of its size at a glance difficult. The walls are rough, and there are stalactites and stalagmites on ceiling and floor. Many dark shapes you thought were the natural stone are now in motion. This place has residents who resent intrusion!

Malmael, 14:

Immature (4)	H: 25	P: 25	S: 13
Mature (9)	H: 40	P: 35	S: 11
Leader (1)	H: 50	P: 45	S: 9

Attack: Immature claw for 1-8 and bite for 2-16 penetration Harm; Mature claw for 1-10 or bite for 2-24 penetration Harm; Leader claw for 1-10 + 2 or bite for 2-24 +2 penetration Harm. **Defense:** Immature 5; Mature 4; and Leader 5.

These animals are part of a group of combined species, their allies lairing in the nearby caves. The flattened skull, protruding snout, small ears protruding high on the head, and shaggy hair point towards some unspeakable cross between humans and badgers, thus their common name of "badgermen". Full-grown malmael are about five feet and a half tall, stocky and hunched of back.

Tactics: No plan is had, and these creatures simply swarm out and assail the intruders, hoping to slay and devour. When the leader and mature individuals are dead any remaining immature malmael will attempt to flee and escape further combat.

Wealth: No valuables of any sort are to be found here.

22. Ledge Beside Underground Lake

Note that the two cul-de-sac areas indicated by lines drawn from the encounter number are included in this section. Because of the relative proximity of the waterfall that feeds the lake, hearing will be difficult, and only shouted communications will be understood if the parties concerned are more than five to six feet distant. Read the following text aloud to the players:

A short passage of about 16-foot width, the walls fissured on either hand, brings you to the verge of a wide ledge. This is the "shore" of an underground lake! The stream that flows along the passage you followed here flows into the large, black-appearing water of the lake. The ledge to your east is fan-shaped, widening to the east. There it is over 60 feet long. From where you stand it is about 25 or so feet deep and about as wide at the passage opening. You see several large boulders on the stony shore of the lake. To the northeast there must be a fall of water into the larger body, as you hear a fairly loud and continual sound that can only be from a waterfall.

The creatures crouching on the shore of the lake were hunting for fish and giant crawdads, but now there's something tastier for them to go after. Note that there are only 4 mature and 2 immature leathermen on the shore. The other 5 immature ones are in the lake but will be ashore immediately after the adults attack. The remaining 7 mature members, and 12 immature ones, of the pack are evenly divided between the two cul-de-sac areas, with the leader in the southern one thus:

Northern Cave: 6 immature and 4 mature.

Southern Cave: 6 immature, 3 mature and 1 leader.

Shelf and in Water: 2 immature and 4 mature, followed by 5 immature.

Leatherman, 24:

Immature (19)	H: 25	P: 25	S: 6 land, 18 water
Mature (14)	H: 35	P: 35	S: 9 land, 15 water
Leader (1)	H: 40	P: 40	S: 10 land, 16 water

Attack: Immature claw for 1-2 (a hit even not inflicting actual Harm enables) or beak snap (at +30 P is prey held by a claw hit) for 1-12 +1-4 penetration Harm; Mature claw for 6-8 (a hit even not inflicting actual Harm enables) or beak snap (at +30 P is prey held by a claw hit) for 7-20 +1-6 penetration Harm; Leader claw for 6-8 +2 (a hit even not inflicting actual Harm enables) or beak snap (at +30 P is prey held by a claw hit) for 7-20 +2-8 penetration Harm. **Defense:** Immature 8; Mature 12; and Leader 13.

These animals are also part of a group of combined species, their allies lairing in the nearby caves. These elongated-shelled, bulbous-headed mix of turtles and humans are most disgusting in appearance. They swim as do turtles, have beaks like those of a snapping turtle, in fact, while on land they assume an upright and bipedal posture, as their shells are leathery. Full-grown leathermen are about five feet tall with necks extended their height is fully eight feet.

Tactics: No plan is had, and these creatures simply swarm out and assail the intruders, hoping to slay and devour. When the leader and mature individuals are dead any remaining immature leathermen will attempt to flee and escape further combat.

Wealth: these creatures have nothing of value, other than as follows: In each cave there is a nest of eggs. There are six Eggary's Dun Eggs of Destruction in the northern cave, eight leathermen eggs in the northern cave

Note: If combat here lasts for 20 or more ABCs time, the main predator inhabiting the lake will swim up and approach the ledge on the 25th ABC after the fighting commenced. See 31 below.

23. Pillared Cave

This place shown no sign of fungal growth, not a hint of the familiar and useful glowlichen to be seen.

As you peer south around great natural columns to either side of the passage you followed here, the cave seems to be about 30 feet deep southwards, a bit more than twice that measurement east and west. There is no sight or sound of any inhabitant other than possibly the small subterranean fauna—insects and the like. There is a slight stench in the cave, possibly dung.

SKULK, 8: Healt 35, Precision 35, Speed 17. **Attack:** (Initial attacks made by surprise are at a +30 to P, 65% chance of success.) Hands for 1-12 plus 7-10 Harm by strangulation. A victim hit can cry out only if a d% score of 20 or less is made. See also tactics below. **Defense:** 6 armor protection; regenerate 1 point of lost Health BR per ABC.

There are four pairs of these demoniacal lurking in the cave. They are concealed by the natural columns of rock around the edges of the place. Their Waylaying Ability of 70 can be used to oppose any party checks employing Hunt, Luck, Ranging, Scrutiny, or Waylaying Ability do detect any inhabitant or a trap, the 70 score being a penalty applied to dice rolls in this case, because of the light conditions and the cover the skulks have.

Tactics: Skulks attack in pairs by preference, one seizing the throat of the victim, the second holding the subject still. In such case, where both succeed in attack, the victim is held fast, and all subsequent strangulation Harm bypasses any armor with automatic hit success each ABC. Thus, a victim is quickly slain in a few ABCs' time. If there are more than four persons entering their lair, the skulks will attack all, with any paired attack opportunities being made against those nearest the entrance/exit passage. If four or more of these creatures are slain, the remaining skulks will seek to flee out the passage—or slip into the concealed one (x) and hide there.

Wealth: See area 24 hereafter.

24. Little Cul-de-sac Cave

Following the concealed passage from the skulks' lair northwards you come to its end. This is a little cave about 15 feet square, with a nook to the west where a pool of water covers the floor. There is a mass of things scattered about here, and a startling feature far more interesting. Fastened by a chain running from an iron ring set into the wall to her ankle is a striking lovely person. She has skin of velvety indigo hue, with shining emerald tresses that fall to below her shoulders, and eyes of a deep golden color. Her hair is bound back by a gold torque. She wears rather worn but finely made garments—trousers, shirt, and jerkin spun from coarse silk of gray-blue, the whole studded with plates of varying size that look to be chitinous from their metallic sheen. A wide sash of the same rough silk, but black in color, winds around her waist. Calf-length boots of black leather complete her costume. Clearly she has been battered and bruised, but no serious Harm seems have to been inflicted.

As you enter she speaks: "So Brave Ones, you have overcome those vile skulks? A thousand thanks, and my blessings too, if you have come to free me. My most fatal curse be yours if you are no better than those foul demoniacal!"

This a dockalf noble the skulks have made prisoner, she coming to these caves and caverns because of a plot, an enemy wizard sending her here by means of an Extraordinary activation. Seeking to find her way out, she stumbled into the lair of the skulks. These demoniacal decided to keep her as a prisoner for a time, perhaps thinking of a reward, more likely wanting amusement.

If asked her name, this noble dockalf will respond with a lie, of course, saying: ***"I am Dame Felastra ta Eroon, a knight in the service of Duke Haddin Lord of Vinust."***

If asked what and/or where Vinust is, the dockalf female noble relates the following: ***"Vinust is a large subterranean realm, a place of wondrous caverns of great beauty. Where it lies exactly, I can not say, but it is beneath the landmass you name Varan."***

If asked how she came to this pass, she will relate: ***"Evil foes of my lord assailed us by surprise. Some wizard amongst their force must have aimed a Power at His Grace just as I stepped in front of him to protect him. Then all wend spinning, and I found myself in this subterranean maze rather than mine own… Where am I in the world? Is this place beneath the land of Varan?"***

If there is hesitation on the part of the Avatars in regards to freeing her, she will use Psychogenic Thought Insinuation Power with certain success on the one who seems to want most to keep her held fast as she says: ***"Are you brutal? Or do you fear a lone female without weapons? Have I shown any malign intent towards you? No, and I have none. Must I humiliate myself with crying and begging to move you to chivalrous behavior?"***

If freed, she will smile in most charming manner, speak thus: ***"Thank you! It is exhilarating to be free, to no longer fear being tortured and killed by those wretched skulks. Would that I could show you proper gratitude for your saving of my person thus. Wait! There in the cache of stolen things are my jewelry and purse. I need the few gold coins that are in the latter, but the bracelets and rings are yours." Without hesitation, she steps to the pile of things, picks up her sword belt with a small pouch attached, fastens it about her slender waist, then scoops up a pair of gold bracelets set with golden beryls the color of her eyes, emeralds matching her hair. She proffers them to the party: "Trifles, I know, but all I have to give—along with my rings," and handing the bracelets to whomever will hold them, she stoops, searches a moment, then extracts two rings, one with a beryl flanked by two large diamonds, the other an emerald set with like diamonds. "and there! Now you have the small reward I gladly give. Even the most mean of jewelers will pay over no less than a quarter million for the lot. The stones are all near perfect, as you will notice."***

Her beautiful, ilfin face changes from smiling to a worried frown. ***"Can you guide me to the upper world? From there I can manage. A few inquiries and I'll know where to go to find my own home.***

If the party does not take her above, she will shrug, say: ***"I suppose I can understand your need to remain in this place, continue whatever quest you are charged with. Can you at least give me a rough map, or instructions as to how to find my way from here to the upper world?"***

Only in extremis will this dock alfar female accompany the party. She will do so reluctantly, will not assist in combat, and if pressed too hard, she will draw weapons and attack. However, she is more likely to wait for the party's strength to wane, then urge a return to the surface. Given any opportunity, she will take with her any Extraordinary Item of Major or better Grade that she can manage to get hold of and sequester. Once outside the caves, she will slip

away from the party and make her own way. Exception: If there is a handsome and able male Ilf whom she can use her wiles upon to subvert, she will leave with such an Avatar or NAC.

Dickalf Noble (Lady Dartha Kinkeel oa Trintu): Health 75, Precision 75, Speed 19. **Abilities:** (Noble Order: Chivalry 75, Weapons 65, Hunt 50, Physique 35, plus; Arcana 40, Learning 35, Planning 50, Pretense 60, Tricks 55, Unarmed Combat 45.

Innate Psychogenic Ability: Nictoscopy (reverse to see in daylight), Thought Insinuation, Unreadable Mind, with activation success automatic.

Unarmed Combat Ability score additions: 6

Unarmed Combat Ability Harm additions: 17

Weapons Ability score additions: 20

Weapons Ability Harm additions: 23

Attack: In the "treasure" heap of the skulks here are her arming belt with scabbard and sheath bearing her sword and dagger. Sword, Supernatural Piercing: +20 precision, +17-20 preternatural Harm. Dagger, Supernatural Long: +20 precision, +9-12 preternatural Harm. **Defense:** 14, with Dockalven composite full armor for 10 with 300 Health; natural agility and reflexes otherwise adding or providing 4 additional points of protection.

Wealth: The wealth of the skulks is a random mass of hoarded of things including arms, armor, items of equipment, and loose coins, crystals and gems, and jewelry each of $1,000 to $100,000 value per individual. There is 50% chance each for 1 very minimal and/or minimal Extraordinary item, a 40% chance for 1 low moderate item, 25% chance for 1 moderate, and a 15% chance for 1 good item of Extraordinary nature in a typical skulks' hoard.

25. Great Cavern

This is a glowlichen and fungi-filled place. Note the concealed passage north at the north end of this cavern. It will require a Luck or Scrutiny Ability success to locate it. There are also many boulder-like rock formations and small depressions, about four feet wide and deep, 10 feet long, scattered around the floor. More importantly, and unnoticeable unless a Scrutiny Ability use succeeds, are many small openings in the upper wall portions of this place. They serve as the dens of the main inhabitants of the cavern.

Before you there is a very big cavern whole floor and lower walls are illuminated by the moon-bright glow of the common lichen-like growth that you have seen in other locations. It is 45 or more feet wide east and west, no less than 100 feet long to the north. At that distant end are fallen rocks and natural stone pillars.

There is the usual riot of fungi, beautiful and grotesque. There are blackish spongy growths, pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 30 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

The high ceiling here domes at 45 feet in the center, perhaps 35 feet where it meets the walls and runs off northwesterly. There are many large and small stalactites hanging from the ceiling *(amongst the actual ones are the Cone mushroom—dangerous if struck)**.***

The cave floor, where visible, is in some places rough with boulder-like outcroppings, or depressions, perhaps sinkholes. A few places look smooth and glistens damply *(Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)**. Fluttering above the fungi on the cavern floor are not a few small insects—mainly moths, and big beetles. After them are a few lizards and toads.***

Well concealed in upper niches and nooks are a large number of:

Helovan, 48:

Immature (16)	H: 15	P: 20	S: 15 land, 20 gliding
Mature (28)	H: 25	P: 30	S: 13 land, 18 gliding
Leader (4)	H: 30	P: 40	S: 14 land, 19 gliding

Attack: (Add 20 to P score when gliding down to attack.) Immature bite for 1 penetration Harm plus 6-8 VT Harm; Mature bite for 1-2 penetration Harm plus 9-12 VT Harm; Leader bite for 1-2 +1 penetration Harm plus 9-12 +2 VT Harm—any VT Harm bypassing half armor 50% of the time, full armor 10% of the time. **Defense:** Immature 8; Mature 6; and Leader 5.

These animals have established a considerable colony in this cavern. The reptilian skull, scaled skin with slaps on arms and legs, combines with human-like visage and appendages point towards some unspeakable cross between lizards and humans. Indeed, some folk call these creatures "skinkfolk". Full-grown helovan range from three to four feet tall, are wiry and strong.

Tactics: No plan is had, and these creatures simply swarm out and assail the intruders, hoping to slay and devour. The "tribes" here number four, 1 leader, 7 mature, and 4 immature helovan. One tribal group will swoop down and attack, fight for 3 ABCs, and withdraw as another follows it. Thus, every 4th ABC a new gliding-attack group will attack as their fellows scamper off. When the two leaders and no fewer than 12

mature individuals are dead any remaining helovans will attempt to flee and escape further combat by ascending the walls and hiding from sight in their dens about 30 feet above.

Wealth: No valuables of any sort are to be found here.

26. U-SHAPED CAVE

Here is another cave that has considerable glowlichen illuminating it. This one about 45 feet on its northeast to southwest axis, with two "arms" that point in a northwesterly direction. The upper arm is about 30 feet long and 20 feet wide, with a pool of water at its far end. The other arm is about 20 feet long and wide, with a narrow passage leading in a westerly direction from its end. Near the northern arm is another narrow passage that leads away in a northerly direction, about north by northwest. Before you there is the usual riot of fungi, beautiful and grotesque, although not so thickly grown as in some places. There are blackish spongy growths, pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 20 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

The high ceiling here domes at 30 feet in the center, perhaps 20 feet where it meets the walls and runs off northwesterly. There are many large and small stalactites hanging from the ceiling *(amongst the actual ones are the Cone mushroom—dangerous if struck)****.***

The cave floor, where visible, is smooth and glistens damply *(Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)****. Fluttering above the fungi on the cavern floor are not a few small insects—mainly moths, and big beetles. After them are a few lizards and scurrying blackrats***.

As the party looks around they are attacked as out from hiding places come:

Trog, 18:

Average (12)	H: 35	P: 30	S: 9	Armor 6
Bully (4)	H: 40	P: 40	S: 10	Armor 7
Chief (1)	H: 60	P: 70	S: 14	Armor 8

Attack: Average: club/spear for 1-20 +3 shock/pen. Harm; range 3/5, speed 2/4. **Bully:** spiked club for 3-20 +6 pen. & shock Harm; range 3, speed 6. **Chief:** cleaving sword for 7-20 +8 pen. & shock Harm; range 2, speed 4.

Hag (1): Health 35, Precision 50, Speed 15. Armor 8. **Attack:** club for 1-20 +1 shock Harm; range 3, speed 2; plus these Powers: Shooting Stars (very minimal Enchantment), Wind Lasso (good [as used by her] Geourgy), Heal (low moderate Theurgy).

These subterranean humans have established a considerable colony in this cavern.

Tactics: As the trog hag activates shooting stars (18 total, 9 at one target, 1-2 Harm each, at a cost of 14 AEPs) the remainder of the group melees. On the 4th round of combat, the trog hag uses wind lasso (30-foot range, 1-2 Harm, target held fast for 6 seconds time, at a cost of 6 AEPs) on the opponent of the chief that seems most dangerous. Thereafter, the trog hag will either employ shooting stars Power again, or else use heal (8 AEPs for 8d4 points of lost Health restoration) on the chief or herself. At such time as both the chief and the hag are slain, all other members of the band will flee for their lives.

Wealth: Average: $200 in odd coins per individual. **Bully:** $400 in odd coins per individual; one had 3 Bolus of Health, Minimus. **Chief:** $3,500 in coins and crystals; Blung's Infallible Animal Attracters, Ophidian Attracter. **Hag:** $2,500 in coins and crystals; Nymord's Mystifying Makeup (2 small bladders, each with one application.

At this point the party can observe the cave more closely. Read aloud:

There are a large number of large pieces of stone piled up against the south wall (before area X shown on the map, and screening it from view). These seem to close off, possibly attempt to hide, a passage from the cave.

There is a jumping spider walled off in the cul-de-sac passage. Removing rocks so as to enable looking in will not discover it, as it climbs up out of sight at the sounds of the stones being moved. All the party will see is:

As you peer into the space beyond it is about 15 feet inwards to the southeast, with some portion blocked by the northerly wall. It might be a dead end nook, or a passage. There's nothing but stone to be seen, though.

As soon as the rocks are removed, out will come in a rush a:

Spider, Jumping Huge (40" diameter), 1: Health 30, Precision 70, Speed 15. **Attack:** 9-12 penetration plus 13-16 VT Harm ignoring armor. **Defense:** 8.

Note: This spider can at speed 15 to launch its action, jump up to 20-foot distance in any direction!

27. LONG, IRREGULAR CAVE

Temper the following with your judgment as to the capacity of the party to see herein.

The darkness here makes you miss the familiar glowlichen. By stepping west, then north, you find yourself in the widest part of a cave that is irregular in shape. Where you stand near the entrance it is about 50 feet wide, and northwards it narrows at some 45 feet distance to a mere 15-foot width—possibly a passageway leading off in that direction. Besides an alcove-like portion to the south in the eastern end, this with a pool of water covering it, there seem to be smaller alcoves some 35 or so feet ahead, one northwest, one southeast, like the cross stroke of an X there the initial stroke in perpendicular, not slanted. Although there is no noticeable fungi growing here, the cave has some interesting features. There are numerous ledges and columns within it. The ceiling is high too, that above your head at least 45 feet, even where the walls are closer together the height is at least 30 feet. It is if this place were a fissure formation. Only a few small stalactites can be seen up there high above your heads.

If visual capacity enables, successful use of Hunt, Luck, Ranging, Scrutiny, or Waylaying Ability will spot a pair of hunched, winged shapes in the portion of the cave immediately to the northwest where there are several columns and ledges.



Friendly behavior—calling out, not displaying arms, making gestures of peace, etc.—will cause the inhabitants of this cave to come forth in non-hostile manner. Any threat or actual attack brings them down in fury. These creatures are:

Gargoyle, Volitant, 9: Leader: Health 45, Precision 50, Speed 17 on ground, Flight: level 17, climbing 8, Swooping 35. **Attack:** Harm from exhalation +2, claw attack +4.

Pack Members: Health 40, Precision 45, Speed 18 on ground, Flight: level 18, Climbing 9, Swooping 36. **Attack:** Continual six-foot toxic exhalation for 3-5 Harm ignoring armor not of Extraordinary proof against such, and each 5 Harm suffered reduces victim's Speed BR by 1 for 24 hours, zero S BR brings permanent petrifaction of the subject; claw and bite attack for d8 + 10 Harm. **Defense:** 14

Tactics: A hostile party will be attacked by all nine creatures here, each swooping down to attack a different adversary. In this first assault, the gargoyles attack first with a +30 to Precision BR, automatic breath exhalation Harm, and an added 2d4 claw-bite Harm if attack success is rolled.

If the party is non-aggressive, the gargoyles will listen to what they might wish to say, generally not bother or attack them in any event. If the party is friendly, asks for a parlay, and/or offers food to the creatures, then:

A large gargoyle swoops down near you, with several others following, It speaks in a sibilant voice: "Whhhy do humanss come hhear?"

If and when the party indicates it is seeking to kill off the many vile creatures in the complex of caves, the gargoyle pack leader will say: ***"Thiss iss good. I will ssend two (three if the party has three or fewer Avatars in it) of my ffighterss iff you attack the gibbersss (area 6) or the stinking tribe of ugly-headss (area 28)." If the party agrees, the gargoyles accompany them, lead them to either of the areas indicated.***

If asked what gibbers are: ***"Hhairy thingss with long armss—look like you mosstly. Very sstrong, and noisssy, gibbersss."***

If asked what ugly-heads are: ***"Thingss with sstrange headss—look worsse even than you… Many, many ugly headss and making more."***

If the Avatars attempt when in combat with other creatures to sacrifice the gargoyles, they will leave immediately. Otherwise, they will stay and fight against either group until the foes, or they, are slain.

These creatures have no wealth other than a suit of Leather Half Armor, Preternatural. This garment will be given to the adventurers if they fight the bestial in company with gargoyles from here, destroy the foes, and one or more of the gargoyles survive to report the success. (See the end of this work, page 87, for details of the armor.)

