

CRAWLJAMMER
PRESENTS

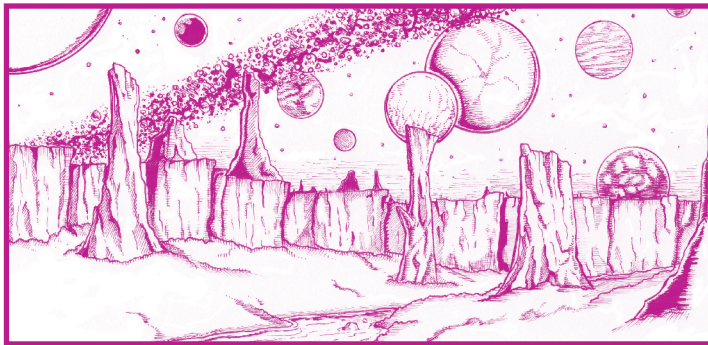
THE WEIRD WORM-WAYS OF SATURN



— CRAWLJAMMER —

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PRESENTS

THE WEIRD WORM-WAYS OF SATURN



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A PLANETARY CRAWL BY **DANIEL BISHOP**

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— CRAWLJAMMER —

THE WEIRD WORM-WAYS OF SATURN

PART ONE: ASHES AND WORMWOOD

AN ADVENTURE FOR 5TH LEVEL CRAWLJAMMERS

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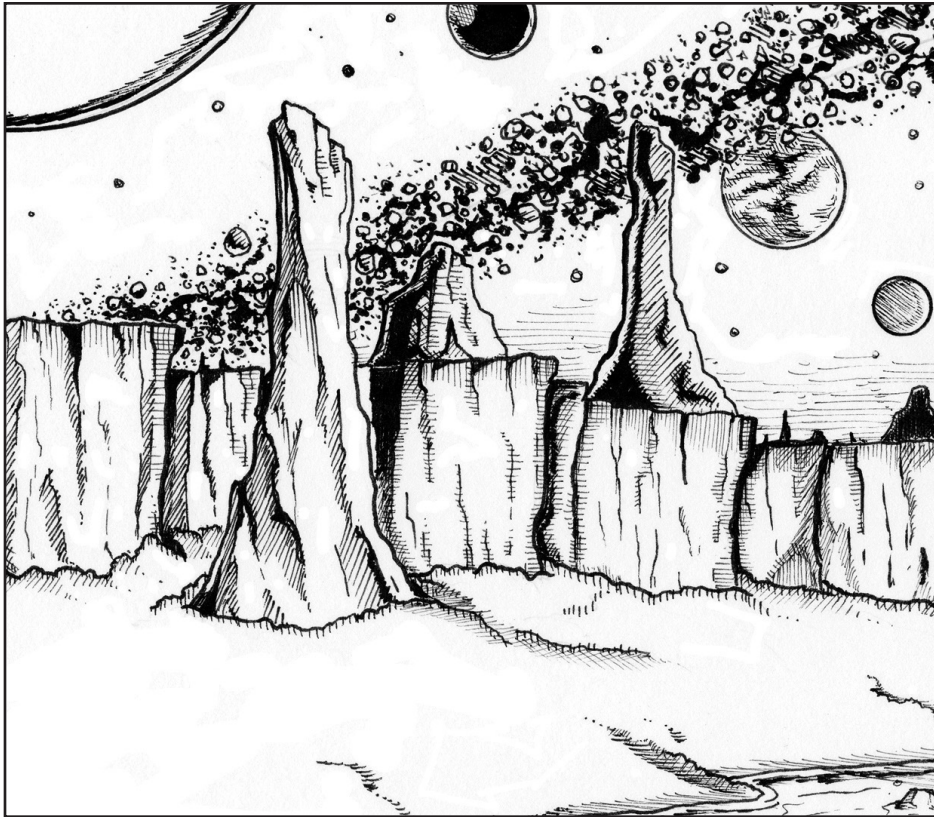
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INTRODUCTION

Saturn. Well known for the weird magnetic energies of its core, which attract even non-ferrous metals, and which pulled many a would-be Crawljammer to his doom in the early days of space exploration. Saturn. Legendary home of fierce Ape-Men and even fiercer giant worms, which devolved from a great civilization that once worshipped the vast demon-god Tsothoggua before the first great reptiles appeared to dominate long aeons upon the Earth.

It is said that the collapse of that civilization caused the weird energies of Saturn's magnetic core. Many, but not all, of that demon-haunted culture's works were drawn into the planet's crust, there to be crushed and consumed. Even so, there is a flux to that strange magnetic attraction. Once in several thousand years, the magnetic forces wane for a period, and ships may safely approach or land upon Saturn.

Luck: An Ape-Man's Luck modifier is applied to AC. An Ape-Man may spend 1 point of Luck to reroll any failed Strength check.

Poor Swimmer: Saturnian Ape-Men are poor swimmers, always making checks to swim with 1d10.

Zero-level Ape-Men: A 0-level Ape-Man begins with a +2 Climb Bonus and the Poor Swimmer penalty. To determine starting occupation, **roll 1d7: (1-3)** farmer (weapon: hoe [1d4]; trade good: basket of vegetables); **(4-5)** warrior (weapon: spear; trade good: hide shield); **(6)** worm hide