28. HUGE CAVERN, SOUTHERN PORTION

This is the main staging area for the bestial. They are being driven out and up by the pressure of the other inhabitants of the complex, these in turn being forced to move by the invading clodregs and their sub-human allies. This is, of course, very early in the process, but as you know, some of the bestial have already been driven to the upper river caves and out into the surface world. Note that there are many scavengers, mainly rats and beetles hiding around to feed on the garbage and excrement of the bestial. In turn, such creatures provide tasty snacks for their "hosts,"

You have stepped into a huge cavern that is over 100 feet across east to west. You stand at its southern verge, with about two-thirds of its length to your east. What you can see northwards shows it extends some 50 feet and more in that direction, but two massive columns rising 50 feet to the ceiling above block your view of whatever portion of the place extends beyond there. All you can see is that there are three passages northwards into the remainder of the cavern. Some 80 feet to your east there is a passage leading out of here Overhead you see the tips of long stalactites hanging down. They are 40 feet above, so the ceiling must be about 50 feet high in this place.

There are patches of glowlichen that give some illumination, help to define the size and shape of this cavern. Patches of fungi-type growths of the sort you have seen often in these caves and caverns are scattered about here and there. Because the floor is uneven, has steps and low places, various stalagmites and debris, it is hard to assess what is here, but the many bestial coming towards you give you a fair idea this isn't a place where you can relax.

From the depressions in the floor, various nooks and crannies, ledges and niches in the walls pour out a host of the infuriated creatures . . . .

Bestial: 72 mature, 9 of each sort, plus 8 leaders, 80 in all.

Bestial Type	H	PR	SP	HM	AR
clawed	26	30	14	2 x 1-8 +2	2
clawed leader	30	35	15	2 x 1-8 +4	3
fanged	27	30	13	1-20 +4	6
fanged leader	32	35	14	1-20 +5	7
hoofed	24	28	16	2 x 1-12 +4	2
hoofed leader	28	33	17	2 x 1-12 +5	3
horned	25	26	15	9-20 +2	4
horned leader	29	31	16	9-20 +3	5
mandibled	26	27	12	6-20 +3	5
mandibled leader	30	32	13	6-20 +5	6
pincered	22	32	11	2 x 1-10 +2	8
pincered leader	26	37	12	2 x 1-10 +3	9
spined	23	32	10	6 x 1-4	6
spined leader	27	37	11	6 x 1-4 +1	7
tusked	26	25	9	11-20 +3	4
tusked leader	30	30	10	11-20 +5	5

Tactics: These creatures charge recklessly into melee. If the party presses forward, the bestial will be able to bring their full number to bear by surrounding, with flank (+20) and rear (+30) additions to their precision score when so attacking. Attacks come in waves, with each type of bestial in a pack of 10, leader and members of its group.

1st ABC: 10 clawed bestial attack.
3rd ABC: 10 fanged bestial attack.
5th ABC: 10 hoofed bestial attack.
7th ABC: 10 horned bestial attack.
10th ABC: 10 mandibled bestial attack.
13th ABC: 10 pincered bestial attack.
17th ABC: 10 spined bestial attack.
22nd ABC: 10 tusked bestial attack.

The bestial fight fearlessly until dead. If the party retreats from the cavern, they will not follow. If the party leaves and comes back a day or more later, the bestial will have replaced one lost member of their group for each day left unmolested up to their full strength of 10 members.

These creatures have no wealth.

28. A, HUGE CAVERN, NORTHERN PORTION

This is the nursery portion of the cavern, and the "nannies" and their charges will rush to attack any non-bestial that enters the place. There are the same features here as in the southern portion—depressions, rocks, ledges, etc. Note that there are many scavengers, mainly rats and beetles hiding around to feed on the garbage and excrement of the bestial. In turn, such creatures provide tasty snacks for their "hosts."

Pressing northwards past the two columns that reach to the ceiling, you enter the upper portion of the cavern. With the aid of the glowlichen, you see it is about 90 feet wide east and west, varying from about 30 feet deep northwards in the western section to perhaps 50 feet at the eastern half of it. There are a large number of bestial here, many smaller ones, all of whom drop the fungi they were eating, or stop whatever else they were abut, to come charging towards you.

Bestial, Mature and Immature: 2 Mature, 8 Immature, 80 total

Bestial Type	H	Pr	SP	HM	AR
clawed	26	30	14	2x1-8+2	2
clawed im.	12	25	15	2 x 1-6	2
fanged	27	30	13	1-20+4	6
fanged im	13	24	14	1-20	6
hoofed	24	28	16	2x1-12+4	2
hoofed im	11	23	17	2 x 1-8	2
horned	25	26	15	9-20+2	4
horned im	12	21	16	9-20	4
mandibled	26	27	12	6-20 +3	5
mandibled im	12	22	13	6-20	5
pincered	22	32	11	2x1-10+2	8
pincered im	10	26	12	2 x 1-8	8
spined	23	32	10	6x1-4	6

spined im	11	29	11	6 x 1-3	6
tusked	26	25	9	11-20+3	4
tusked im	12	20	10	11-20	4

Tactics: These creatures charge recklessly into melee. Again, if the party presses forward, the bestial will be able to bring their full number to bear by surrounding, with flank (+20) and rear (+30) additions to their precision score when so attacking. Attacks come in waves, with each type of bestial in a pack of 10, mature and immature members of that kind in a group.

1st ABC: 10 clawed bestial attack.
3rd ABC: 10 fanged bestial attack.
5th ABC: 10 hoofed bestial attack.
7th ABC: 10 horned bestial attack.
10th ABC: 10 mandibled bestial attack.
13th ABC: 10 pincered bestial attack.
17th ABC: 10 spined bestial attack.
22nd ABC: 10 tusked bestial attack.

These bestial too fight fearlessly until dead. If the party retreats from their portion of the cavern, they will not follow unless their fellows to the south are alive and there to assist in the fighting. If the party leaves and comes back a day or more later, the bestial will have replaced one lost member of their group with a mature individual for each day left unmolested up to their full strength of 10 members.

Once again, these creatures have no wealth.

29. Butterfly-shaped Cave

Note as the party heads east along the passage, they will encounter the Fakir's bed fungi indicated below:

The passage is about 10 or so feet wide, 15 feet long before it opens out eastwards into a an irregular cave. You can't move forward, though, without stepping on a mass of what appears to be rusty iron spikes. As a matter of fact, these projections cover not only the floor, but line the walls and ceiling of the passageway as well. This is singular!

Fakir's Bed Fungus: The many spiky tops of the plant look to be strong and sharp, like rusted iron. They are soft, though, and filled with an corrosive fluid. If one is broken, the fungus spike releases caustic ooze that delivers d4 Harm to whatever it contacts. This has little effect on ceramics, glass, stone, etc. but cloth, flesh, leather, metal, and wooden objects do suffer appreciable Harm to Health.

The bestial are not smart, but they know that Fakir's bed fungi prevent many sorts of predators from passing. Noting the slimes in this cave, the bestial leaders had their followers bring small patches of the fungi here, placed it so as to grow and thus imprison the slimes that they discovered in the place.

Once past the Fakir's bed fungi read:

In the center of the cave you see that four little streams of water flow into the depressed lower portion of the place, form a pool about six or so feet in diameter. The little rivulets come from four smaller pools at the northeast, northwest, southeast, and southwest edges of this butterfly-shaped cave.

On the far side of the central pool, some 30 or so feet east of the entrance to this cave, there stand a pair of objects that appear to be ancient, much corroded, bronze chests.

This likely brings the party into contact with the various deadly slimes formerly confined in the place…

Slimes: A slime is a mobile and carnivorous plant, subterranean in habitat, and without photosynthetic capacity. A slime is not rapid in travel movement but has relatively fast attack method to make up for this limitation. Each is a silent killer awaiting prey as it moves slowly from place to place to improve chances for finding a victim. A slime is never found far from some source of water, be it no more than a trickle, for if it dries out a slime dies quickly. Slime are able to move along or cling to perpendicular surfaces or ceilings.

Slime has sensory organs for the detection of vibration, pressure, and heat. If prey approaches within about 30 or so feet one is aware of this and can track its movement while within such range.

Note that prey contacting one of these things obviates the need for a Precision check to discover if the attack of the slime succeeds, for contact equals a hit by the slime.

Slime, Chameleon, 1: Health 40, Precision 25, Speed 5 attacking, 1 moving. **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). **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).

The creature imitates the bronze chest nearby, using a rock outcropping on the floor so that it too appears to be a large and corroded container.

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.

Slime, Lashing, 2: Health 30, Precision 20, Speed 15 attacking, 1 moving. **Attack:** 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).

These lurk in the northern two extensions of the place.

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 is 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.

Slime, Flowing, 2: Health 35, Precision 30, Speed 10 attacking, 1 moving. **Attack:** One that attempts an adhesive attachment to make the slime fast to the victim. When successful it is 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).

These lurk in the pools of the southern part of the cave.

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.

Wealth: The one real chest contains ancient gold coins and rough-cut gemstones. Who placed it here, why and when, are questions that will never be answered, as there is no factual history to reveal such information. If even mentioned to any local residents, someone will recall that legend says there were once Ulfs about, that they dwelled in the river caves: "Maybe it was them who left it there…"

There are 790 gold piece of one ounce weight, each of about 60% gold content, so worth a bit less than $300 apiece when melted down (best offer is $200,000 for the metal value). If taken to a city and sold as rarities to a large curio-antique dealer, the process will take one month of time but deliver $750,000 in coin of the realm for these rare antiques!

There are 1,500 fancy and semi-precious stones of from about 10 to 100 carats or more in weight. Their value on average is $200 each to a gemner or jeweler. The lot is then worth $300,000 in coin of the realm.

Also therein is the following magical object:

Eye Extraordinary: Strong. This supernatural object is a crystalline lens set in a platinum metal frame with a like handle, and set with 12 alexandrite gemstones. When used to examine an object, this device will reveal all of the Extraordinary facets of the item. However, each time it is used the energy within it is temporarily depleted, so that it may be employed only once per week to examine no more than one object. If sold to a wealthy person, it will fetch no less that $500,000.

30. LONG SHELF BESIDE UNDERGROUND LAKE

As you move further along the down-sloping passage, you see before you an underground lake to your west. It takes you a few moments to assess the size of this place... It is at least 60, perhaps 70 feet across to the west. Northwards there is a shelf of rock, the lake's shore as it were, that is around 15 feet wide. It extends for 75 feet, but does not go as far north as the water, that filing the whole northern part of this cavern.

When the party moves southwards at least 30 feet, read:

To the south the stone shelf is no less than 150 feet long, 20 feet wide immediately, more like 30 or more near its southern terminus where the lake becomes quite narrow but appears to extend under the cavern walls there. You see to the east that there are four small openings along the wall. More information you can't determine, because at the southern end of the shelf, and issuing from the two small openings along its eastern verge, there are numbers of vicious-looking bipedal creatures. These things look like human crocodiles, and they are bellowing hungrily as they lumber bipedally towards you, using their tails to assist their movement thus.

In sometime contact, and on amicable terms, with the leathermen on the other side of the lake, these creatures get most of their prey from the water—fish and giant crayfish—and in turn preyed upon now and then by the top predator of the lake (see 31 below).

Note that if the party retreats immediately up the passage by which they entered this place, the travail will not follow them, as they dislike being too far from the water and their dens.

Animal, Travail, 24:

Immature (10) Armor 6	H: 21	P: 25	S: 6 land, 18 water
Mature (12) Armor 7	H: 32	P: 35	S: 5 land, 15 water
Leader (2) Armor 9	H: 45	P: 40	S: 4 land, 15 water

Attack: Immature bite for 1-20 +3-5 penetration Harm; Mature bite for 3-20 +6-8 penetration Harm; Leader bite for 5-20 +9-12 penetration Harm. **Defense:** See above.

These animals are a disgusting combination of crocodilian and human. Full-grown travail are six or more feet tall, with slender but long and toothy snouts, high-domed skulls and intelligent, human like eyes set as are a crocodiles. Their legs are as long as a human's, they have hands and feet that are shaped like those of humans too, only much larger and heavily clawed. Their short tail, about one-half body length, is more slender than a croc's, flattened for rapid swimming.

Tactics: The group to the south is 12 members, as is that in the narrow passage most northerly. No planned attack, but as it happens, the two groups will attempt a pincer movement. Those to the south confront the party, the immature taking to the water, swimming rapidly to take their prey from flank or rear when exiting the lake. Meantime, the other group comes pouring forth from their larger "cave's" twin openings to assail the party from flank or rear if possible.

Wealth: No valuables of any sort are to be found here.

If combat lasts over one minute (20 ABCs time), the musteel from area 20 will come in on the 22nd ABC and attack the party—likely by surprise from the rear. Otherwise, no reinforcements will arrive.

Note: If combat here lasts for 20 or more ABCs time, the main predator inhabiting the lake will swim up and approach the ledge on the 25th ABC after the fighting commenced. See 31 below.

31. Underground Lake

This is sufficiently described to players in other encounter details. The waterfall at its north end cascades about 10 feet to its surface. As the LM, you need to know that it extends under the rock of the cavern, as indicated, narrowly along the west and south. The water is about 30 feet deep, the bottom covered in plants able to grow without sunlight. The depth is different in the indicated central area marked with an "X" in its center. This indicates there is a hole (about 45 feet long, 30 feet wide in the center) that goes down about 50 feet further to a cavern ten times larger (south and west) than the one above and totally filled with water to another 100 feet depth. Hot springs and Extraordinary energy there engender many strange aquatic flora and support much like fauna.

From these depths come not only various worms and fish, but also the three most dangerous forms of predators in the waters:

Giant Crayfish, 3-12 at any given time: Health 21-30, Precision 31-40, Speed 7 (movement burst 21). **Attack:** 2 claw attacks, each for 1-12 +6-8 points of Harm. **Defense:** 14.

These huge crustaceans are about four feet long, some larger.

Tactics: Generally lie in ambush and attack thus by surprise.

Under the waterfall lurks a 16-foot-long catfish! It covers all three rows of spaces there as it seeks prey.

Catfish, giant, 1: Health 56-65, Precision 36-45, Speed 15 attacking, 12 swimming. **Attack:** Feelers with VT that paralyzes any prey struck (Disaster Avoidance chance equal to 4 x adjusted Speed BR). Paralyzed prey is simply swallowed by the catfish's huge mouth (opens to accommodate prey up to 3-foot diameter. Swallowing and digestive juices inflict 1 point of Harm per ABC thereafter, this bypassing all armor. Prey missed by feeler attack will be attacked by a swallowing attempt immediately thereafter, success being negated by a victim's success in a Disaster Avoidance check against 2 x adjusted Speed BR. **Defense:** 8 due to thick, slimy skin.



Tactics: Lurks in water where vision and sound do not betray its presence.

Serpent Subterranean, 1: Health 101/+ tentacles 10 each, Precision 30, Speed 12 attacking, 8 land, 16 swimming. **Attack:** Bite for 26-35 Harm; 4-6 mouth tentacles, each attacking separately in a space of up to 15-foot width, each inflicting 6-8 Harm ignoring armor, and a hit has a 50% chance of delivering the subject to the mouth of the serpent the following ABC. **Defense:** 10 because of thick, scaled skin.

Length of this "beauty" is 76 feet. The monstrous creature resembles an eel with a head like a crocodile combined with that of a wild boar with great curling tusks. Its huge eyes are forward set. Tentacles are fringed around its lower jaw. The eel-like body of this monster has a pair of short, thick, human-like legs sprouting outwards every 10 feet along its length. When moving out of water, these legs walk and push as the body writhes in serpent fashion to propel the monster along.

Tactics: Whenever there is commotion above, the subterranean serpent swims up rapidly from the vast space below to see if there is an opportunity for feeding.

32. Narrow Cavern

The sub-humans are all out of sight in the side niches. As the party rounds the slight southerly bend, read aloud:

The passage has widened to 20 or so feet, the south wall being set back thus, making it into a cave. A blue-gray illumination enables you to see the place is over 100 feet long, filled with the usual riot of fungi, for something warms the air here.

There are those pinkish things like cauliflower without leaves, 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. Some round, ones of one- to four-foot diameter sort that not only grow from rocks—a few are 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 dozen flatish, slate-gray fungi*** *(Dark floater—dangerous if struck)* ***hanging like clouds about 20 feet above the cave floor. These are about a half of a foot thick and three feet in diameter.***

Along the north wall are many indentations and fissures. A long and narrow pool lies along the south wall. It is near the central portion of the long cave, about four feet wide and perhaps 40 feet in length.

The ceiling is surprisingly high here, about 30 feet at its arch, perhaps 25 feet where it meets the walls. The whole is adorned by many stalactites of varying sizes *(amongst the actual ones are the Cone mushroom—dangerous if struck)****.***

The cave floor, where visible, is smooth and glistens damply *(Creeping caveslime growing in patches, so open spots are slippery, check against Precision BR. Failure means a fall and loss of 1-4 ABCs' time regaining upright stance)****. Fluttering above the fungi on the cavern floor are myriads of small insects, and moths, and even very large beetles. There are ranks of still bodies lying amidst the fungi!***

At this time the nearest group of clodregs springs up and attacks:

Clodreg, 76: Attack:

Soldiers (60)	H: 10	P: 16	S: 6
Favored (6)	H: 15	P: 25	S: 7
Monitors (6)	H: 20	P: 33	S: 9
Wardens (3)	H: 40	P: 67	S: 14
Preceptor (1)	H: 60	P: 100	S: 19

Soldiers spear 1-20 penetration Harm +1, Favored spear 2-20 penetration +2 Harm, Monitors club for 3-20 + 5 shock Harm, Wardens spiked flail for 6-20 + 10 penetration and shock Harm, Preceptor sword for 7-20 +15 penetration and shock Harm. **Defense:** Soldiers cloth for 2, Favored cloth for 3, Monitors cloth for 4, Wardens reinforced leather for 8, Preceptor dockalfar-like full armor for 12.

These androgynous and seemingly mindless humanoids are in a mixed group of:

All coldregs are immune to mind attacks as well as any VT Harm.

Tactics: There are six "squads" of 12 each (10 soldiers, 1 favored, and 1 monitor) in this cavern. It will take only 1 ABCs after the Avatars enter the place and are seen for the first squad of clodregs to spring erect and attack the party. They will attack rapidly, without thought or fear, dying unflinchingly.

After 4 ABCs of combat with the first group, another squad will be on hand and join the attack on the 5th ABC.
After 9 ABCs' total combat time thus, a third squad, with a warden (13 members) will join the attack on the 11th ABC.
After 16 ABCs' total combat time thus, the fourth squad will join the attack on the 18th ABC.
After 22 ABCs' total combat time thus, the fifth squad will join the attack on the 18th ABC.
After 28 ABCs' total combat time thus, the sixth squad, with the remaining warden and the preceptor (14 members) will join the attack on the 29th ABC.

Wealth: The Preceptor has on his helmet an Extraordinary Item, a Visor of Many Views.

Visor of Many Views: There are five gemstones set above the crystal panes that cover the eye holes of the visor. Each, when touched, alters the enchantment of the crystal lenses in one ABC of time. Each gem has a different function. They are, from the wearer's right to left:

Amethyst (corundum): Enables vision in total darkness as if it were dusk.
Emerald (ditto): Enables seeing at night as if it were twilight.
Sapphire: Enables telescopic vision at 50 times normal.
Ruby: Enables microscopic vision at 100 times normal.
Topaz (corundum): Enables viewing of non-corporeal things in sight range.

He also wears a bracelet of reddish-hued metal with a green-black and a red-black cabochon gem set in its middle. The wearer of this bracelet can mentally communicate with all abomination hounds in sight or within 300 feet, command them in any way desired. If two such communication devices are in operation, abomination hounds receiving two sets of different commands will go berserk and simply attack the nearest target, continue so doing until only one source of mental commands exists. No wearer of this device will be attacked by an abomination hound, however, even if the creature is berserk. The bracelet also enables the wearer to be telepathically linked to any Warden clodreg within sight and within 900 feet distance. The telepathic link enables the wearer to use all the senses of the target subject of the link, and to command the target subject as if the wearer were that individual.

Each Warden clodreg wears a bracelet of reddish-hued metal with a green-black cabochon gem set in its middle. The wearer of this bracelet can mentally communicate with all abomination hounds in sight or within 300 feet, command them in any way desired. If two such communication devices are in operation, abomination hounds receiving two sets of different commands will go berserk and simply attack the nearest target, attacking until only one source of mental commands exists. No wearer of this device will be attacked by an abomination hound, however, even if the creature is berserk.

These appear to be valuable, and a gemner or jeweler will purchase one "on speculation" for $5,000 to $10,000 (d4 +6 x $1000 to determine the amount offered). If and when magically examined, these objects have an Extraordinary energy and a very odd, quite

unreadable aura. If an activation that removes influence or breaks a link is used with one of these bracelets as the target, all energy/aura vanishes. The worth of such bracelet is then c. $51,000 to $80,000, for a single-stone one, $101,000 to $130,000 for that with two gems as worn by a preceptor, its metal being seen as oracalcum, the stone as a red star sapphire and/or a black star sapphire.

Further Combat Events: On the 11th ABC of combat the clodregs will be reinforced by bands of sub-humans issuing forth from the small side caves.

Sub-human, 37:

Average (18)	H: 20	P: 20	S: 10
Irregulars (12)	H: 30	P: 30	S: 11
Sub-leader (6)	H: 45	P: 45	S: 12
Leader (1)	H: 60	P: 60	S: 13

Again, these are the "guides" for the clodreg party encamped in the small places along the northern wall of the cavern.

There are six groups, the first five (counting east to west) each consisting of three average, two irregular, and 1 sub-leader, six in each group. The sixth and last one has with it a seventh member, the leader.

Attack: Average clubs for 1-20 +2 shock Harm, **Irregulars** spears for 1-20 +3 penetration Harm, **Sub-leaders** spiked clubs for 3-20 + 4 penetration and shock Harm, **Leader** great cleaver for 5-20 + 5 penetration Harm. **Defense: Average** 4 (motley protection), **Irregulars** 5 (ditto), **Sub-leaders** 11 (crude targe for 5 with 50 Health, and 6 motley armor, **Leaders** 14 (crude targe for 6 with 60 Health, and 8 motley armor.

Tactics: The sub-humans come into the melee at the beginning of the 12th ABC. Each successive group follows in 4 ABCs time, so the last, the sixth, will be fighting on the 32nd ABC of combat. The first group of 6 irregulars and 1 sub-leader comes in 24 ABCs. The sub-humans all fight without fear until slain.

Wealth: The Leader of this group wears an armband like the clodreg wardens above, only its central stone is a green color (cat's-eye corundum). The wearer of this armband can mentally communicate with one abomination hound within sight and up to 100 feet distant, command it to attack. If two such communication devices are in operation, a single abomination hound receiving two sets of different commands will go berserk and simply attack the nearest target, continue so doing until only one source of mental commands exists. No wearer of this device will be attacked by an abomination hound, however, even if the creature is berserk.

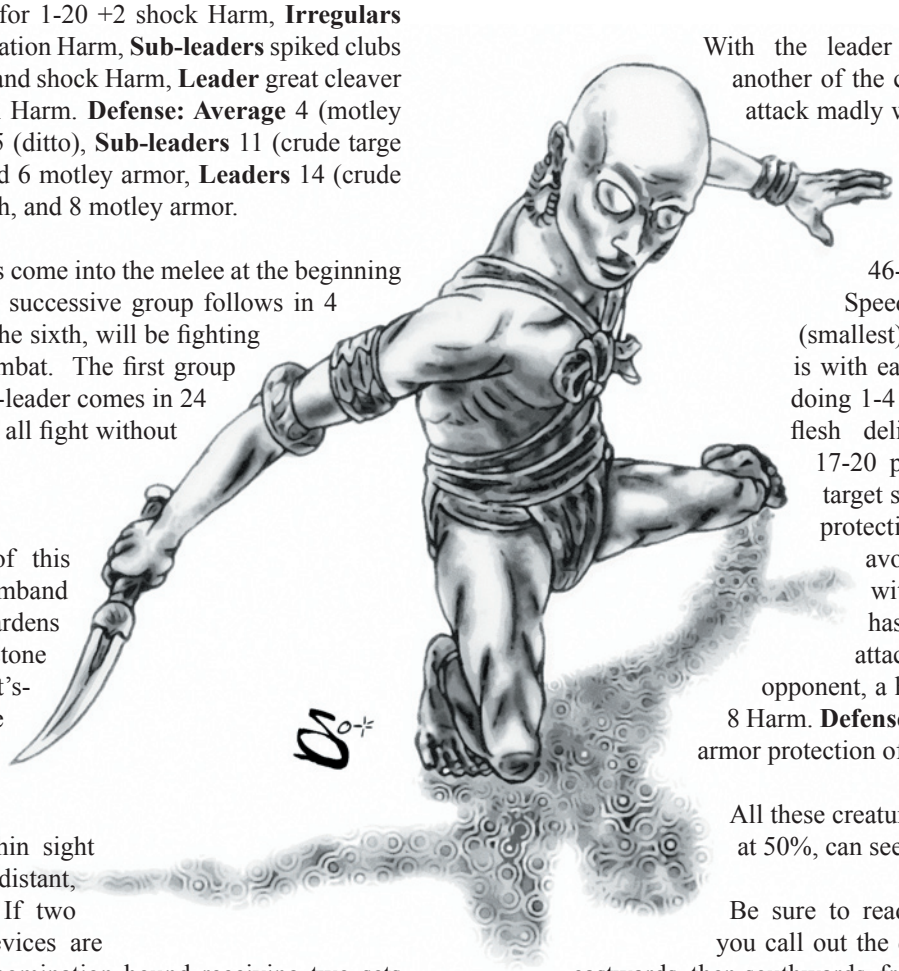
This appears to be valuable, and a gemner or jeweler will purchase one "on speculation" for $5,000 to $10,000 (d4 +6 x $1000 to determine the amount offered). If and when magically examined, the object has an Extraordinary energy and a very odd, quite unreadable aura. If an activation that removes influence or breaks a link is used with one of these bracelets as the target, all energy/aura vanishes. The worth of such bracelet is then c. $51,000 to $80,000, its metal being seen as oracalcum, the stone as a green star sapphire.

Each sub-human has a headband that glows with a faint gray aura, disintegrates when the wearer falls unconscious or dead, in the process obliterating the sub-human's skull.

If the cul-de-sac areas in which the sub-humans were laired are thoroughly searched, there is a 50% chance that each such area will yield Extraordinary Fungi as follows:

1	8 Black Darkvision Mushrooms
2	4 Bluespeed Fungi
3	4 Feywafers
4	4 Goldenaether Mushroom
5	4 Indigoforce Toadstool
6	8 Silverenergy Fungi

All very strange indeed….



With the leader of the sub-humans is another of the chimerical constructs that attack madly without fear for their own welfare, an:

Abomination Hound, 1: Health 46-65, Precision 31-50, Speed 16 (largest) to 18 (smallest). **Attack:** Initial attack is with each of its four tentacles doing 1-4 Harm, a hit contacting flesh delivering an additional 17-20 points of VT Harm. A target subject with half armor/protection has a 50% chance of avoiding such poison, one with full armor/protection has 90%. After initial attack the creature bites its opponent, a hit scoring 1-20 plus 6-8 Harm. **Defense:** Bristled hide provide armor protection of 6.

All these creatures have Stealth Ability at 50%, can see in total darkness

Be sure to read the text for 33 before you call out the distance the party travels eastwards, then southwards, from encounter area 32. In addition to the 225-foot distance shown on the map the passage runs another 1,500 feet in a very gradual decline so that the party will be about 300 feet below the surface when they come to the end of it.

33. Massive Bronze Valves

After a long trek southwards, a walk of perhaps a quarter mile or more along a passageway of natural-seeming sort some 15 feet wide, you come to a pair of metal gates, valves that look to be bronze. There are no rings or hinges visible. There is a slight vertical seam in the middle of the metal, but it is so narrow and tight that a razor will not fit into it more than a fraction of an inch. There are, however, two indentations in the halves of the gates. Each is rounded on top, flat on the bottom, about the width of a large fist, a bit deeper and higher than wide. One might almost expect to see small statuettes placed in them .

Nothing happens when anything is placed in one or both of the valves' niches unless a bracelet taken from a clodreg warden is put therein. Doing that causes a haze to fill the opening, and when the haze is gone in an ABC or so, so is the bracelet.

The metal is harder than steel and not even extraordinary weapons will scratch it. No Extraordinary Item will allow a person to see through them, pass beyond them, or work around them through the stone walls that lie above, below and beside these gates. After the party tires of trying to get these doors open read:

It is apparent that you can not open these mighty valves. Clearly there is need to return above, use all means to try and discover information about such a barrier. Perhaps clues can be found, and some means of getting past to see what lies beyond them.

Adventure Conclusion Awards

So, what rewards are to be given to the Avatars?

Each active participant should receive 1 point of Repute—Dark Repute if they performed in such manner as to verge on the malign.

Each active at the close of the adventure should receive a General Merit award of 30 points per encounter area in which they were active. Counting all 33, that means 990 total additional General Merits for participation for each Avatar so active.

Next award another 100 General Merits to each Avatar present at the conclusion of the adventure for each piece of the strange jewelry that they retain when they exit the cave area. There are six bracelets and two armbands, eight pieces of jewelry in total. If all is lost in the niches in the bronze gates, so be it. A clever team will manage to keep at least five, do the overall General Merits award for completing the adventure will be in the neighborhood of 1,500, a considerable enough figure when added to all awards, those for regular playing activity surely being the largest in toto.

And thus we come to the end of this adventure, stand on the threshold of another . . . .

Afterword

The strange jewelry is not of human manufacture. It is the work of the Utiss. What does this mean? Well, that's up to you as the LM. (For details of the Utiss Masters you will need to read the Lejendary EarthTM Gazetteer. In précis, they are a reptilian race that once ruled the world of "Learth" (Lejendary Earth), were defeated when mankind learned sufficient Extraordinary Abilities to defeat them. The race has not been seen for thousands of years, and the few savants who know of their former existence believe them to be long extinct.) The discovery of the origination of the workmanship of the articles discovered should certainly not be easy to come by. After all, the Utiss have been gone from the world's ken for thousands of years. It is recommended that the quest for finding out what the jewelry is take the party from the area of this adventure to distant places—a university in a great city, then perhaps to some far-off place where there just happens to be preserved some artifacts of the Utiss civilization.

The great gates in the caves have been deactivated. With the destruction of the clodregs, the means of venturing deeper were deemed to be too dangerous to leave in operation. So their mechanisms have been disabled, their transference capacity likewise destroyed, and even should some mighty Extraordinary means be used to open or destroy the valves, there is nothing but igneous rock behind them, a mile and more of it. Thus has the whole place been sealed off from those above.

But again, let us consider the search for answers to the jewelry. In some distant place there will be savants who recognize the pieces of jewelry for what they are—transportation and communication items made by the ancient race that once ruled mankind, the Utiss. From such a discovery there surely will be some clues as to the location of a hidden underground place where perhaps they will work, function as both enablers of entry to yet deeper places, and as receivers and transmitters of thoughts.

Of course we plan to create just such an adventure module in the future, but you will have to wait for that, so if it isn't published when you are ready, put on your creative hat, go to work. In fact, should you find you've done a great job for us, get in touch with the publisher, and maybe your module will be the one that provides the sequel to this one! But don't forget the transitional adventure material that links this locale to the far-distant ones in which the riddle is solved.

LAYING GROUNDWORK FOR AN ONGOING CAMPAIGN

Read this section if you plan to continue on with the group that adventured in the scenario, or a like group, on a regular basis after the second portion of this module has been completed. Actually, the Hamlet of Taen is quite suitable for a campaign base.

If one of the players plans to start a campaign, suggest that he use the hamlet as a starting point. It is as good for him or her as it is for you.

In addition to the locations noted on the Hamlet of Taen map, those with the '?' where additional local adventures can be developed, the following adventure hook suggestions are offered:

1) A malign rogue and an able accomplice move into the place to start a new outlaw gang. Any surviving Suggil Gang members join up, and soon there is a larger, stronger, and more able group of bandits than ever. As they know of the Avatars, spy on them, they will be far more difficult to catch in the act.

2) Evil moves into the place disguised as a benign new temple. Its priests and priestesses are cunning and wicked, and they mislead the local folk, corrupt them so as to become adherents to their dark deity, offer human sacrifices and so forth. How can the Avatars save the folk from this terrible plot?

3) Traveling entertainers—jongleurs, gypsies, and a mountebank and crew converge on Taen, decide that it will make a splendid place for their base of operations. The team will be hard-pressed to deal with this criminal influx, and the outlaws can send for reinforcements.

4) Enlarge the base map using those provided herein. Add more area in all directions, and particularly to east and west. What is in such adjacent places? Beasts of various sort can move in, also dangerous Alfar bands. Of course there can be some return of bestial from underground, and a development of a subterranean labyrinth where "dungeon crawl" adventures take place. Besides a not-too-distant town, there might also be several castles. One of them should be that of the harsh Waldgraf who rules the area, another could house a rapacious baron intent on seizing land from that noble and tyrannizing the hamlet, another a ruin inhabited by some living dead master and like servants—again with dungeon-crawl potential.

Suggested Political Situation: As you know, Taen is ruled by a haughty, rather suspicious and demanding lord, Waldgraf Siegfried. Thus there are no weapon or armor makers in the community. Bearing arms of warlike sort, as well as wearing metal armor, is forbidden to all but the aristocrats and the soldiers of the lord of the territory. Hunting weapons (bows and spears), and ordinary ones of peasant sort (belt axes, clubs, etc.) are allowed grudgingly, but none others—especially those of knightly sort such as swords.

Adventure Springboard: A group of the Waldgraf Siegfried's men pay a visit to the hamlet when the Avatars are present, bringing news that there are barbarian Alfar raiders (Oafs) coming from the north. They say that the Waldgraf orders (if pressed, they will admit that he begs) the party to organize a militia force from the hamlet's population so as to prevent the folk from being slain. Here, Noble and Soldier Order Avatars might well combine to use Chivalry and Planning Ability so as to create and train a company equipped with arms and armor salvaged from the lower caves. From this point can come a probing raid from the barbarians, a team scouting expedition, and whatever else the LM plot and player group actions thereafter determine.

If the Avatars set about organizing and training the hamlet's folk, assume that 40 persons (assuming the off-map rivermen and fisher folk are included) are suited for such military duty. You may break those down as follows:

Ferrius the Smith, Health 40, Precision 50, Speed 12. **Attack:** hammer +5 Physique Ability Harm and a large shield and leather armor for 8 + 8 protection

Others:
7 with H 35-40 P 35-40 S 10-12
20 with H 27-32 P 25-30 S 9-11
12 with H 20-25 P 15-20 S 8-10

Health assumes all concerned have Rustic Ability. Precision is the base for Weapons Ability in this case.

Weapons and armor will have to be found by the Avatars. If they recovered the arms and armor from the Suggil gang, they have what's needed to equip the seven best men from the hamlet. The remainder can be armed and armored with spears (short spear 2-20 Penetration Harm 5 range, 2 speed, 5 Precision bonus) and cloth armor from the lower caves. Given time, wood and leather shields (8 protection vs. two opponents) can be made for all the militia, construction requiring one day per shield. Of course one of the Ecclesiastics will be ready to take up arms and assist the local folk.

If this particular line is followed, a small band of mercenary soldiers passing through might be recruited by the Avatars, this requiring them to expend a good deal of coin, of course. In such case an attack by the raiders should occur shortly after the mercenaries are hired.

SUGGESTED OTHER EVENTS

One of the residences on Ford Street is taken over by a bowyer and fletcher who has come to the hamlet, purchased the building from the owner who has built a fine new cottage to the west of the Temple. The new business is owned by Arcus, a retired Forester Order individual with the following stats and Abilities: H 45 P 60 S 10, Hunt 92, Weapons 64, Archery 78, Rustic 51, Ranging 44. He is now in his 60s and not interested in adventuring, but Arcus makes fine archery equipment, is an excellent repairman too.

As the place is a crossroads, there will be groups of travelers passing through on a regular basis, some of these groups staying and spending at least one night in the hamlet. Included in such traveling bands will be:

Carnivals (performers)
Chapmen and pedlars (with pack animals)
Entertainers (actors)

Gypsies
Mercenaries
Merchants (perhaps with arms and armor)
Mountebanks (purveyors of nostrums)
Religious pilgrims
River pirates
River traders

Adventure Springboard: Each group offers one or more possible plot lines as the LM wishes. For example, a carnival group come to entertain the locals might harbor kidnappers, a necrourge, a cult of evil sort, a band of dedicated sort seeking a special person or a relic, and so forth. Having mixed forces at work in a particular group is always desirable.

Adventure Springboard: A small band of horsed raiders, semi-nomadic tribesmen from the northeast of Taen, are seen scouting near the hamlet. The locals are in despair, as the Waldgraf will surely see to his own stronghold and immediate community first. Can the Avatars do anything to save them from the attack they are certain will come? Of course they can—if they track the raiders, discover their encampment, and take such measures as are needed to make these savage warriors think twice about assailing this locale.

So there you have a capsule of a few of the things that can be done to continue the fun of adventures in and around the Hamlet of Taen. Make it a Lejendary campaign!



APPENDIX A: ROMAN-TYPE NAMES

MALE

Abbonis
Adan
Ambrosius
Balbo
Benci
Bucer
Calix
Ciceron
Deodatus
Donatos
Elrod |
Eriberto
Evurtius
Fabian
Felix
Flavius
Fronto
Galba
Garinus
Giusto
Glaucus
Halian
Horace
Horacio
Hubertus
Ignitius
Ilias
Javan
Jerolin
Jerome
Jovin
Justino
Labrencis
Lauran
Leo
Lucien
Macarius
Marcas
Marianus
Massimo
Maximos
Milo
Narius
Nicola
Ofelio
Olvan
Ottavio
Palmiro
Peli
Petrus |
Ponzio
Probus
Quinten
Remigio
Rexian
Rigocatus
Rufus
Rusticus
Sadurni
Sagus
Selvanus
Silverio
Sulpicius
Tarcisio
Tegernacus
Tonda
Troilus
Ubaldo
Urson
Valarian
Varian
Victorio
Vincenzio
Vitellius
Xanthus
Zephyrus
Zosimo

FEMALE

Accalia
Adara
Adrianna
Agenta
Alcippe
Andone
Antonique
Apollonia
Aquilina
Argelia
Atthis
Aurelia
Bararella
Benecia
Cacelia
Cammilla
Celina
Chlorinde
Cyprien
Damiana
Delfina
Dioxippe
Dorote
Duclea
Dyantha
Eloina
Equestris
Evelina
Fabiana
Faline
Felicitas
Fiorenza
Flaminia
Gala
Gilliane
Gratiana
Harmonea
Hersilia
Honorata
Hortensia
Idalitza |
Ignacia
Iliona
Iphinome
Joceline
Junia
Juverna
Kyrah
Larena
Letisha
Libitina
Lucilla
Lysippe
Lyvia
Marcile
Marpesia
Mellona
Mira
Nardia
Nerissa
Novea
Obdulia
Olethea
Oreanna
Ottavia
Pallantia
Patrizia
Pellonia
Phaedra
Pomposa
Prosperia
Quintina
Rasia
Reselda
Rosaline
Rugina
Sabella
Salvinia
Selene
Spica
Symaethis
Tanaquil
Templa
Thalassa
Triphena
Urbania
Valonia
Veradis
Vibiana
Zinnia

APPENDIX B: EXTRAORDINARY ABILITY, PSYCHOGENIC

New Ability: Psychogenic: Speed — Equipment List Magical

Psychogenic: Add one-half point to Speed only when *initially* when selecting this. All having to do with any form of extraordinary mental perception, sensitivity, and understanding, hunches, precognition, or mental and physical sensory acuity.

Use Starting Equipment List Magical, and only Psychogenic selections and general equipment can be chosen.

Equipment Picks:
Psychogenic Ability possessed—see Extraordinary Activations, Psychogenic, choose any, each selection counting as three items.

PSYCHOGENIC ABILITY USE & POWERS

Each Psychogenic Power possessed by an Avatar is innate to that individual's brain and requires no Memory Tablet. If energy is required to use a Psychogenic Power, it is so stated in the description. Generally, no two Psychogenic Powers can be used at the same time by the same Avatar, nor can an Avatar use a Psychogenic Power in conjunction with an activation of any other Extraordinary Ability, such as Enchantment. Obviously, long-term general Powers such as those affecting the senses, Premonition, and even Sixth Sight are meant to operate in conjunction with other Psychogenic Powers.

Failure of Ability in a check against the Avatar's Psychogenic Score indicates that any AEPs expend are wasted and there is no Power effect generated.

The Avatar may know a number of Powers equal to ten percent of his Psychogenic Ability Score (rounded down). A character with a Score of 38, for example, will be able to possess three Powers. The character must increase his Ability to gain additional Powers.

The Avatar must have gained an increase in the Psychogenics Ability Score of at least nine points since the last attempt at gaining a new Power before being allowed another attempt. At least one week of non-adventuring activity by the Avatar, in association with an individual possessing the desired Power (the time is spent studying and training with this instructor), is required. Thereafter, a single check against the Avatar's base Score in Psychogenic Ability is made, and if that total or less is rolled—91 to 100 indicating failure always—the Avatar succeeds in gaining that Power. Failure means that Power can never be gained.

POWER DESCRIPTIONS

Ability Assumption

The Extraordinary Power that gives the capacity to make a psychic link to another individual within a 20-foot radius in one ABC of time and thereby gain any one of that individual's Abilities, mundane or Extraordinary, and possible for humans, Alfar, or Veshoges. The "donor" individual is not affected. The Psychogenic activator individual "possesses" the Ability at 100% of the capacity of the "donor," be it at only a score of 1 or at a far higher rating.

If the Ability is an Extraordinary one, any use requiring Activation Energy Points is drawn from the "possessor" individual, not the "donor". The Extraordinary Ability gained thus is at a Power ranking equal only to 10% of the Ability of the psychogenicly able individual in regards to Grade as found by AEP cost to activate. Thus, for example, one with a Psychogenic Ability of score of 53, up to a base cost of 5 AEPs, would qualify for Power ranks of very minimal (cost 2), minimal (cost 3), low moderate (cost 4), and moderate (cost 5)—two through five AEP cost, and four Grades in all. Similarly, the number of Powers the individual is capable of employing as drawn from the donor, is limited to 10% of the Ability of the psychogenicly able Avatar. In the example stated above, the number is four. These specific donor Powers must be noted by the player of the psychogenicly able Avatar before proceeding with play (and counting time) while thus linked.

This costs five Activation Energy Points (AEPs) per hour if ordinary Ability is assumed, per Activity Block (four AB Counts) of 12 seconds realtime if an Extraordinary Ability is possessed thus.

Alter Vibrations

The Extraordinary Power that gives the capacity to change the molecular vibrations of the body of the able individual or a subject touched for the space of an instant so as to in effect be immaterial in one ABC of time. 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 from occurring to the

Psychogenic Power Listing		
1 Ability Assumption	11 Material Sensitivity	21 Self Levitation
2 Alter Vibrations	12 Mental Uplift	22 Self Teleportation
3 Amnesia Inducement	13 Mind Over Matter	23 Sensory Acuity
4 Apport & Teleport	14 Nictoscopy	24 Sixth Sight
5 Arcane Understanding	15 Object Levitation	25 Spirit Barrier
6 Charismatic Charm	16 Paraudial Sense	26 Spontaneous Combustion
7 Create Contentment	17 Parascopic Sense	27 Teleport Another
8 Empathic Confusion	18 Parascopic Scrying	28 Thought Insinuation
9 Freewill Feeding	19 Power Sensing	29 Thought Reading
10 Lifeform Levitation	20 Premonition	30 Unreadable Mind

individual. Touching another or the latter use requires a successful Ability employment roll to operate, as timing must be precise.

This costs 5 Activation Energy Points (AEPs) to perform instantaneously.

Amnesia Inducement

The Extraordinary Power that gives the capacity to cause a single subject, or even several persons, to forget something that just occurred in one ABC of time. The time span of amnesia can not exceed 20 ABCs (one minute) of time, and the forgetfulness must be relatively immediate, i.e. something that happened within the last five minutes.

The cost per person per one Activity Block (12 seconds) of time of amnesia induced is 1 Activation Energy Points (AEP). Thus, one minute of amnesia in one individual costs 5 AEPs.

Apport & Teleport

The Extraordinary Power that gives the capacity to transfer non-living, inanimate objects in one ABC of time to the place in which the activator is or from that place to any other that is mentally pictured at the time of activation by the activator.

Apport (bringing an object or objects to the activator) is accomplished at will, instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured object(s). This transference from place to place occurs without error if the activator actually possesses/owns the object(s), the activator can physically see the object(s), or such object(s) is (are) common, ordinary, and generally easily found in many places for the taking (stones, for example, or water). Objects held by some force, or by another with physical capacity to resist, do not automatically apport, and a check against Psychogenic Ability must be made, with a penalty of the Speed Base Rating of any individual holding such object(s) applied, two times Speed BR if the individual is able to employ Extraordinary Ability of any kind.

Apport includes not only transference of an object(s) to the activator's hand. The activator can apport common material to a position as high as 20 feet overhead and cause the apported material to precipitate from that position over up to a 20-foot radius surrounding his or her position. For example, up to one inch of liquid can be apported thus to cover the area indicated, or a hail of stones be precipitated (with 9-12 points harm resulting from precipitation of such matter from 10 or more feet above). Note that the activator is not included such general precipitation effects, he or she being in the "eye" of the surrounding "storm". However, if, for example, hot coals were thus precipitated, the resulting fire and heat would certainly include the location of the activator. Apport will not otherwise fail.

Teleport is more limited, and only an object/object group actually held by the activator, or one in plain sight of the activator, and not held or fastened down, can be sent from the area to another mentally pictured by the activator. This occurs without error if the activator has a special "key" such as a graphic depicted on the floor of the place the object is to be sent. This "key" can be a special circle or other geometric figure, for example. If there is no such mnemonic "key", then the activator must succeed in a check against Psychogenic Ability, or else the object/object group is lost permanently as teleport sends it/them into some random location from which no recovery is possible.

The cost is 10 Activation Energy Points (AEPs) for either application.

Arcane Understanding

The Extraordinary Power that gives the capacity to see any form of written communication of up to 10 pages in length (2,500 words) and know innately what it says, discern its purpose, even though the language or code is unknown to the individual. Arcane understanding requires a successful Ability employment roll to operate.

This costs 10 Activation Energy Points (AEPs) to perform.

Charismatic Charm

The Extraordinary Power that gives the capacity to make a psychic link to another individual that is within a 30 feet, in plain sight, has at least semi-intelligence, is of human or humanoid kind, and is material and alive. The individual using this Power needs one ABC of time and 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 *if the subject possesses Psychogenic Ability*. In all cases if the subject is normally completely hostile or enraged there is a +25 penalty (severe constraint), and if the subject is generally hostile or angry the penalty is only +10, to the dice roll. There is a bonus of like amount if the subject is amiable or servile (-10) or generally friendly (-25). Successful employment of this Power means that the subject individual is compliant and obedient to any suggestions made by the one using *Charismatic Charm*, not foolishly or rashly so, but under the influence of that individual, and thus agreeable and willing to follow that which seems reasonable. The effect persists for one full minute of realtime, and this can be extended by one with Psychogenic Ability should he choose to expend additional energy (five points) before the period of influence has expired.

The individual utilizing the Power can also expend additional AEPs above the base cost to employ *Charismatic Charm* to help assure success, each point deducting 1 from the dice roll.

This costs five Activation Energy Points per one minute realtime of charismatic charm influence.

Create Contentment

The Extraordinary Power that gives the capacity to cause a single subject, or even several persons, to feel satisfied that all is well and as it should be. Activation requires one ABC of time. The time span of the effect is five minutes maximum. Note that if the subject or subjects are relaxed and in a comfortable position, the contented feeling will induce drowsiness, and if the effect is beyond two minutes of time, drowsiness will become slumber that lasts for 10 times the remaining period of mere contentment, and the subject or subjects can be awakened from such slumber during this time only with direct and active physical contact.

The cost per subject person per minute of time of created contentment is 1 Activation Energy Point (AEP).

Empathic Confusion

The Extraordinary Power that gives the capacity to make a psychic link to another individual that is within a 30 feet and in plain sight so as to cause the subject to become muddled in purpose. 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 *if the subject possesses Psychogenic Ability*. If the subject is normally completely hostile or enraged there is a +25 penalty (severe constraint), and if the subject is generally hostile or angry the penalty is only +10. There is a bonus of like amount if the subject is amiable or servile (-10) or generally friendly (-25). Successful employment of this Power means that the subject individual is confused and will take no action unless provoked severely or attacked. The effect persists for one full minute of realtime.

The individual utilizing the Power can also expend additional AEPs above the base cost to employ empathic confusion to help assure success, each point deducting 1 from the dice roll.

This costs five Activation Energy Points (AEPs) per one minute realtime of empathic confusion influence.

Freewill Feeding

The Extraordinary Power that gives the capacity to make after one ABC of time a psychic link to a spirit creature (or non-material subject) that is within a 50 feet and clearly perceived so as to draw off that one's Free Will (spirit Health) energy. 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 *if the subject possesses Psychogenic Ability or a like Power.* If the subject is normally completely hostile or enraged there is also a +10 penalty (severe constraint), and if the subject is generally hostile or angry the penalty is only +5. There is a bonus if the subject is amiable or servile (-10) or generally friendly (-25). The individual utilizing the Power can also expend additional AEPs above the base cost to employ Freewill Feeding to help assure success, each point deducting 1 from the dice roll. Successful employment of this Power means that the subject individual then loses d12 of Free Will each ABC of time the link continues. All Free Will thus drained accrues to the AEP total of the Psychogenic Power user, not as Health.

The effect persists for as many Activity Block Counts as the individual utilizing the Power of Freewill Feeding continues to expend AEPs to maintain the leeching effect, but it is broken when the subject reaches 9 or fewer Free Will, at which point it is sent to its own dimensions or into the ether at a random direction and distance of 100 to 1,000 miles.

This costs three Activation Energy Points (AEPs) per ABC realtime of Freewill Feeding.

Lifeform Levitation

The Extraordinary Power that, after one ABC activation time, gives the capacity to cause a living subject, with whatever is worn and/or held by that individual, that is within plain sight and no more than 60 feet distance, to rise upwards unless so securely fastened down as to preclude this. The subject can continue to rise, or "float", at the will of the activator. If the subject has Psychogenic Ability and resists, the activator must 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. Rate of levitation is one foot per one second. If concentration is broken, the levitated subject is instantly affected by gravity. Falling Harm onto a hard surface is d20 points cumulative per 10 feet fallen, a 20 indicating *no* harm. A fall of 20 feet means three dice harm, 30 feet six dice, etc. (The *Lejend Master's Lore* book has full rules regarding this.)

The cost is one Activation Energy Point (AEP) per ABC of time levitated, rising or "floating", per 110 pounds or fraction thereof. Thus, levitating to 10 feet height and "floating" for two seconds time thereafter a person, animal, or creature weighing up to 220 pounds is but eight AEPs.

Material Sensitivity

The Extraordinary Power that gives the capacity to discover by proximity and concentration if the material substance before one has been altered or has any unusual features including Extraordinary energy. The proximity of the individual to the subject under study must be 20 or less feet. Time of concentration is four ABCs (one AB) of time. This capacity will discover false doors and walls, secret doors, traps, Extraordinary energy pools, and so forth. Material sensing requires a successful Ability employment roll to operate.

This costs four Activation Energy Points (AEPs) to perform for the stated period of 12 seconds.

Mental Uplift

The Extraordinary Power that gives the capacity to the individual, along with all normally worn and carried, to achieve what amounts to neutral buoyancy in air. When activated after one ABC of time, the Psychogenic Power possessor floats immediately upwards from the underfoot surface, rising to a distance of one foot above it, and remaining suspended there for up to one minute realtime. When the individual desires, or at the expiration of the energy's activity, the individual floats gently down to the underfoot surface once again. (If activated when falling, the individual will slow rate of descent to come to a gentle stop one foot above the bottom surface towards which he or she was falling, provided it (the slowed descent) can be achieved in one minute of time falling at a rate of one foot per second, viz. the bottom is 20 or fewer feet below at time of activation.)

If desired, the individual can expend one additional AEP and rise another three feet while already suspended, two to rise another three feet, etc. Maximum uplift is one foot per second realtime at a cost of one AEP for the Activity Block Count spent thus rising.

This costs five Activation Energy Points (AEPs) for the entire one minute of time the Power is active, not including any uplift above one foot distance.

Mind Over Matter

The Extraordinary Power that gives the capacity to manipulate or move objects by thought alone. Activation requires one ABC of time. Each point of Psychogenic Ability enables the individual with this capacity to operate at one-foot distance up to one-half ounce of matter. Thus at Ability score of 50, one could operate 25 ounces of matter at up to 50-foot distance. The matter to be

moved must be unique, a single object or object group such as hairs or a key ring with several keys on it. 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 demands a successful Ability employment roll to operate.

This costs one Activation Energy Point (AEP) to perform for each second engaged in such use, so cost per ABC is three AEPs.

Nictoscopy

The Extraordinary Power that gives the capacity to see in lightless places as if it were a dark, heavily clouded afternoon. This enables vision clearly to 300 feet distance, less clearly to 3,000 feet. It requires a transition time of three seconds realtime, one ABC, to switch from this visual capacity to normal eyesight and vice versa.

This costs 10 Activation Energy Points (AEPs) to activate, but thereafter use does not require any such energy and will persist for up to 10 hours time.

Object Levitation

The Extraordinary Power that, after one ABC activation time, gives the capacity to cause a non-living, inert object, a single substance or composite unity, to rise upwards unless so securely fastened down as to preclude this. The object can continue to rise, or "float", at the will of the activator. Rate of levitation is one foot per one second. If concentration is broken, the levitated object is instantly affected by gravity.

The cost is one Activation Energy Point (AEP) per ABC of time levitated, rising or "floating", per 1,100 pounds or fraction thereof. Thus, levitating to 10 feet height and "floating" for two seconds time thereafter a metal slab weighing one ton, is but eight AEPs.

Paraudial Sense

The Extraordinary Power that, after four ABCs activation time, gives the capacity to hear sound even though material barriers or distance would otherwise preclude the detection and understanding of such sound. This enables the individual employing this Power to hear clearly, as if standing beside the one creating the sound.

Paraudial sense operates up to 10,000 feet distance if the enabled individual can see the location or its boundary, 10,000 miles distance if the location in which sound is to be heard is Extraordinarily seen or well-known to the individual. Each one inch of solid material between the able individual and the sound to be heard reduces the range by one-hundredth unless the location is otherwise well-known to the individual. Thus, for example, a wooden wall of two-inch thickness would reduce range by 200 feet or miles if Extraordinarily seen or well-known. 10 feet of stone (120 inches) effectively blocks the Power in regards to relatively unfamiliar places.

This Power costs five Activation Energy Points (AEPs) to employ, but use does not require any further AEPs to "listen" for up to one minute realtime. Thereafter, the energy fades, and no further paraudial hearing is possible without reactivation.

Parascopic Sense

The Extraordinary Power that gives the capacity, after four ABCs activation time, to see though material barriers that would otherwise preclude the detection objects within or screened by the solid material. This enables the individual employing this Power to see clearly, as if viewing the scene from but one-foot distance, without being barred by some intervening substance, according to the visual capacity of the individual as defined by the otherwise existing conditions. Seeing into the center of something will reveal anything not of the same substance as that which surrounds it, but seeing "through" a wall might reveal only darkness, if illumination is lacking there, and the individual would otherwise not be able to see there.

Parascopic sense operates as follows in regards to its range: Three feet plus three feet of stone, or one foot of wood or living matter, or one inch of solid metal.

This Power costs a base of five Activation Energy Points (AEPs) to employ in order to "see" through the above-stated material thicknesses, and use does not require any further AEPs to "view" for up to one minute realtime what lies beyond the screening material. Thereafter, the energy fades, and no further Parascopic Sense is possible without reactivation. To "see" through thicker material screens, added AEPs must be expended, and each added five AEPs reduces "viewing" time by three seconds (one ABC).

Parascopic Scrying

The Extraordinary Power that gives the capacity to see even over distance and though material barriers that would otherwise preclude such visual capacity. Activation time is four ABCs. This enables the individual employing this Power to see clearly, as if viewing the scene from 20-foot distance without being barred by some intervening substance, according to the visual capacity of the individual as defined by the otherwise existing conditions. Seeing "through" a wall might reveal only darkness, if illumination is lacking there, and the individual would otherwise not be able to see there, however.

Parascopic sense operates as follows in regards to its range. A well-known person, place, or thing each squaring the base range: 10,000 miles minus 1,000 for each of the following: five feet of stone, one foot of wood, one inch of metal other than lead or gold, and/or one-tenth inch of lead or gold; or one magnitude for 10 years of time displacement, each probability displacement in the same dimensional set, and/or for each successively different set of other-dimensional matrix displacement (elemental, para-elemental, astral, ethereal, etc.).

This Power costs a base of 10 Activation Energy Points (AEPs) to employ in order "view" for up to one minute realtime what lies beyond the screening distance and/or material. Thereafter, the energy fades, and no further Parascopic Scrying is possible without reactivation.

Power Sensing

The Extraordinary Power that gives the capacity to "feel" some Extraordinary energy, Preternatural or Supernatural, dormant or active within a person, place, or thing. Activation requires one ABC of time. This is done by exposure of the individual of his or her palms, and the relative strength of the energy can be thus "felt"

from a distance in feet equal to the combined energy of any and all forces therein, from very minimal to extreme. Each Power has a radius of emanation equal in feet to its energy activation cost, two to 12, or possibly even higher, of course. Thus, a hyper-charged area might be sensed from dozens of feet distance. To "read" Powers within something and know what they do requires at least one second time per Grade of Power, for each one active or potentially active.

This costs one Activation Energy Point to perform for ABC (three seconds) of time engaged in such use.

Premonition

The Extraordinary Power that gives instantaneously the capacity to know when you are about to be attacked and from what direction. Thus, the individual possessing it is never surprised, nor attacked from the flank or rear, unless he or she is otherwise engaged frontally and so unable to turn and face in the direction of a new attack. The capacity works automatically and continually. It will awaken the individual from sleep if attack threatens.

Each premonition automatically expends one (combat) to five (slumber) Activation Energy Points (AEPs).

Self Levitation

The Extraordinary Power that gives the capacity to levitate oneself and all worn and carried, save if the activator is so bound as to preclude this Power being effective. This is accomplished at will, requires a one-ABC activation time, with levitation rate at triple normal rate, three feet per second, nine feet per ABC realtime. If concentration is broken, the levitated subject is instantly affected by gravity.

The cost is one Activation Energy Point (AEP) per ABC of time levitated, rising or "floating".

Self Teleportation

The Extraordinary Power that gives the capacity to transfer oneself and all worn and carried (up to 300 pounds), from one place to any other clearly seen or well-known place that is mentally pictured at time of activation. Activation requires one ABC of time. The transportation is accomplished at will, instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured destination. This transference from place to place occurs without error if the activator can clearly see where he or she is going or else has a special graphic depicted on the floor of the out of sight, distant place he or she is to arrive at. This can be a special circle or other geometric figure, for example. If out of sight and there is no such mnemonic "key", then the activator must succeed in a check against Psychogenic Ability, or else be teleported randomly as far distant, but in a different direction. If the graphic is altered without the activator's knowledge, random teleportation is automatic.

Random teleportation risks potentially harmful consequences. A check must be made to determine if something of this nature occurs, consulting the following table after rolling d%:

01	Rematerialization fails, teleporter is a spirit
02 - 10	Rematerialize from 10 to 100 feet above surface
11 - 90	Normal, safe rematerialization
91 - 99	Rematerialize from 10 to 100 feet below surface
00	Teleporter slips into another dimensional matrix

A *spirit* character must be discovered and made material by some Extraordinary means.

Rematerialization *above* surface results in precipitation to the surface if in air and subject to gravitational pull, with resulting harm from fall commensurate with distance fallen.

Rematerialization *below* surface results in continued downward precipitation to some "empty" space below the surface if such open space exists within an additional 1,000 feet. "Empty" means and space containing matter less dense than that of the average density of the transporter such as a partial vacuum, air, or water. If no such space exists, the individual is teleported from the destination dimensional matrix to the nearest adjacent set, with the check above being repeated as to success in rematerialization. (In theory, this process could be repeated one or more times . . . .)

Going into *another dimensional matrix* means whatever the Lejend Master decides. It could be death for the character. It might mean time or probability displacement, with a subsequent series of adventures aimed at enabling return. Similarly, it might be to some plane that the teleporter knows and can manage to return from by likewise known means.

If concentration is broken, the individual attempting teleportation will fail, and AEPs are wasted.

The cost is 10 Activation Energy Points (AEPs).

Sensory Acuity

The Extraordinary Power that gives the capacity to see, hear, smell, touch, and taste at double the usual human norm. Activation requires four ABCs time. Thus, for example, the individual with this capacity will see distinctly and clearly something at 40 feet distance what anyone else would have to be at 20 feet to so do. In close inspection this is as if a magnifying glass were being used by a normal person. Slight sounds not heard by ordinary human ears will be noted and thus possibly alert the individual. Odors will be detected sooner and more easily identified as to their nature. Any activity demanding delicacy of touch will be performed at a bonus of at least -20 on die rolls by the individual. Anything tasted will enable noting of adulteration, components of a mixture, inclusion of foreign substance, and so forth. Drugs and toxic substances are possibly identified as such if an Ability employment roll succeeds.

Normal use of this Power costs 5 AEPs to enable it to remain active for five hours. Any special concentration/use costs 10 Activation Energy Points (AEPs) to perform, but this adds 10 to any related Precision or Precision-based Ability use, including weapon use.

Sixth Sight

The Extraordinary Power that gives the capacity to see otherwise invisible spirits, non-material things, and even other-dimensional creatures normally invisible that are in the normal vision range

of the individual but would otherwise be unseen. Activation is instantaneous. Any such manifestation will be discerned as if it were semi-transparent material form of the object in question. A ghost, for example, would be seen as a human of insubstantial form, a demon would appear demoniacal, and so forth.

This costs one Activation Energy Point (AEP) to perform for each ABC (three seconds) of time engaged in such use and begins *automatically* upon a spirit or invisible thing entering into the field of vision of the enabled.

Spirit Barrier

The Extraordinary Power that gives the capacity to the individual to completely shield his or her self so as to be unassailable in any Base Rating from an attack of non-physical sort, from any creature or spirit. Upon activation, a one-ABC time, the individual has an energy shield whose Health value is 10 times that of the amount of AEPs expended to create it. All attacks reduce the Health of the Spirit Barrier, rather than one or more of the Base Ratings of the protected individual, until such time as the Spirit Barrier has zero Health, at which time the protection is drained, and the individual can be affected by attack.

This costs a minimum of 10 Activation Energy Points (AEPs) and as many more as desired can be invested in the Spirit Barrier. Regardless of its strength, the energy dissipates after eight hours realtime.

Spontaneous Combustion

The Extraordinary Power that gives the capacity to cause, after an activation time of one ABC, a single and otherwise inflammable subject to become hot within one ABC of time therefater and burst into combustion on the following (third) ABC after activation. The target must be within visual range (any sort) and within 120 feet distance. If it is living or Living Dead matter it will "burn" without flame and heat will be not radiate beyond one inch of the subject. A non-living target subject will catch fire and burn normally.

The cost to institute combustion and thus harm the target's Health by one point is 10 Activation Energy Points (AEPs). For each additional one AEP invested at time of activation, 1-2 additional points of Harm to the Health of subject will be caused. Of course, if clothing or other inflammable materials are worn by the target subject, the wearer will suffer Harm from the burning of such material, such Harm being in the range of 3-5 points on the ABC of combustion, 6-8 points the 2nd ABC, 3-5 points the 3rd ABC, and 1-2 points of harm on the 4th and final ABC. All combustion Harm ignores armor/protection of the subject, save that specifically energized against fire-heat Harm.

Teleport Another

The Extraordinary Power that gives the capacity to transfer another individual (person, animal, or creature) and all that subject normally wears and carries, from one place to any other place that is mentally pictured at time of activation by the activator. After a one-ABC activation time, this is accomplished at will, instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured destination. This transference from place to place occurs without error if the activator has a special graphic depicted on the floor of the place he or she is to arrive at. This can be a special circle or other geometric figure, for example. If there is no such mnemonic "key", then the activator must, if attempting a known-location transference, succeed in a check against Psychogenic Ability, or else the subject being transferred will be teleported randomly as far distant as desired, but in a different direction. If a graphic "key" is altered without the activator's knowledge, random teleportation is automatic.

Random teleportation risks potentially harmful consequences. A check must be made to determine if something of this nature occurs, consulting the following table after rolling d%:

01	Rematerialization fails, teleporter is a spirit
02 - 10	Rematerialize from 10 to 100 feet above surface
11 - 90	Normal, safe rematerialization
91 - 99	Rematerialize from 10 to 100 feet below surface
00	Teleporter slips into another dimensional matrix

A *spirit* character must be discovered and made material by some Extraordinary means.

Rematerialization *above* surface results in precipitation to the surface if in air and subject to gravitational pull with resulting harm from fall commensurate with distance fallen.

Rematerialization *below* surface results in continued downward precipitation to some "empty" space below the surface if such open space exists within an additional 1,000 feet. "Empty" means and space containing matter less dense than that of the average density of the transportee such as a partial vacuum, air, or water. If no such space exists, the individual is teleported from the destination dimensional matrix to the nearest adjacent set, with the check above being repeated as to success in rematerialization. (In theory, this process could be repeated one or more times . . .)

Going into *another dimensional matrix* means whatever the Lejend Master decides. It could be death for the character. It might mean time or probability displacement, with a subsequent series of adventures aimed at enabling return. Similarly, it might be to some plane that the teleporter knows and can manage to return from by likewise known means.

An unwilling subject can avoid being touched by the usual means, such as combat movement (forcing a Precision Base Rating check, of dodging (succeeding in a check against Speed Base Rating), and use of Luck Ability.

If concentration is broken, or touch fails, the individual attempting the teleportation of another will fail, and AEPs are wasted.

The cost is 10 Activation Energy Points (AEPs).

Thought Insinuation

The Extraordinary Power that gives the capacity to cause instantaneously a single subject, or even several persons, to believe a single, simple thought from the psychogenicly able individual's mind is his, or their, own. The thought must be clear, concise, and not one generally unpalatable, deemed impossible, clearly harmful to the subject individual(s), or contrary to the strong beliefs, ethics, and/or morals of the subject(s). In such case as the insinuated thought is not so incompatible with the thought processes of the subject(s), it will be accepted and have the logical following reactions in the subject(s). In combination with personality and use

of some other Ability, the thought insinuation becomes a stronger factor, of course. A target subject must be within sight and not more distant that 100 feet.

The cost per person to insinuate a thought is 5 Activation Energy Points (AEPs).

Thought Reading

The Extraordinary Power that gives the capacity to know instantaneously what is "on the surface and below" of another human's or humanoid's mind when such individual is within sight of and no further distant than 120 feet. All such thought reading requires a successful Ability employment roll to operate. The more intelligent and aware the subject, the more difficult the operation, so probing beneath the surface thoughts is a demanding task at best.

This costs one Activation Energy Point (AEP) to perform for each ABC (three seconds) of time engaged in such use.

Unreadable Mind

The Extraordinary Power that gives the capacity to the individual to completely shield his or her thoughts so as to have an unreadable mind. It is instantaneously active upon the possessor so willing. The Psychogenic Power creates random, mundane and banal false surface thoughts and a seemingly muddled "inner mind" from which the would-be mind reader is unable to gain anything of use.

This costs 12 Activation Energy Points (AEPs) and remains active for 12 hours realtime.

APPENDIX C: NEW ENCHANTMENT ACTIVATIONS

Dazzling Dagger: Low Moderate

A preternatural Power that causes a small energy bolt of coruscating gold to strike a target up to 200 feet distant so as to inflict very 13-16 Harm upon it, ignoring all armor protection, including preternatural sort, but not of supernatural enchantment.

Distance Warp: Major

This supernatural Power enables the activator to access the existing dimensional matrix nexus so as to be able to "step through" from one place into another, with all normally worn and/or carried being so transported to such place within the existing set of dimensions. The distance "traveled" thus must be within 200 miles of the location of the activator. For each additional one point of Activation Energy expended, however, 200 miles is added to the base distance. To add additional material in regards this transference, whether living or not, the activator must add one Activation Energy Point for each 100 pounds of living or non-living matter to utilize the warp.

Dropnet: Moderate

A preternatural Power that creates a material netting of thick, tarred rope with weighted edges. The size of this net is 20-feet square (400 square feet, 20' x 20'), and it appears in the location seen and pointed to by the enchanter, at a height of from 10 to 100 feet in the air and at a total distance of no more than 300 feet from the location of the enchanter. The net has lead-weighted edges, drops as would any like object. Whatever is caught beneath is suffers only 1-2 Harm but is trapped beneath the net for a minimum one ABC of realtime thereafter, plus 2-12 additional ABC, after which the net disintegrates. Each individual trapped, or outside and assisting, who is able to lift and manipulate the net will reduce total time trapped by one ABC. Individuals with physique Ability count as one additional person lifting for each 20 points of such Ability. Note that cutting is basically the same as lifting, with each 10% weapon bonus of edged weapons employed thus counting as one additional person so doing.

Igxat's Doorman: Minimal

A preternatural Power that enables the activator to open or close any normal door or similar portal or means of ingress or egress that has an openable barrier of normal, material sort. The energy is instantly active, and by merely pointing a finger, the enchanter is able to cause the force to affect the indicated portal by opening, while a wave of the finger will close such a portal. The energy released thus Power is equal in strength to a very strong man utilizing with utmost vigor about 300 pounds of weight to accomplish the desired task. The Power will work to open for a full ABC of time, so three attempts can be made in regards to jammed or hard-to-open ones, such as stuck window shutters, doors swollen from dampness, etc. Note that flimsy closures might indeed be broken by the use of this Power to open a portal. In closure, the force remains active for thrice as long, so that once shut, it remains active in keeping the portal closed for 3 ABCs (nine seconds) realtime.

Mordey's Vanishing Act: Very Strong

By means of this supernatural Power the enchanter causes a cloud of smoke to encompass his or her person, the cloud extending instantly to a 10-foot radius, just as if a Smoke & Mirrors activation were in progress. (See the Extreme Grade spell of this name for details.) Instead of being transported, however, the activator and all normally worn and carried are simply enabled to have a chameleon-like magical capacity to first appear as part of the smoke, then to appear as any of the other surroundings as the smoke vanishes. The image of the activator appears as in the Smoke & Mirrors enchantment. The Power fades in 8 ABCs time, and the subject is no longer hidden by the disguising energy.

Up to three individuals can be concealed thus, the enchanter and one or two additional subjects, and the activator need expend only four AEPs additional for each additional individual to be enabled thus, and/or for time extension of the energy for 1 ABC.

Phantom Self: Very Minimal

A preternatural Power that creates a seemingly substantial duplicate of the enchanter. This phantom image can sustain Harm equal to 20% of the enchanter's health before the energy fades and it is gone; furthermore, it has what amounts of 80% (-16) armor as regards Harm inflicted upon it. The phantom self can, as the enchanter wills, do one of three things, variation possible during the time the energy lasts: 1) walk (rather stiffly) away at up to normal speed, 2) stand relatively motionless and gesture or point, or 3) collapse and lay prove without moving. The energy of the enchantment lasts for 10 to 20 ABCs of time. Until it fades, however, the *Phantom Self* seems real, will appear as a a corpse if appropriate.

APPENDIX D: NEW CREATURES

Creature	Health	Precision	Speed	Attack	Defense
Amoeboids					
Clear amoeboid 1	26-35	46-65	5	6-8 c & sp.	0/6/20 sp.
Dark amoeboid 1	36-45	41-60	5	9-12 c	0/10/20 sp.
Wallflower amoeboid 1	46-55	36-55	5	3-5 c & sp.	12 sp.
Abomination hound 1, 2-5	46-65	31-50	16-18	4x 1-4 sp./1-20 +6-8	6
Bestial					
Clawed 1-6#	24-27	28-31	14	2 x 1-8 +2	2
Leader	30-33	35-38	15	2 x 1-8 +4	3
immature	12-15	25-28	15	2 x 1-6	2
Fanged 1-6#	25-28	27-30	13	1-20 +4	6
Leader	32-35	35-38	14	1-20 +5	7
immature	13-16	24-27	14	1-20	6
Hoofed 1-6#	22-25	26-29	16	2 x 1-12 +4	2
Leader	28-31	33-36	17	2 x 1-12 +5	3
immature	11-14	23-26	17	2 x 1-8	2
Horned 1-6#	23-26	24-27	15	9-20 +2	4
Leader	29-32	31-34	16	9-20 +3	5
immature	12-15	21-24	16	9-20	4
Mandibled 1-6#	24-27	25-28	12	6-20 +3	5
Leader	30-33	32-35	13	6-20 +5	6
immature	12-15	22-25	13	6-20	5
Pincerer 1-6#	20-23	29-32	11	2 x 1-10 +2	8
Leader	26-29	37-40	12	2 x 1-10 +3	9
immature	10-13	26-29	12	2 x 1-8	8
Spined 1-6#	21-24	30-33	10	6 x 1-4	6
Leader	27-30	37-40	11	6 x 1-4 +1	7
immature	11-14	29-32	11	6 x 1-3	6
Tusked 1-6#	24-27	23-26	9	11-20 +3	4
Leader	30-33	30-33	10	11-20 +5	5
immature	12-15	20-23	10	11-20	4
Blackrat					
average 1-1,000	2	10	8	1 & sp.	4
graveyard 2-12	16-25	31-40	15	1-8 & sp.	6
robust 1-100	4	20	13	1-2 & sp.	2
Blindsnake 1+	91-110	46-55	9-11	7-30 +9-12 sp.	4 special
immature	35-80	31-40	13-15	7-20 +3-5 sp.	2 special
Cave coneshell 15-60	20-25	15	10	1 VT sp./9-12	18
Clodreg 11-20 or 100 +					
Favored	20	25	7	2-20 +2	3
Monitor	30	35	9	3-20 +5	4
Preceptor	60	100	19	7-20 +15 P&S	12
Soldier	15	20	6	1-20 +1	2
Warden	40	70	14	6-20 +10	8
Demoniacal Hybrids					
Agrue 2-5	56-65	56-65	12	13-16 +6/9-12 +6	4 & sp.

Banecreeper 2-8	26-35	36-45	12a/10m	1/9-12 sp.	6 sp.
Darkgaunt 1-6	36-45	31-40	18	1-2 VT sp.	5/15 sp.
Dread 1 or more	91-110	51-70	21	2 x HV +10 & sp.	12 & sp.
Harquad 1-4	36-45	31-40	8a-m/15f	2 x HV +1-12 sp.	5 & sp.
Nightslinker 3-12	31-42	46-55	15-18	HV +6-8 sp.	9
Pang 1 or more	101-130	51-70	15-18	sp. & 26-35	8 sp.
Prowler 1 or more	131-160	35-80	14-16	1-12 +11-20/3-20	11
Skulk 4-24 (2-12 pairs)	31-42	31-40	15-18	1-12 +7-10 sp.	6 sp.
Soucouyant 1	62-120	56-65	17-20	special	6 sp.
Dockalf 2-12+, 201-300+					
Cavalier	56-75	51-70	16-18 sp.	HV	I & 10
Guard	41-60	36-55	14-17 sp.	HV	I & 8
King	81-110	61-90	15-20 sp.	HV-sp.	I & 14
Noble	61-90	61-80	16-19 sp.	HV	I & 12
Officer	46-65	41-60	15-18 sp.	HV	I & 9
Ordinary	31-40	21-30	13-15 sp.	HV	(I &) 5-6
Priestess	21-50	21-50	17-20 sp.	HV-sp.	12
Queen	41-70	51-80	19-22 sp.	HV-sp.	16
Wizard/Wizardress	21-50	21-40	17-20 sp.	HV-sp.	14
Gargoyle					
Chthonic 1 or 2-5	41-50	51-60	10a/sp m	1-6 +14 +sp.	15
Escalading 1 or 2-7	46-55	46-55	14a/sp m	1-4 +12 +sp.	13
Volitant 1 or 2-8	36-45	41-50	18a/sp m	1-8 +10 +sp.	14
Slate slug 10-1,000	3	special	1	special	special
Springbat 1-2	4	20	10a/20m sp.	1-3 VT sp.	4
Springbat, unnatural 1	40	40	10a/20m sp.	1-6 VT sp.	5
Sub-human 14-50 +					
average	20-25	20-25	9-11	HV +1-2	4
irregular	26-35	26-35	10-12	HV + 1-4	5
leader	51-70	51-70	12-14	HV + 3-4	I & 8
sub-leader	41-50	41-50	11-13	HV +4	I & 6
Subterranean flora, miscell.	see listing	see listing	see listing	see listing	see listing

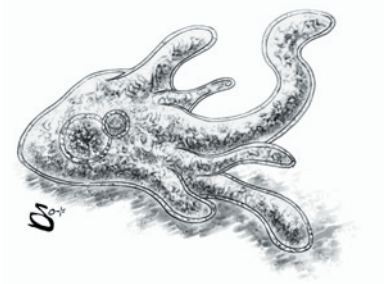


LISTING ABBREVIATIONS

Designator	Explanation
a	Attacking (Used to designate Ratings in special circumstances)
b	Blunt Harm armor absorption
c	Continuing Harm due to burning, corrosion, grabbing, etc.
e	Earth, moving in Extraordinary Supernatural/Extraordinary Power, see text
f	Flying
g	Grab and hold
HV	Hand weapon, Various
i	Immature creature statistic
j	Jumping
l	Land or ground attack or movement
m	Moving
s	Stabbing Harm armor absorption
sp	Special characteristic—see text
(I)	Buckler/targe shield typical
I	Shield (includes medium and large types)
MT	Missile throwing
P	Penetration Harm
S	Shock Harm
VT	Venom or Toxin
w	Water
wp	Weapon
x	Multiply number encountered or attacks; 2x 1 12 means 2 attacks doing 1-12 points of Harm
/	Indicates a second attack form is possible and the Harm inflicted
\	Charging or trampling Harm inflicted
?	Potential is determined by Lejend Master
#	Encounter number assuming all others of its type also there; otherwise 3x the number

NEW CREATURE DESCRIPTIONS

Amoeboids



Clear Amoeboid

Appearing: 1
H: 26-35
P: 46-65
S: 5

Attack: An amoeboid of this type oozes a strong (caustic) base secretion for 6-8 points of continuing Harm. The caustic secretion ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC. The amoeboid also oozes a VT secretion that has a 25% likelihood of paralyzing the victim.

Defense: All Harm is actually disregarded unless it is fire-based or of Extraordinary nature. The amoeboid has 6 points of protection against cold or electrical Harm, and no protection against fire, including mundane fire.

This amoeboid lurks mainly in water and is basically an aquatic creature, although it can survive in damp, wet conditions without being immersed. Once the amoeboid comes into contact with a victim, the amoeboid flows around it. Attacks then aimed at the amoeboid are thus likely to affect the victim.

Note that if a creature touches an amoeboid, there is no need for a Precision check to determine the success of the attack; it automatically succeeds. The victim has, so to speak, stepped into the punch.

Dark Amoeboid

Appearing: 1
H: 36-45
P: 41-60
S: 5

Attack: An amoeboid of this type oozes a strong acid secretion for 9-12 points of continuing Harm. The acid ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC.

Defense: An amoeboid of this type has no protection against shock weapon Harm. It has 10 points of protection against acid, cold, electricity, fire, and penetration Harm. The amoeboid is impervious to all other types of Harm, although all Extraordinary Harm in excess of 20 points (other than acid, cold, electricity, and fire) will also damage the Ameboid.

This amoeboid lurks primarily either underfoot or overhead, and takes unwary prey by simply lying around or by falling on it. The amoeboid flows onto, and around, a victim upon making contact. Attacks aimed at the amoeboid are thus likely to affect the prey as well.

Note that if a creature touches an amoeboid, there is no need for a Precision check to discover if the attack of the amoeboid succeeds—the victim has injured himself in this case.

Wallflower Amoeboid

Appearing: 1
H: 46-55
P: 36-55
S: 5

Attack: An amoeboid of this type oozes a weak acid secretion for 3-5 points of continuing Harm. The acid ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC. The ooze also contains a hardening agent that suffocates the victim in two to four minutes.

Defense: An amoeboid of this type has 12 points of protection. All Harm in excess of that amount accrues equally to the amoeboid and its entrapped victim (if any), regardless of the armor protection of the entrapped victim.

This amoeboid lurks mainly on wall surfaces because it can alter its coloration to match the grays and browns of stone. It will then send forth pseudopods to grasp and confine a nearby victim, and remain affixed firmly to the vertical stone surface when it does so. Attacks aimed at the amoeboid will also affect the prey as mentioned above.

Note that if a creature touches an amoeboid, there is no need for a Precision check. The attack of the amoeboid automatically succeeds.

Abomination Hound

Appearing: 1 (60%) or 2-5 (40%).
H: 46-65
P: 31-50 S: 16 (largest) to 18 (smallest)

Attack: Initial attack is with each of its four tentacles doing 1-4 Harm, a hit contacting flesh delivering an additional 17-20 points of VT Harm. A target subject with half armor/protection has a 50% chance of avoiding such poison, one with full armor/protection has 90%. After initial attack the creature bites its opponent, a hit scoring 1-20 plus 6-8 Harm.

Defense: Bristled hide provide armor protection of 6.

All these creatures have Stealth Ability at 50%, can see in total darkness as if there was bright moonlight illuminating the area.

Although vicious subterranean and wilderness predators, abomination hounds are seemingly possessed of some degree of semi-intelligence. They have been reported cooperating with other powerful predatory creatures, "domesticated" by troglodytes perhaps so as to serve as watchdogs and hunting hounds.



These monstrous hybrids are certainly of more recent origination that the older horrors of the Age of Adepts that have long plagued mankind. Only in the past decade have there been any recorded accounts of encounters with them. This leaves even the most knowledgeable savants wondering.

A typical abomination hound is the size of a large dog, a mastiff for example. Coloration is a mottled dark yellow ochre and orange scarlet. Its head is frog-like, with a great gaping maw that is filled with fangs as terrible as those of any lupine. Worse, though, are the two pairs of clawed, maroon-hued tentacles it possesses and uses to attack. Each pair of such members sprout from the beast's upper shoulders, are three feet to four long, and secrete a sticky black contact poison.

The creature exudes the stench akin to that of hot metal.

The abomination hound infrequently voices a bird-like "woo-ahh, woo-aaaahh," or a muffled metallic "gwaaang," for whatever reasons it might have. In following and attacking prey, it vents croaking barks, then a deep roar as it sights its target.

Bestialia

This humanoid race consists of a chimerical collection of individuals with distinct differences, but without species distinction. That is, bestials do not breed true to physical form, but produce offspring of any one of the many sorts known to the race. Those of the same type generally stay in a group even while associating with other sorts of their kind. Only a very general description of bestialia can be given without reference to individual specifics (given below). See the alphabetic listing at the beginning of this section for statistics on each type of bestial.



An average individual is about five feet tall, humanoid and bipedal, and has considerable muscular development. The senses of an individual depend on its type, but as bestials tend to associate in mixed packs, the general result is that the sensory ability of a group is superior to that of humanity. However, the intellectual power of a bestial is low, at best; animal cunning predominates over intellect.

The wealth of a bestial is not commonly accumulated on purpose, so anything discovered—money, valuables, or Extraordinary items—is there by chance accumulation. A bestial will not act to protect such treasure.

This race is probably the result of unnatural, ancient, and supernatural experimentation grafting animal parts onto humans. Physical differences between individuals are many, and the differences identify the various types:

Clawed: This bestial has long arms with hooked claws replacing fingers, and heavily-furred skin. It is a slashing infighter.

Fanged: This bestial has a lower face that is elongated to resemble a muzzle with fangs, and skin covered with long hair. It is a run-and-slash fighter.

Hoofed: This bestial has elongated legs that terminate in sharp, cloven hooves, and skin similar to haired hide. It is a charge-jump-kick-and-retreat style of combatant.

Horned: This bestial has horns of bovine or antelope sort, skin similar to heavy hide, a dense mane, and chest hair patches. It is a charge-gore-and-melee battler.

Mandibled: This bestial has a lower face armed with beetle-like mandibles, and skin thickened with chitinous areas. It is a grapple-and-bite assailant.

Pincered: this bestial has lower arms that end in pincer claws, and has scaled skin with carapace-like areas. It is a close-in cut-and-parry fencer.

Spined: This bestial's entire cranium and back sprout spike-like spines, and its skin is thick and covered by dense bristles. It likes to get in the thick of things to brawl.

Tusked: This bestial's entire head is enlarged to accommodate forward-protruding tusks, and its skin is similar to thick, wrinkled hide. This is a rush-and-impale opponent who must step back first to get a solid attack.

Blackrat

Appearing: 1 - 1,000
H: 2
P: 10
S: 8

These are sooty-furred rodents of large size and a weight of from five to eight pounds.

Attack: Bite for 1 point Harm that ignores shield protection and succeeds in bypassing armor if a second d% roll exceeds armor protection percentage (number x 5).

Defense: 4 protection due to size.

Blackrat, Graveyard

Appearing: 2-12
H 16-25
P 31-40
S 15

These are rats unnaturally large, the size of small dogs and weight of 15-20 pounds in all specimens.

Attack: Bite for 1-8 points Harm that ignores shield protection and succeeds in bypassing armor if a second d% roll exceeds armor protection percentage (number x 5). 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 for speed and size.

Blackrat, Robust

Appearing: 1 - 100
H: 4
P: 20
S: 13

These are rats of largest size, a weight of ten and more pounds in many specimens.

Attack: bite for 1-2 points Harm that ignores shield protection and succeeds in bypassing armor if a second d% roll exceeds armor protection percentage (number x 5).

Defense: 2 protection due to size.

Blindsnake

Appearing: 1 (usually):
H: 91-110
P: 46-55
S: 9-11

20-25-foot length, three- to five-foot diameter:

Attack: Shearing teeth delivering a bite inflicting 7-30 plus 9-12 Harm bypassing any except Supernatural Extraordinary armor protection.

Defense: Rubbery skin providing 4 armor protection, and rapid cell regrowth allows health to be regained at one point ABC.

Blindsnakes are not actually reptiles at all but some strange sort of worm. They are aggressive omnivores devouring anything of organic sort, including carrion, dung, vegetable material, hide, and even bones. These solitary subterranean creatures move about continually seeking food. When two happen to meet mutual fertilization takes place. Each will then lay a single egg three times the size of a big watermelon in some secluded place. From each egg will hatch, in about two weeks time, a young blindsnake of about six-foot length and one-foot diameter. It will grow to adult size with a few good feedings.

Immature, Blindsnake

Appearing: 1 (usually)
H: 35-80
P: 31-40
S: 13-15

9-18-foot length, one- to two-foot diameter:

Attack: Shearing teeth delivering a bite inflicting 7-20 plus 3-5 Harm bypassing any except Supernatural Extraordinary armor protection.

Defense: Rubbery skin providing 2 armor protection, and rapid cell regrowth allows health to be regained at one point ABC.

Cave coneshell
Appearing: 15-60
H: 20
P: 15
S: 10 attacking/1 moving

These are two-foot and greater length overgrown snails native to an alternate earth.

Attack: Extrudable barbed appendage of 150% shell length inflicting 1 and VT 1-4 Harm ignoring armor, with movement loss for 1 ABC of time per point of Harm inflicted, so victim can be eaten next ABC by extrudable feeding mouth appendage of 50% shell length, the latter inflicting 9-12 Harm, also disregarding armor, per ABC.

Defense: Thick shell providing 18 armor until broken (unmodified roll of 18-20), then no armor.

These cousins of marine coneshell snails sense immediately the presence of anything breathing, moving, radiating heat. They move towards it so as to get within striking range of their hunting barb, that being about three feet long. Those on the ceiling above will drop, their shells being such as to enable them to do so unscathed. If one manages to slow or stop a victim, it is probably all over for that unfortunate, and the feeding appendage inflicts horrible wounds, and more of its kind will come to join the feast.

They prey on anything they can catch, supplement their diet of flesh with vegetable material nibbled off stone surfaces with their shearing mouth.

Once their attack appendage is severed (aimed attack necessary) it is a relatively easy matter to kill these nasty creatures. Their shells are used for decoration, vessels, and cut and fashioned as ornamentation or inlay.

Clodregs

Appearing: 11-20 or 100+

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 five known sorts of clodregs. They have been named by those who have survived attacks as follows:



"Soldiers" that are about five feet tall and thin, and comprise at least 80% of any ordinary clodreg force.

"Favored" that are about two inches taller than soldiers, a not as thin, and make up about 20% of an ordinary clodreg force

"Monitors" that are about feet and a half tall and muscular, with one such clodreg for every five to 25 ordinary soldiers and favored clodregs in the main body.

"Preceptors" that are six and a half feet tall, lithely muscular, fast and active in their direction of the lesser clodregs. There will be one or two preceptors with any force of 100 other kinds of clodregs. A lone preceptor remains behind the main body and will abandon his command and escape if flight is possible should the main body be in process of being slain.

"Wardens" that are about six feet tall and very muscular. Any force of clodregs will always be accompanied by a warden. If there is no preceptor in the group a warden will remain behind the main body and will abandon his command and escape if flight is possible should the main body be in process of being slain.

If more than 20 clodregs are encountered, the number will be at least 100 soldiers and favored sorts, these accompanied by four to 20 monitors, two to four wardens, and one to two preceptor per 100.

Clodregs attack mindlessly and fight until destroyed. In large-scale combat, this applies to all sorts of them save the preceptor.

There is no means of eliciting information from clodregs, for they seem to communicate only by chemical scent.

Clodreg, Soldier

H: 15
P: 20
S: 7

Attack: Spear or any like (cheap and simple) weapon delivering a standard 1-20 +1 points of Harm.

Defense: Light cloth armor providing 2 points of protection. Immune to any form of mind attack, also immune to VT of any sort.

Clodreg, Favored

H: 20
P: 25
S: 7
Attack: Spear or any like (cheap and simple) weapon which, regardless of other rules will deliver 2-20 +2 points of Harm.

Defense: Light cloth armor providing 3 points of protection. Immune to any form of mind attack, also immune to VT of any sort.



Clodreg, Monitor

H: 30
P: 35
S: 9

Attack: Club or any like (cheap and simple) weapon which, regardless of other rules will deliver 3-20 points of Harm with a +5 addition because of the strength of the clodreg monitor.

Defense: Cloth armor providing 4 points of protection. Immune to any form of mind attack, also immune to VT of any sort.

Clodreg, Preceptor

H: 60
P: 100
S: 19

Attack: Heavy cleaving sword for 7-20 points of penetration and shock Harm with a +15 addition because of the Physique and Tricks Ability of this clodreg.

Defense: Dockalfar-like full armor providing 12 points of protection. Immune to any form of mind attack, also immune to VT of any sort.

Clodreg, Warden

H: 40
P: 70
S: 14

Attack: Spiked flail or any like (cheap and simple) weapon which, regardless of other rules will deliver 6-20 points of Harm with a +10 addition because of the strength of the clodreg monitor.

Defense: Reinforced full leather armor providing 8 points of protection. Immune to any form of mind attack, also immune to VT of any sort.

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. Could it be the Utiss? No! They are long dead…

Demoniacal Hybrids

Thought to be the spawn of unwilling human or Alfar and minor demons, demoniacal hybrids, while not common, are well-known throughout the Lejendary Earth world setting. Without exception, they are of uniformly evil intent and disposition.

Agrue

Appearing: 2-5
H: 56-65
P: 56-65
S: 12

Attack: An agrue can strike with its claws for 13-16 +6 Harm. It can also bite for 9-12 +6 Harm (the attack bonus of +6 ignores armor).

Defense: An agrue's tough hide and flesh provide 4 points of armor. An agrue heals 3 points of Harm caused by penetration wounds each ABC.

An agrue will not venture into full sunlight, as it is nearly blind in bright light and only half as effective in attack (Precision 30). In somewhat less-bright conditions, it has only a one-quarter penalty (Precision 45). Because of its clawed extremities and excellent balance, an agrue is able to climb as quickly as a cat, and it can move along narrow and precarious places with relative ease. Thus, an agrue might lurk in a tree, on a rocky outcrop, or in some other similar place to ambush a victim.

Although the agrue's claws prevent proper grasping of weapons, it is otherwise as clever as any human. An agrue will use mimicry and deceit to lure a potential victim into a compromising position.

Thought to have been purposefully bred in the Age of Adepts to infest rival states, the agrue is an intelligent, demoniacal quasi-humanoid six feet tall. A typical agrue is sooty black and appears to have no skin covering its muscles. Its head is human-like, with glittering, ice-white eyes, and its jaws protrude to accommodate the fangs that fill its mouth. The voice of the agrue is soft and pleasant, almost pleading in tone.

Wealth that can be found in the habitation of an agrue is a mass of randomly hoarded things. The hoard includes arms, armor, items of equipment, and loose coins of $200 to $1,200 value per individual. There is a 50% chance for one Very Minimal or Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and a 20% chance for one Good Extraordinary item in a typical hoard, regardless of the number of agrues encountered.

Banecreeper

Appearing: 2-8
H: 26-35
P: 36-45S: 12 attacking / 10 moving
S:



Attack: A banecreeper can lasso prey for 9-12 Harm. The beast will then attempt to take advantage of having snared the creature and attach feeding spines. A damage result roll of 12 Harm, regardless of armor protection that would negate the Harm, indicates successful attachment of a feeding spine. Once a spine attaches, the banecreeper inflicts Harm of 9-12 points each successive ABC, disregarding armor.

The lasso attack success also makes the victim automatically subject to a grappling attack which is always successful. Through such grappling contact, the now-raised body-spikes of the monster pierce the flesh of the victim and allow the introduction of hollow probes. In the following ABC, these probes immediately find and suck bodily fluids from the victim, inflicting 9-12 Harm to the victim's Health. Once attached, the feeding spines continue to inflict Harm until either the victim or the banecreeper is dead.

Defense: A banecreeper's flesh provides 6 points of armor. It heals 3 points of Harm caused by shock attacks each ABC.
The movement of a banecreeper is nearly silent (Stealth Ability Score 90). It always seeks to attack from ambush and surprise victims. There are usually no warning signs of the approach or presence of a banecreeper, and this makes them particularly dreaded.

A banecreeper is an intelligent, demoniacal quasi-humanoid, five feet tall, possessed of excellent senses, and is one of the terrible hybrids created during the Age of Adepts. Banecreepers are typically dark, moss green, with vertical bands the color of terra cotta. The body is rather ape-like in form, and muscular. The head is small and pointed at the top, with large, leaf-shaped ears that protrude considerably. The visage shows small, hateful, pea-green eyes and a long and root-like nose, with a narrow slit of a mouth used only for breathing and communicating. The arms and legs are somewhat short, but the digits are unnaturally long and root-like.

As with all of the demoniacal monsters of this ilk, a banecreeper is intelligent and has the ability to speak. When stalking prey, a group of banecreepers will communicate using ultrasonic frequencies, or sometimes imitate the high-pitched calls of small animals—

including birds—to signal to each other. A banecreeper can speak human tongues, but only in a squawking, horrid fashion.

Wealth of a banecreeper found in its den is a random mass of hoarded things that includes arms, armor, items of equipment, and loose coin of $1,000 to $4,000 value per individual. There is a 45% chance for one Very Minimal or Minimal Extraordinary item, a 35% chance for one Low Moderate item, and a 25% chance for one Moderate Extraordinary item in a typical banecreeper hoard.

Darkgaunt

Appearing: 1-6
H: 36-45
P: 31-40
S: 18

Attack: A darkgaunt will strike for 1-2 Harm plus VT that is delivered regardless of armor protection, unless the armor is Extraordinary (or bypassed by a special success). The VT has a 50% chance of paralyzing the subject. The darkgaunt will then bite for 9-12 Harm each ABC as it feeds.

Defense: A darkgaunt's flesh provides 5 points of armor. If a darkgaunt is encountered in light not bright enough to read by, its armor protection is 15 points.

In any sort of dim light, a darkgaunt is so quick and seemingly shadowy that it is difficult to assail by any means. Thus, unless illumination is brought to near daylight condition, the creature is difficult to defeat.

A darkgaunt loves warm-blooded prey, and stalks and takes mainly humans and humanoids with its coma-inflicting touch. A darkgaunt will then typically remove the victim, bind it, and dine at leisure, either alone or with its fellows.

A darkgaunt is able to move with such stealth (Stealth 90) and speed that all but the most alert prey will see nothing more than a flitting shadow before the creature strikes its victim. There is a peculiar, sickly sweet odor given off by a darkgaunt, however, that might give warning to potential prey with keen olfactory powers.

A darkgaunt is an intelligent, demoniacal quasi- humanoid, some seven feet tall, with excellent senses and the ability to see in total darkness as if it were bright moonlight. It is another of the terrible hybrids created during the Age of Adepts. A typical darkgaunt is a deep gray color and very lean. The head is longish and narrow, with a wide mouth filled with many small, pointed teeth. The visage shows amber, oval eyes, a small and sharp nose, and large ears similar to those of a bat. The arms and legs are long, and the grasping hands overly large.

A darkgaunt has the ability to speak. It acts instinctively when stalking prey, but also can communicate with others of its kind during a hunt. It can speak human tongues, but only in soft and distorted fashion.

Wealth found in the habitation of a darkgaunt is a hoard of things that includes arms, armor, items of equipment, and loose coin of $1,000 to $10,000 or more value per individual in the pack. There is a 50% chance for one Very Minimal and/or Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and a 20% chance for one Good Extraordinary item in a typical darkgaunt hoard.

Dread

Appearing: 1+
H: 91-110
P: 51-70
S: 21

Attack: A dread attacks twice per ABC with striking weapons with a bonus of +10 Harm. The sight of a dread's visage also reduces all Abilities by half (causing all checks to be made at half effectiveness, or at a penalty of 20 added to the dice roll).

Defense: A dread's flesh provides 12 points of protection from all Harm.

Perhaps the most deadly of all the intelligent demoniacal quasi-humanoid hybrids created during the Age of Adepts, a dread is a 7.5 foot tall horror.

A typical dread is a mottled yellow ochre and rust-black. In any shadowy setting, this blotchy coloration is near perfect camouflage. Its smooth, lean, and apparently boneless body is surmounted by a long-necked triangular head with a long and pointed chin. The slit eyes are as yellow as sulfur, the nose is bat-like, and the mouth is lipless—its saw-edged teeth are exposed at all times. The ears of the dread seem to be separate entities, long and lamprey-like, and usually in constant, writhing motion. The short torso of the monster makes the long arms and legs seem even more attenuated and unnatural than they actually are.

The dread usually makes only a guttural, coughing bellow as it attacks, but it is able to use language. Its mouth is unable to pronounce many human sounds, so when speaking in human tongues the speech is most difficult to understand.

The nocturnal (or subterranean) dread is quite stealthy (Stealth 80) in all things, but its eyes give off a faint radiance that can sometimes be detected by a very alert and keen-sighted observer. As these creatures can spring forward as far as 30 feet in one bound, their usual mode of attack is to leap into the middle of a group and attack. They will then bound away, turn, and ready for another assault.

As a dread is absolutely reckless, one will assail almost any foe, no matter how large or numerous. However, if one is harmed severely (below 50% Health), a typical tactic is to employ its unnatural quickness to escape to its den and hide until it heals. A dread's Health is recovered at five times the normal human healing rate (five points per day).

Wealth found in the habitation of a dread is a mass of randomly hoarded things, including arms, armor, items of equipment, loose coins, crystals, gems, jewelry, and such, of $5,000 to $500,000 or more value. There is a 60% chance for one Very Minimal and/or Minimal Extraordinary item, a 50% chance for one Low Moderate item, a 35% chance for one Moderate item, a 25% chance for one Good item, a 15% chance for one Very Good item, and a 5% chance for one Strong Extraordinary item.

Harquad

Appearing: 1-4:
H : 36-45
P: 31-40
S: 8 attacking-moving on the ground/15 flying.

These are intelligent demoniacal quasi-humanoid, four-armed, prehensile-tailed, flying monstrosities.

Attack: Two attacks with varying weapons, Harm inflicted thus plus attack bonus variable of 1-12 points ignoring non-Extraordinary armor protection of the target subject—also prehensile tail attack every other ABC, the tail equal to a whip of eight-foot length and inflicting 1-6 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 (three seconds) realtime.

The harquad is typically armed with a pair of swords. 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 (P 18). In somewhat less-bright light conditions it has only a one-quarter penalty (P 24).

The harquad sees in the dark as does a cat, and in lightless conditions 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 (Waylaying Ability 75). 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.

Nightslinker

Appearing: 3-12
H: 31-42
P: 46-55
S: 15-18

Attack: A nightslinker will use weapons such as a whip or harpoon. It can also attack with its hook-tipped tail for 6-8 Harm that ignores all save Supernatural armor protection.

Defense: Its flesh is equal to 9 points of armor.

The quiet (Stealth Ability 75) and sly nightslinker works as part of an organized pack to lay ambushes for unwary victims. This monster can burrow in the ground, or use small openings and low,



hidden places from which to launch its surprise assaults. Any prey brought down will be attacked by harpoon, whip, or hook-barbed tail. Victims will be dragged into a lightless underground where they are near helpless, while the nightslinker pack is in its element.

The nightslinker is able to prepare such clever ambushes and traps that only the most alert and observant will notice the lurking danger that awaits. There are frequently a number of blackrats in the vicinity of a pack of nightslinkers, and anyone observing the former might be alerted to the possibility of the latter.

A typical nightslinker looks as if some madman dyed a giant howler monkey a livid purple. Of course the demonic facial quality and bone-hooked tail show instantly that the thing is no monkey, but a ghastly creature of evil.

Nightslinkers are intelligent and have the ability to speak their own hissing speech, as well as human tongues. Sometimes their traps will include a voice calling for help or the like to lure the victims into the ambush.

Wealth of these creatures is a hoard of things in their den, including arms, armor, items of equipment, and loose coinage of $500 to $3,000 or more value per individual in the pack. There is a 50% chance for one Very Minimal and/or one Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and 20% chance for one Good, one Very Good, and/or one Strong Extraordinary item in a typical hoard.

Pang

Appearing: 1+
H: 101-130
P: 51-70
S: 15-18

Attack: The pang attacks with a scream that reduces all Health-based Abilities to 50% of normal Score (likewise causing all other checks to be made with a penalty of +20 added to the dice roll) for one AB (12 seconds) for those within a 20-foot radius of the creature. This is usually followed by a leaping kick (talons) for 26-35 Harm.

At the moment of attack, the pang sends forth its terrifying scream, and it repeats this cry a second time after a minute of fighting. After the second scream, the special energy involved is expended, and the beast must rely entirely upon natural weapons to kill. The capacity to scream in this fashion will not return for a full 24 hours.

Defense: The creature's unnatural flesh and Preternatural energy equal 8 points of armor against even Extraordinary Harm.

A pang recovers Health at the incredible rate of 3 points per AB, so it seems reckless in combat.

A pang is another of the deadly, intelligent, demoniacal, quasi-humanoid hybrids created in the Age of Adepts, a six-and-one-half-foot tall monster sufficient to make brave persons tremble. The lightly-scaled skin of a typical pang is a pale brown-gray when relaxed, but its skin can range from brown-black through brown-green to pale dove color. The body, limbs, and head of this creature have a vaguely reptilian look, and the visage is also rather ophidian. The bulging reddish-brown eyes are wide and have slit pupils, the nose is no more than a pair of slitted openings, and the lower face is split with a too-wide, grinning mouth containing many tiny, very sharp teeth. A pang has ridges of bone on the sides of its head where the ear-holes are located, but no ears per se.

The nocturnal and subterranean pang is not particularly Stealthy (Score 25), but it has the chameleon-like power of changing its skin color, can remain motionless for long periods (an hour or longer), and is very patient. The keen ears and nose of the pang alert it to the approach of prey when within 90-120 feet, usually, and it then "freezes" awaiting opportunity. When the victim moves within a 20-foot range, the pang screams, then jumps forward to strike with its talons. The monster then spins, leaps away, and turns to ready for a second strike.

Pangs can converse in rasping voice, and they will do so to seek some advantage or if forced to do so.

Wealth found in the habitation of a pang is a mass of randomly hoarded objects, including arms, armor, items of equipment, and loose coins of $1,000 to $20,000 or more value, plus crystals, gems, and jewelry of 10 times the value of the coins. There is a 60% chance each for one Very Minimal and/or one Minimal Extraordinary item, a 50% chance for one Low Moderate item, a 35% chance for one Moderate item, a 25% chance for one Good item, a 15% chance for one Very Good item, and a 5% chance for one Strong Extraordinary item in a typical hoard.

Prowler

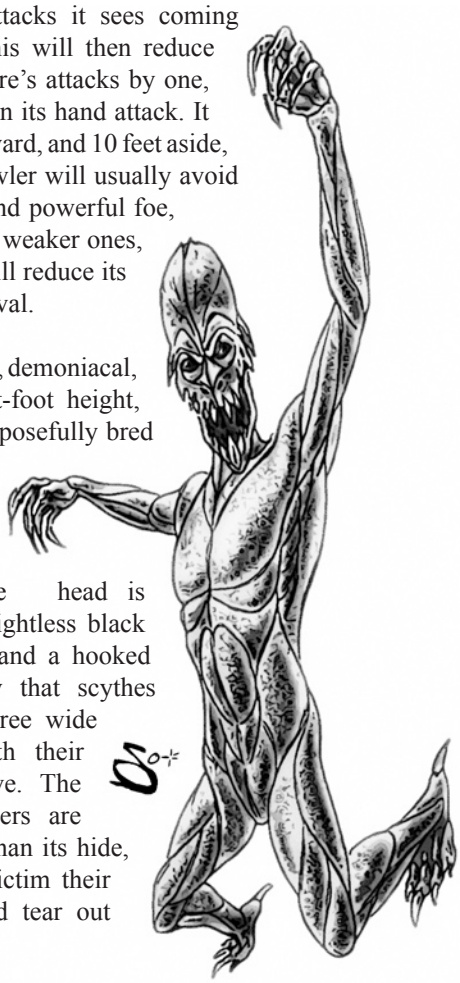
Appearing: 1+
H: 131-160
P: 35-80
S: 14-16

Attack: A prowler can attack with its hands for 1-12 +11-20 Harm. It can also bite for 3-20 Harm.

Defense: Its flesh and unnatural energy equal 11 points of armor.

A prowler heals 20 points of its Health Base Rating total each day after being harmed.

A prowler can avoid attacks it sees coming 75% of the time, but this will then reduce the number of the creature's attacks by one, negating first its bite, then its hand attack. It can leap up to 20 feet forward, and 10 feet aside, back, or upwards. A prowler will usually avoid combat against a large and powerful foe, or with large numbers of weaker ones, as it knows Harm to it will reduce its chance for ongoing survival.



A prowler is an intelligent, demoniacal, quasi-humanoid of eight-foot height, thought to have been purposefully bred in the Age if Adepts to infest rival states. A typical prowler is pale gray and seems to be unnaturally lean. The head is long and narrow, with lightless black oval eyes, a pug nose, and a hooked lower (mandibular) jaw that scythes upwards to allow its three wide fore-teeth to mesh with their opposite members above. The long, multi-jointed fingers are horn-hard, harder even than its hide, and when they grip a victim their pointed tips sink in and tear out flesh.

A prowler prefers warm-blooded prey, but will eat anything of flesh, or even vegetable matter, if nothing else can be found.

A prowler's feet moving on stone give off a faint rattling noise. Although some authorities assert these things can converse, the only known vocalization made by a prowler is a deep, reverberating "Euh-euh-euh!" when in pursuit of prey and a sinister "Nhnyaaa . . ." when it has a victim helpless.

Wealth found in the habitation of a prowler is a mass of randomly hoarded things including arms, armor, items of equipment, and loose coin of $2,000 to $20,000 or more value, plus crystals, gems, and jewelry of 10 times that value. There is a 70% chance each for one Very Minimal and/or one Minimal Extraordinary item, a 55% chance for one Low Moderate item, a 40% chance for one Moderate item, a 30% chance for one Good item, a 20% chance for one Very Good item, and a 10% chance for one Strong Extraordinary item in a typical hoard.

Skulk

Appearing: 4-24 (2-12 pairs)
H: 31-42
P: 31-40
S: 15-18

Attack: A skulk can strike with its hands for 1-12 +7-10 Harm. Further, a successful attack indicates that the Skulk has a strangulation grip on the victim's throat.

Defense: A skulk's flesh and speed equal 6 points of armor, and it heals one point of Harm each ABC.

In attack, one or more pairs of skulks follow the intended victims, with another one or more pairs also slinking ahead. Any lone target will be seized around the throat by one skulk as the other one grabs the victim's arms to prevent thrashing. After a successful seizure, Harm in successive ABCs is automatic and bypasses armor. Only 20% of the time will a surprised victim be able to cry out for help. The attacking pair then hold fast until the subject is dead, and they can carry off the corpse for feeding.

Skulks possess Stealth Ability (90) and are expert at concealment (Waylaying Ability 70). They always seek to attack from behind and select an unwary or unobserved member of a larger group where applicable. If the presence of skulks is detected, and these monsters realize it, they will retreat quickly unless their potential prey appears weak and easy to overcome.

One of the intelligent, demoniacal, quasi-humanoid hybrids created during the Age of Adepts, this species is five feet tall. A typical skulk is a dull, light-absorbing charcoal gray color that makes it seem almost as if it were a living shadow. The body is slender and very human-like. The head is a long oval, but generally like a human's in feature. The raging eyes of a glittering silvery color, with red irises, betray the hateful nature of these monsters. The arms are extremely powerful, as are the long, corded fingers of their huge hands.

Skulks are more cunning than intelligent, but they have language and can converse in human tongues, if forced to do so. When stalking prey, a group of skulks seems to communicate by some telepathic means, a sort of mass telepathy. This has, indeed, alerted certain sensitive persons and saved them from becoming prey to a band of these vile creatures.

Wealth found in the den is a random mass of hoarded of things including arms, armor, items of equipment, and loose coins, crystals and gems, and jewelry each of 1,000 to $10,000 value per individual. There is 50% chance each for one Very Minimal and/or Minimal Extraordinary item, a 40% chance for one Low Moderate item, 25% chance for one Moderate, and a 15% chance for one Good item of Extraordinary nature in a typical skulk hoard.

Soucouyant

The soucouyants are rare super-demonical monsters, were created by demonic rituals during the Age of Adepts. In its former life a soucouyant was usually a person whose deeds were wicked in the extreme, usually involved many heinous crime. Such actions brought the individual to the attention of one or another of the great netherbeing lords. At that point, the demon, devil, etc. would convey to one or another evil Adept that a new "recruit" was ready. The Adept, or a servant, possibly a soucouyant, then approached the chosen individual, and introduced that one to the pain, and pleasure, of becoming a truly demonical monster, a soucouyant! The initial portion of the vile ritual left the candidate in a state near death. At that point, the choice was put to them: Become a servant of the nether realms…or die.

Only a very few of the candidates refused to submit, so in time a large number of these terrible creatures were in the service of the many malign Adepts. Being as wicked and intelligent as they are, however, not many of the soucouyants remained "loyal", one after another these most malign things slipped away from their masters, departed with burning rage at their condition, and even more evil in their heart.

In all, the soucouyant seems to be a creature without motivation—other than doing evil, inflicting pain and death upon all life so as to assuage its own self-loathing and dark despair. Note that this hopelessness is based on the monster's rage at not being human, unable to do its wickedness in that state, and has nothing to do with any regret for being completely evil.

Recalling its previous life as faint echoes and generally drifting through the world, continuing the same acts they inflicted on populations in their twisted lives, the soucouyants spread over the whole of the world. Blood became what most seek, enjoying the taste of it beyond measure. While wearing their human skins, they can pretend to lead normal human lives, usually that of some scholar or wealthy aristocrat. Thus some may go unnoticed by average humans.
To those attuned to the Extraordinary, with ability to detect the malign, however, any soucouyant emits a strange aura. Once having seen this dark emanation, the individual will forever recognize this dreadful aura, associate it with these creatures.

The soucouyant is not bound to the skin it wore in mortal life. In fact, it must shed it with the coming of night. Not only that, but the vile thing can very well kill and strip the skin of another mortal, and thus it takes on that new identity, the appearance being the same in all respects as to that of its murdered victim. However, the successful assumption of the personality of the victim requires the use of the soucouyant's Pretence Ability and mimicry Knack.

All of them, however, must answer the call of the nether lord that originally singled each out for transformation to their soucouyant state. When commanded, the soucouyant must obey the bidding of this hellish master or mistress. This usually pertains to some machination in regards the never-ending power struggle of the nether realms or the battle between "Good and Evil."

Soucouyants are creatures of the mundane dimensional matrices, but they must do the work of their master; so when called, one will perforce move into the aetherial, pay homage and obey. It is up to the LM to determine the motivation of the soucouyant encountered in a scenario. Very polarized Avatars, either very good or very evil, will attract the attention of one nether lord or another, and thus it might be that such malign netherbeing will send a servant to deal with such persons, kindly killing them, cruelly making them into soucouyants. Good Avatars will be tempted to become corrupt and evil. For the reasons previously stated, the wicked will be converted and used…

The height and weight of one of these horrible creatures varies through the human spectrum, that is from about five feet to as tall as seven feet, weight likewise spanning the range of human norm. When a soucouyant ages, it will leave its old skin, slay and flay a victim, thus assuming that one's bodily form whilst retaining its own mind and capacities.

The creature has good senses, with all except sight being equivalent to what by human standards are excellent. Vision in lightless

conditions is like that of a grotto wylf; however during the day the soucouyant sees with normal human vision, and suffers no penalties.

When skinless at night a soucouyant appears as a version of its daytime self, but a grizzly one indeed, with skin peeled away, revealing muscle, veins, and flesh beneath. The eyes are like black pools with an eerie glint that shies dimly in the darkness.

At dark, after the twilight has faded, dusk gives way to night, the soucouyant is able to cast an illusion about itself in one ABC of time, this causing it to seem to be the form of another human, Alfar, or veshoge race at the creature wills. Mannerisms and voice will depend on the skill of the soucouyant in regards to its mimicry Knack and use of Pretense Ability.

Soucouyant

Appearing:1
H 62-120
P 56-65
S 17-20 AEPs (4 x Speed)

Abilities (base number shown is -5 + d6 x 5 for score where variable is indicated): Arcana 50-75, Hunt 40-65, Minstrelsy 55-80, Pretense 55-80, Savagery 50, Scrutiny 40-65, Stealth 65-90, Tricks 60, Unarmed Combat 65.

Also, about one in six of these creatures possess an Extraordinary Ability a variable one determined by LM's choice or randomly (d3) Enchantment at 50 to 75 in increments of 5 (45 + d6 x 5), Necrourgy at 50 to 75 (ditto), or Psychogenic at 50 to 75 (ditto)—any Extraordinary Ability use not above Good/preternatural Grade.

Note: All Abilities possessed are usable by the soucouyant only when the creature is in its skin, and during the day. No soucouyant possesses Weapons Ability!

Knack: All of these creatures have the ability to mimic a human-humanoid male, female, or child's voice at from 65-90 score.

Attack: There are many forms of attack available to the soucouyant, each detailed below:

Normal Unarmed Combat: 2 (clawed) foot attacks for 2-12 +24 Harm each, or 3 (clawed) hand attacks for 2-8 +24 Harm—Savagery and Tricks Abilities adding 11 to the bonus Harm.

Demonical Bite: 1 mouth-bite for 1-8 plus 3-5 preternatural Harm; additionally, in its raw (out-of skin) state, the slimy layer covering the surface of its skinless body inflicts 2-5 acid Harm each ABC of such contact with a victim's exposed skin. (The acid is not strong enough to affect armor, but if it gets on normal clothing it will be quite uncomfortable to the skin below.) The slime coating that conveys the acid is almost adhesive, so it must be washed off or wiped away, or it will stay and fester.

Special Kiss-Bite: Harm as above (1-8 plus 3-5 preternatural), and the kiss and bite of this creature produces a very euphoric effect on the victim, rendering that individual in a state of decidedly sensual pleasure during which he or she is effectively paralyzed and incapable of all but the most feeble protestations for one AB of time following this attack. In the case of a successful kiss-bite attack, the soucouyant adds to its own Health total one-half of the of the Harm it inflicts, and any Health achieved thus that exceeds the creature's normal BR total is a false total that is lost first from any Harm it suffers.

During the day, when it wears its skin, the creature's kiss-bite attack is reduced in effectiveness to 50% of night attack of this sort, resulting Harm of only 1-4 plus 1-2 preternatural, and the chance of euphoric paralysis from this attack is not automatic, the victim having a 50% chance for avoiding it, the paralyzing effect lasting only 2 ABCs if it occurs. Regardless of whether the victim becomes incapable of moving, there will be a preternaturally pleasant sensation accompanying the attack.

Flaming Form: Fiery contact (five-foot diameter of effect) for 9-12 fire/heat Harm, with possible incidental combustion of inflammable clothing and/or surroundings for at *least* an added 1-2 Harm where applicable. When in out-of-skin state (at night) this demonical creature can turn itself into a ball of fire. Transformation requires one ABC of time, and the spherical form engendered is three feet in diameter. It *can* transform into a fireball while wearing its skin, but this destroys the soucouyant's skin. In such state the creature must quickly get another skin (see below), or face the disabilities described for sunlight and existence in the daytime. When in this fireball form during the day it does not suffer Harm thus (see below), however it is extremely conspicuous, and must be in constant motion, essentially becoming rolling ball of fire.

While in this form it can travel at about 40 mph—177 feet in one ABC of time, or 59 feet per second! It cannot move slower than 10 mph—44.25 feet in one ABC of time, or 14.75 feet per second—while in the form of a Fireball. The creature can turn at a 90-degree angle in one second's movement time regardless of its rolling speed, so to reverse it's course it must travel at least two seconds, the path of movement tracing a curve, and to return to its original path another second of movement is needed to complete a "loop". This movement path, if immediately commenced, enables the soucouyant to return to an original position at the end of one ABC, pass through it in the first second of the following ABC. The soucouyant can maintain this form for up to two hours, no longer. At the expiration of that time, it *automatically* resumes its humanoid form.

A soucouyant is completely immune to fire/heat-based attacks in this state, whether they are natural, preternatural or supernatural in nature.

Defense: 6 for a constant negative energy of preternatural sort, plus 6 for Unarmed Combat Ability when so able, so thus 12, and is Minstrelsy Ability is employed to reduce Harm by 5 to 8 more (10% of minstrelsy score), thus 17 to 20 armor/protection. Note in the case of Minstrelsy Ability use in this regard, the creature's attack chance suffers a penalty of twice the protection benefit, -10 to –16 from that chance.

Anti-Powers/Checks: At night the soucouyant *must* shed its human skin, and this requires one AB of time to do. At dawn it *must* resume its skin, again the process requiring one AB of time. The creature is thus forced to have a hideaway in which to leave

and reclaim its human skin. If this skin is found by a foe, and salt is smeared upon it, the soucouyant will upon donning the skin suffer 2d8 Harm each ABC until it is dead (-1 or less Health). During this period, it has a chance equal to its Speed Base Rating of removing the skin once more, if it concentrates upon this each ABC. A success, however, means that three additional ABC's time must be spent completing the process. It is in great pain when wearing a salted skin, and reacts with a 15 penalty addition to all Ability and combat success (d%) rolls while so affected.

Note: A returning soucouyant can detect salt on its skin, and if it is a cautious one, has reason to suspect it is being hunted, it will use its Scrutiny Ability with a 10 to 30 bonus to the chance for spotting the salt. Before wearing the salted skin again, the creature must wash it thoroughly in fresh water for at least one minute of time to remove the salt.

Salt also does Harm to this creature when it is in its raw (skinless) state at night. A handful of salt thrown so as to hit a soucouyant will cause the creature great pain, resulting in a +10 penalty to all Ability and attack d% rolls for the following 2 ABCs, and delivering 2-5 Harm to the soucouyant. Being hit with one pound of salt inflicts 8-20 (4d4 +4) Harm on the creature and produces a penalty of +20 to all Ability and attack d% rolls for the next 4 ABCs' time. Immersing a soucouyant in the seawater will inflict 4-10 (2d4 +2) Harm each ABC of immersion. In such conditions, the soucouyant is unable to do anything other than struggle to get out of the saline water, suffers a +10 to all Ability and attack d% rolls for as many ABCs of time it was immersed in the salty water.

A soucouyant in flaming form is susceptible to cold attacks. Such attacks deduct 20 from the attacker's dice check for successful activation or Weapon use, and any Extraordinary Harm striking it directly inflict twice the usual Harm for such cold-based attack.

The soucouyant in skinless, raw state cannot stand direct sunlight, and one will suffer severe sunburn for 1d8 Harm each ABC it is so exposed. The Harm is not inflicted by the brightness of the light but rather from the ultra-violet rays of the sun's radiance.

Wealth found in the habitation of a soucouyant is a mass of randomly hoarded things including arms, armor, items of equipment, loose coins, crystals, gems, jewelry, etc, of $50,000 to $500,000 or more value (d10 x 50,000, a result of 10 indicating a re-roll, and if a 9 results, add d4 x $50,000 to the pervious total, a second 10 adding d10 x $50,000 to the total. There is a 60% chance for d4 very minimal and/or d3 minimal Extraordinary item, a 50% chance for d2 low moderate item(s), a 40% chance for one moderate item, a 35% chance for one good item, a 30% chance for one very good Extraordinary Item, a 20% chance for one strong Extraordinary item, and a 10% chance for one Very strong object in a typical soucouyant hoard. (Thanks to Angel Stewart.)

Dockalfar

Appearing: 2+ or 201-300 + (Always the former number unless a hidden underground community is encountered.):

The race of Dockalves is entirely subterranean. They are more akin to Alfs (a fair Alfar race) than to Dwarves, although the sometimes associate with the latter and are not on amicable terms with the former. The Dockalfar race is generally as handsome as any Lyf (also a fair Alfar race), some rivaling even the Alf in comeliness, but some also misshapen and ugly. They are typically as tall as humans, slighter of body on average, but of lithe and sinewy build. These finely featured folk have complexions of deep blue or even indigo color, hair of deep green, blue-black, or occasionally pale lilac to violet tresses; their eye coloration ranges from golden through green and blue to indigo.

The race has the singular capacity to adjust their body structure (including what is worn and carried) in one ABC of time so as to be able to move at normal speed (walking or even running) through earth or stone for up to 12 seconds time, and if at that time still in solid material return instantly to their starting point.

All Dockalfar are very intelligent, have the general scope of human Abilities (as suited to their environment), and each individual possesses a singular Power of Psychogenic Ability, some individuals being able to utilize several (2-4) such Powers.

The race is naturally physically strong and gains a Physique Ability bonus of 1-6 points Harm, is quick of movement, and has recuperative powers twice as rapid as those of humans. Dockalves are naturally stealthy, with a base capacity equal to Stealth Ability of 50. All of the senses of the race are above human norm, and they see in darkness as well as humans do in light, with light conditions being the reverse of our own, viz. full daylight is as pitch darkness is to us.

Dockalves dwell deep underground in small communities of their own kind, with possibly some servants and guard creatures, but basically discreet in regards mixing, save with possibly Huldra. They have a somewhat feudalistic social organization, although all their folk are considered free and near-equal. In this regard, males are not held superior to females, and a queen is as likely to rule as a king.

It is important to note that Dockalfar are studious in pursuit of arcane lore, and many possess Arcana Ability and Extraordinary Abilities other than that of Psychogenic sort.

Some are neutral in regards to other intelligent creatures, but many are of what can only be called malign nature, perceiving other races as lesser and to be used. Thus, Dockalfar might have slaves, exploit other races, or kill them without qualm. This seems to hold especially true of the most beautiful and the most ugly of their kind.

If a community is encountered it will be in a great cavern, and entrance thereto is certainly akin to that of a great, walled city, in that there will be fortifications and guards. Therein will be free-standing buildings and rooms and galleries hewn into the walls of the space occupied. Falling water, fountains, gardens of subterranean flora, and community structures will be found therein—sufficient space for thousands although only a few hundred dwell there. Even the most ordinary of Dockalves require several large rooms each, and the upper classes have commensurately greater space requirements. Common spaces are of polished natural rock, with sculpture and carving throughout. More elite places feature facings of decorative, ornamental, and near-semi-precious minerals such as lapis lazuli.

These subterranean grottos are constructed by hired Brownies, Dwarves, and gnomes, then finished by the Dockalves themselves, using their hands and Extraordinary energies to complete their abode.

It is not then surprising to find that the furniture, decoration, and garb of this Alfar race is more like that of some human community, with the least of the lot having things such as a wealthy gentleman might display.

Ordinary Dockalf

Appearing: (50% of total number encountered in a community)
H: 31-40
P: 21-30
S: 13-15.

Attack: Typical weapons are dagger or hammer and whip staff (staff sling that is a fighting staff the leather portion of which can be used as a whip or sling) or short thrusting sword. Physique bonus Harm of 1-2.

Defense: Buckler for 6 vs. one opponent if not staff-armed and 1 or 2 armor plus reaction speed for overall protection of 5 or 6 discounting buckler.

Wealth in contemporary terms is in the range of $100-$400. There is no chance for an Extraordinary object.

Guard Dockalfar

Appearing: (All of the randomly encountered number of 1-12, 40% of total number encountered in a community)
H: 41-60
P: 36-55
S: 15-18

Attack: On average one-third number armed with repeating hand-catapult-type shuriken launchers (discharging two missiles/ABC, 10 in all before needing a new clip and spring rewinding [one AB to accomplish the latter]) and short thrusting sword and long dagger, one-third number with long spear, short thrusting sword, and long dagger, and one-third armed with battle hammer and heavy knife. Physique bonus Harm of 5-6.

Defense: Buckler for 6 vs. one opponent and 4 armor for total protection of 8 discounting buckler.

Wealth in contemporary terms is in the range of $700-$1,200. There is a 5% chance for one very minimal and/or one minimal Extraordinary object.

Officer Dockalfar

Appearing: (One per four guards randomly encountered, 10% of total number encountered in a community)
H: 46-65
P: 41-60
S: 15-18

Attack: Typically a repeating hand-catapult-type shuriken launcher per Guard weapon), thrusting sword, and long dagger. Physique bonus Harm of 3-4, and Chivalry bonus Harm of 5-10.

Defense: Buckler for 6 vs. one opponent and 6 armor for total protection of 9 discounting buckler.

Wealth in contemporary terms is in the range of $1,100-$2,000. There is a15% chance for one very minimal, one minimal, and/or one low moderate Extraordinary object.



Cavalier Alfar

Appearing: (One per group if eight or more guards randomly encountered, 5% of total number encountered in a community)
H: 56-75
P: 51-70
S: 15-18

Attack: If mounted lance and battle hammer, and/or on foot thrusting sword, and long dagger. Physique bonus Harm of 5-6, and Chivalry bonus Harm of 11-15.

Defense: Buckler for 6 vs. one opponent and 7 armor for total protection of 10 discounting buckler.

Wealth in contemporary terms is in the range of $2,100-$4,000. There is a 35% chance for one very minimal, one minimal, one low moderate, and/or one moderate Extraordinary object.

Noble Dockalfar

Appearing: (One per 25 residents encountered in a community)
H: 61-90
P: 61-80
S: 16-19

Attack: If mounted lance and battle hammer, and/or on foot thrusting sword, and long dagger. Physique bonus Harm of 5-6, and Chivalry bonus Harm of 15-20.

Defense: Buckler for 6 vs. one opponent and 9 armor for total protection 12 discounting buckler.

Wealth in contemporary terms is in the range of $5,000-$20,000 in coins and gems/jewelry. There is a 40% chance for one very minimal, one minimal, one low moderate, one moderate, one good, and/or one very good Extraordinary object.

Priestess Dickalfar

Appearing: (One per 50 residents encountered in a community)
H: 21-50
P: 21-50
S: 17-20

Attack: Theurgy Powers at 71-90 score, and long dagger, Physique bonus Harm of 3-4, and Chivalry bonus Harm of 5-10.

Defense: 9 armor for total protection of 12.

Wealth in contemporary terms is in the range of $5,000-$12,000 in coins and gems/jewelry. There is a 40% chance for one to three very minimal, one to three minimal, and one to three low moderate Extraordinary items as well as a 10% chance each for one moderate to extreme Extraordinary object.

Wizard/Wizardress Dockalfar

Appearing: (One per community)
H: 21-50
P: 21-40
S: 17-20

Attack: Enchantment and Psychogenic Powers at 61-90 score, and long dagger. Physique bonus Harm of 1-2, and Chivalry bonus Harm of 1-5.

Defense: 11 armor for total protection of 14.

Wealth in contemporary terms is in the range of $7,000-$12,000 in coins and gems/jewelry. There is a 50% chance for one to three very minimal, one to three minimal, and one to three low moderate Extraordinary items as well as a 20% chance each for one moderate to extreme +. Extraordinary object.

King Dockalfar

Appearing: (One per community)
H: 81-110
P: 61-90
S: 15-20

Attack: Possible Extraordinary Ability Powers of any sort at from 55 to 100 score and if mounted lance, battle hammer and *Hand of Destruction* with 11-20 ammunition crystals, and/or on foot *Hand of Destruction* with 21-30 ammunition crystals, thrusting sword, and long dagger. Physique bonus Harm of 1-6, and Chivalry bonus Harm of 21-25.

Defense: Buckler for 6 vs. one opponent and 11 armor for total protection of 14 discounting buckler.

Wealth in contemporary terms is in the range of $55,000-$100,000 in coins and gems/jewelry. There is a 40% chance each for one very minimal to extreme Extraordinary object.

Queen Dockalfar

Appearing: (One per community)
H: 41-70
P: 51-80
S: 19-22.

Attack: Possible Extraordinary Ability Powers of any sort at from 55 to 100 score and long dagger. Physique bonus Harm of 1-4, and Chivalry bonus Harm of 11-15, and Tricks Harm bonus of 6-10.

Defense: 12 armor for total protection of 16.

Wealth in contemporary terms is in the range of $51,000-$150,000 in coins and gems/jewelry. There is a 40% chance each for one very minimal to extreme ++ Extraordinary object.

Gargoyles

While dangerous to humankind and all other creatures of Earth, gargoyles are primarily predators of large and dangerous species not native to this world. In this regard, they are then viewed with mixed emotions. The three known species of gargoyle are distinct and quite different in form and habitat. These three are the chthonic gargoyle, escalading gargoyle, and volitant gargoyle.

All species of gargoyle are, at the very least, semi-intelligent. They converse with each other and can understand—even speak—a hundred or more simple words in human language. Gargoyles are not mutually hostile, and at times different species have been reported acting in cooperation, although this is not common.

Gargoyles are all relatively small, no larger than a small leopard. All gargoyles are lean in the extreme, but have a sinewy musculature that gives them exceptional strength. The sum of those factors, combined with their agility, tough hide, and natural weapons, makes them most deadly adversaries.

It is not unknown for gargoyles to work in cooperation with humans against other monstrous creatures. Some have been induced to dwell in, and serve as guardians of, communities, although this also involves perils. Stone replicas of gargoyles often serve to deter other creatures from venturing near the place displaying such figures for fear that the carvings might be real.

Chthonic Gargoyle

Appearing: 1 (25%) or 2-5 (75%)
H: 41-50
P: 51-56
S: 10 attacking / special moving

Note: Speed of movement varies by medium: Speed 1 when burrowing through hard sandstone, 2 through soft sandstone, 3 through chalk, 4 through hardpan clay and gravel, 5 through hardpan clay, and so forth, to travel through sand or soft soil at Speed 10.

Attack: A gargoyle may breathe a three-foot-range, VT exhalation for 3-5 Harm that ignores armor. It may also use a combined claw and bite attack for 9-12/6-8 (d6 +14) Harm.

Defense: A gargoyle has scaled, very tough hide, and exceptional reflexes for 15 points of protection.

The basic coloration is that of stony earth tones, from faded black to ochre, clay etc. The shape of the body is somewhat canine, with sloth-like appendages, and the head has a vaguely demonic visage. Chthonic gargoyles are found in all regions, from the relatively temperate to equatorial. These creatures tend to burrow underfoot and then rise up suddenly to attack.

Escalading Gargoyle

Appearing: 1 (20%) or 2-7 (80%)
H: 46-55
P: 46-55
S: 14 attacking / special moving

Note: Speed varies by movement: Speed 20 when climbing down, 10 climbing sideways, and Speed 5 when climbing up or overhead along a ceiling.

Attack: An escalading gargoyle breathes a constant, three-foot-long flame exhalation for 6-8 Harm that ignores armor. It can also use a combined claw attack for 6-8/6-8 (1d4 +12) Harm.

Defense: An escalading gargoyle has very tough hide, and this combined with its reflexes provides 13 points or armor.

The basic coloration is that of dark earth tones, such as burnt umber, sienna, etc., or moss or other greenish color. The body is somewhat feline, with simian-like appendages, and the head has a vaguely human visage. Escalading gargoyles are equally at home in dense forests, rocky terrain, underground places, or in cities where many stone constructions are found. These creatures tend to attack from above, springing or dropping from ambush.

Volitant Gargoyle

Appearing*: 1 (30%) or 2-8 (70%)*
H: 36-45
P: 41-50
S: 18attacking / special moving

Note: Speed varies by action: Speed 36 when swooping, 9 when climbing, and 18 during level flight.

Attack: A volitant gargoyle breathes a six-foot-long toxic exhalation for 3-5 Harm that ignores armor. The toxic fumes reduce Speed Base Rating in subjects by 1 for each 5 points of Harm, with the loss recoverable only after one day. The target is permanently turned to stone (lithification of body) if all Speed is lost in this fashion. It may also use a claw and bite attack when on the ground for a combined 5-9/5-9 (1d8 +10) Harm.

Defense: The tough hide and fast reflexes of the gargoyle give it 14 points of armor protection.

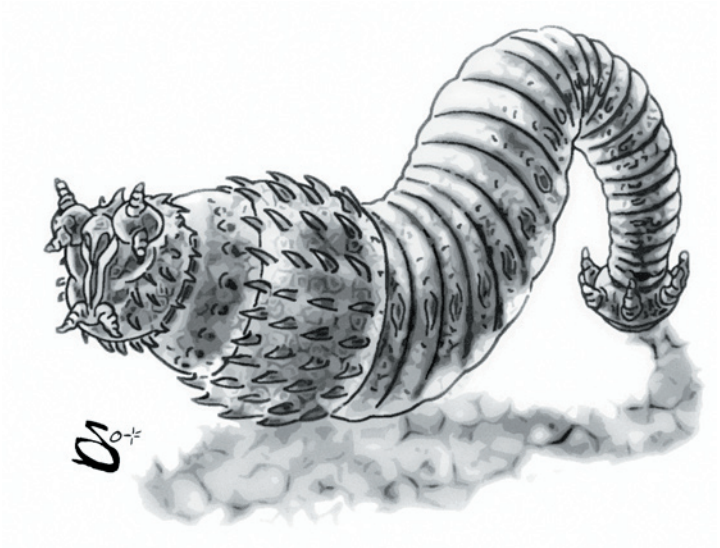
The basic coloration ranges from pale gray-blues to dun. The body is somewhat reptilian, with fin-like wings, and the head has a vaguely avian raptor visage. Volitant gargoyles are equally at home in dense forests, hilly or mountainous terrain, or in cities where tall constructions are found. These creatures always attack from the air, swooping down and using their breath several times against prey before landing and adding talon and beak to the assault.

Slate slug

Appearing: 10-100:
H: 3
P: special, see below
S: 1

Attack: When the shell of one of these things is cracked, internal substances ooze out, adhere to and mix with those of any second individual likewise "broken" so as to form an acid and thus attack a host (see below).

Defense: The carapace is near-rock-hard but is breakable by a weight of not less than 75 pounds coming down hard upon the creature's shell.



If two slugs' internal substances intermix it takes about one minute, realtime, thereafter for an acid secretion sufficient to eat through intervening substances (leather or metal, no matter) to reach flesh. Pain will notify the victim that he or she is about to be the host and main course for the new generation of fast-growing new slate slugs. Host health degrades at 1% per minute after infestation, and the sight and sounds aren't pretty.

Slate slugs in any stage are harmed by freezing cold or water heated above boiling or exposure to open, hot flame. In ooze form a slate slug is harmed only by the above or a strong alkaline solution. The trick to stopping them is immediate immersion of the exposed flesh in alcohol. This makes the conjoined blob intoxicated, it drops off, and it can then be disposed as noted.

If already entered into flesh, there is a 100% chance, less each minute of propagation, to induce the immature batch of slugs to leave and go to another host. This requires immediate consumption by the host of at least a half of a cup of pure alcohol (eight ounces of 100 proof liquor, five cups strong wine, five pints of ale. The current host must consume that quantity or there is no chance of getting rid of these creatures and thus surviving. Five minutes after drinking, cool or cold raw flesh, with blood awash if possible, in a mass of at least three or more pounds, is pressed to the point of entry to serve as a lure. There is then a 75% (+5% per added three pounds of flesh being offered) chance for the things to reverse course. Physical Harm done to the former host remains but will heal normally. As with many infestations, Extraordinary means of extraction or extermination are possible as the GM determines, and the Theurgy Ability General Power, *Exterminate Internal Parasites* is an unfailing cure.

Springbat

Appearing: 1-2
H: 4
P: 20
S: 10 attacking/20 moving—and special, see below.

A cat-sized, long-limbed chiropteroid.

Attack: supersonic shriek that paralyzes momentarily (two seconds time) anyone within 9-foot radius so the springbat can attack first delivering 1-3 points of Harm by a bite with VT that causes no

lasting Harm but the toxin relaxes muscles for two to five minutes realtime if maximum Harm (3) is indicated. All combat ability is lost while the toxin is active.

Defense: Size and evasion give an effective armor protection of 4.

When disturbed a springbat becomes active, utters its shriek, and springs up on kangaroo-like kind legs to a height of about six feet, so as to flutter to safety. If it is attacked when so doing it becomes confused, utters more shrieks, and bites at the nearest threatening individual.

Springbat, unnatural

Appearing: 1
H: 40
P: 40
S: 10 attacking/20 moving—and special, see below.

A lynx-sized, long-limbed chiropteroid.

Attack: A supersonic shriek that paralyzes momentarily (two seconds time) anyone within 18-foot radius so it can attack first, 1-6 points of Harm from a bite with VT that causes permanent 1-2 Harm in Health Base Rating, and relaxes muscles for two to five minutes realtime. All combat ability is lost while the toxin is active. A bite bypasses full armor 10% of the time, half armor 50% of the time.

Defense: Evasive movement and size provide 5 armor protection. A creature made through Extraordinary means.

Subterranean flora, miscellaneous

Air fungus: A one- to four-foot diameter, fleshy spherical fungoid growth that springs from damp rock or stone, drawing most of its nutrient needs from the air only. Most of its varieties are not poisonous and provide food for many subterranean creatures. Some are lighter than air.

Basket fungus: A solid, fleshy hemispherical fungoid growth ranging from a foot or less in diameter to two or more feet size. It is mobile and moves very slowly, a few feet an hour, on many thousands of surprisingly tough, rhizome-like growths to find and consume organic waste material. It is generally poisonous, although what it last consumed might affect this, and so provides food for many subterranean creatures.

Block mushroom: This fungus is a large, rock-hewed fungus that grows in a square or rectangular shape. A typical block mushroom specimen is a foot or two deep and high, can reach several feet in length. Of course while one appears to be solid piece of stone, the fungus is soft, yields immediately to any weight over about 20 pounds placed upon it. The incautious spelunker thinking to step upon a solid surface is in trouble if the "stone" is actually a block mushroom. In any event, although the fungus has a vile smell and taste, its flesh is not actually poisonous, and many subterranean creatures seem to find it nourishing. When eaten by a human, it causes the consumer to feel nauseous and suffer a penalty of 10% to all actions—Abilities movement, etc.

Branch rockmold: A fleshy, near fungoid growth that also springs from damp rock or stone. It is not usually poisonous and provides food for some subterranean creatures.

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.

Creeping caveslime: A plant able to flourish with constant moisture and some unknown source of underground radiation. It makes the stone upon which it grows slippery, but it provides a source of nourishment for many sorts of creatures inhabiting lightless underground places.

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 3-20 Harm disregarding all protection on all things within a 10-foot radius.

Fakir's bed: This fungus grows in large patches about the size of a bed—a cot or a great one suitable for a giant. The many spiky tops of the plant look to be strong and sharp, like rusted iron. They are soft, though, and filled with an corrosive fluid. If one is broken, the fungus spike releases caustic ooze that delivers d4 Harm to whatever it contacts. This has little effect on ceramics, glass, stone, etc. but cloth, flesh, leather, metal, and wooden objects do suffer appreciable Harm to Health.

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.

Heat fungus: A fan-shaped fungoid growth that appears where there are both warmth and moisture. It grows in colonies of from a few to a score or more individuals, reaching a height of up to two feet. The flesh of this fungus is tasty even by human standards and provides food for many subterranean creatures.

Ladder fungus: This is a growth similar to a shelf-fungus, with a typical specimen about a foot and a half wide, with small rhizomes extending upwards and/or downwards to connect to its next step-like bar of growth. Small and light creatures can indeed use such "steps" to climb upwards or downwards. Any weight above about 25 pounds will break the fungus, of course, in the process possibly precipitating the one placing weight on

the seemingly firm surface. Some few subterranean creatures are able to eat this poisonous growth, but humans, for example, suffer 13-16 points Harm from so little as a small bite of it.

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 penetration, 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. *Note that the cap of this fungus looks much like a miniature array of calliope or organ pipes, these growth being from there the gas is expelled*.

Sub-human

Appearing: 14-50 +

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. All have Stealth Ability of c. 25%-50% and Waylaying Ability of 50%-75%, with a Physique Harm bonus of from 1-4 points.

Average (about 80% of all encountered)
H: 20-25
P: 20-25
S: 9-11

Attack: Weapons such as javelins, lassos, clubs, knives, etc. plus 1-2 points added for Physique.

Defense: An average of 4 armor protection.

Wealth in contemporary terms is around $100-$400 per individual in coins or crystals.

Irregular (about 20% of all encountered)
H: 26-35
P: 26-35
S: 10-12

Attack: Weapons such as club and knife or spear and axe plus 1-4 points added for Physique.
Defense: An average of 5 armor protection.

Wealth in contemporary terms is around $100-$600 per individual in coins or crystals.

Sub-leader/lieutenant (1 sub-leader per 10 average and irregular individuals)
H: 41-50
P: 41-50
S: 11-13

Attack: Weapons such as a spiked club and heavy knife with 3-4 points of Harm added for Physique.

Defense: Shield for 8 vs. two opponents and 6 armor protection.

Wealth in contemporary terms of around $1,000-$4,000 per individual in coins, crystals, etc.

Leader (1 per community)
H: 51-70
P: 51-70
S: 12-14

Attack: Weapon such as a sling, sword, cleaver, etc. with 4 points Harm added for Physique.

Defense: shield for 8 vs. two opponents and 8 armor protection.

Wealth in contemporary terms of around $11,000-$20,000 per individual in coins, crystals, etc.

Most sub-humans are on good terms with trogs and various sorts of quarrelsome and malign Alfar races such as Cave Trollkin but have little love for other sorts such as Dwarves, Gnomes and Grotto Wylfs.

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, certainly.



APPENDIX E: NEW EXTRAORDINARY ITEMS

Anti-VT Elixir: Low Moderate
Armor: Various sorts detailed below.
Leather Half Armor, Preternatural: Low Moderate
Steel Plate Full Armor, Preternatural :Major
Eye Extraordinary: Strong
Gauntlets, Preternatural, spiked: Moderate
Horn of Bull Strength: Good
Lucky Amulet: Moderate
Visor of Many Views: Major
Weapons, Standard Hand: Various sorts detailed below
Dagger, Long Supernatural: Moderate
Sword, Supernatural Hacking: Strong
Sword, Supernatural Piercing: Strong

Anti-VT Elixir Low Moderate
This Extraordinary liquid is generally found in a small flask that contains 10 doses. One dose is sufficient to neutralize any poison effects that exists or continues to cause Harm, or else actually restore 6-8 points of Health lost to VT.

Armor.

Leather Half Armor Preternatural Low Moderate
Provides protection equal to 6 armor. It will absorb up to 30 points of Harm form each single attack in each ABC without suffering damage itself, but Harm above 30 is damaging to the material, and each 10 Harm so absorbed reduces its protection by 2, viz. 4, then 2%, and lastly 0 (destroyed). Repair is possible by Extraordinary means only. There is no speed penalty for this garment

Steel Plate Full Armor Preternatural Major
Provides protection equal to 16 armor. It will absorb up to 55 points of Harm form each single attack in each ABC without suffering damage itself, but Harm above 55 is damaging to the material, and each 10 Harm so absorbed reduces its protection by 2 points, viz. 14, 12, etc. Repair is possible by Extraordinary means only. There is a speed penalty of 2 for this garment.

Eye Extraordinary Strong.
This supernatural object is a crystalline lens set in a platinum metal frame with a like handle, and set with 12 alexandrite gemstones. When used to examine an object, this device will reveal all of the Extraordinary facets of the item. However, each time it is used the energy within it is temporarily depleted, so that it may be employed only once per week to examine no more than one object. If sold to a wealthy person, it will fetch no less that $500.000.

Gauntlets, Preternatural, spiked Moderate
This Extraordinary Item is a pair of leather and steel gauntlets that add 2d4 shock Harm to blows with the fist, d4 points of the added Harm bypassing normal metal armor and/or affecting even large and tough subjects such as a cape buffalo or rhinoceros, for example. Note that characters with Unarmed Combat Ability can strike three times when wearing them, while others not so able can strike but one blow thus.

Horn of Bull Strength Good
This object is a normal seeming horn from a bull ruminant of any sort. Some are fashioned so as to be able to wind them as one might an alarm or hunting horn. It is enchanted to give the one possessing and keeping it on his person Physique Ability score. Each day it is on the possessor's person brings added score, 10 points for a maximum of 70 in one week's time. Even if the individual does not possess Physique Ability, this item will convey it at the score appropriate, up to 70 points, as long as the person has the horn on his person. The possessor is empowered by the horn for up to an hour's time whenever it's enchantment is used to add strength, then the energy from it is drained, must rebuild it over seven day's time. If the possessor is separated from the item, the energy must rebuild as if it had just been gained, i.e. at 10 points per day.

Lucky Amulet Moderate
This is a small token of luck of some sort such as a horseshoe nail ring, rabbit's foot, four-leaf clover in a glass holder, miniature copper horseshoe, miniature silver wishbone, exotic brass coin, or moss agate pebble. It adds 10 points to Luck Ability is the individual possesses it, or gives Luck Ability of 10 to whoever possesses it for a full day and keeps it on his or her person then and thereafter. If separated from the amulet, the effect requires 24 hours to re-activate.

Visor of Many Views Major
This Supernatural item must be attached to a metal helmet in place of a normal visor. There are five corundum gemstones set above the crystal panes that cover the eyeholes of the *Visor of Many Views*. Each stone, when touched, alters the enchantment of the crystal lenses in one ABC of time. Each gem has a different function. They are, from the wearer's right to left:

Amethyst (purple corundum): Enables vision in total darkness as if it were dusk.

Emerald (green corundum): Enables seeing at night as if it were twilight.

Sapphire (blue corundum): Enables telescopic vision at 50 times normal.

Ruby (red corundum): Enables microscopic vision at 100 times normal.

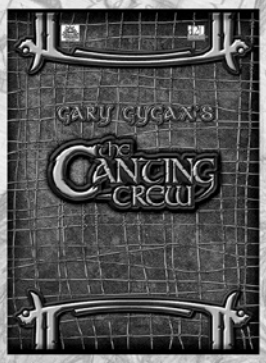
Topaz (yellow corundum): Enables viewing of non-corporeal things in sight range.

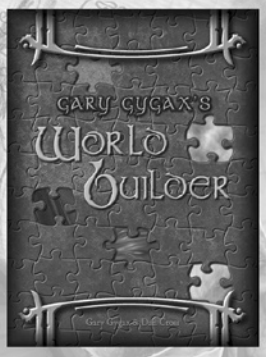
Weapons, Standard Hand

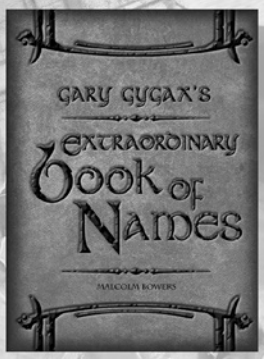
Dagger, Long Supernatural Moderate
Increasing Precision (in regards to Weapons Ability) by 15 or 20 and Harm by 9-12 or 6-8 points ignoring normal or Preternatural armor/protection

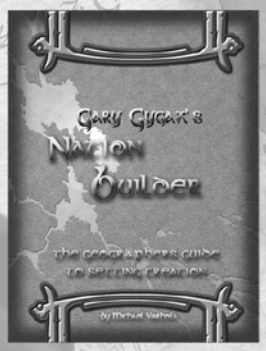
Sword, Supernatural Hacking Strong
Increasing Precision (in regards to Weapons Ability) by 25 or 30 and Harm by 9-12 or 6-8 points ignoring normal or Preternatural armor/protection, inflicting double Harm on either non-plate armor or any shield interposed in a successful attack.

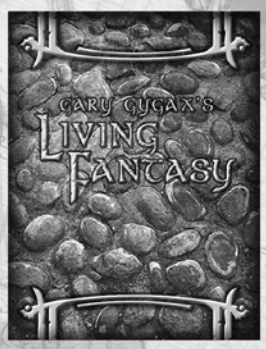
Sword, Supernatural Piercing Strong
Increasing Precision (in regards to Weapons Ability) by 20 or 25 and Harm by 17-20 or 13-16 points ignoring normal or Preternatural armor/protection.







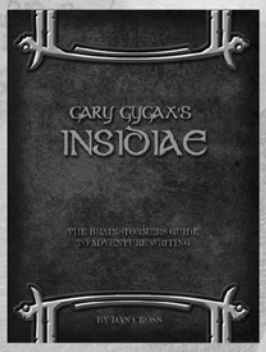






Gygaxian Fantasy Worlds

BY DAN CROSS



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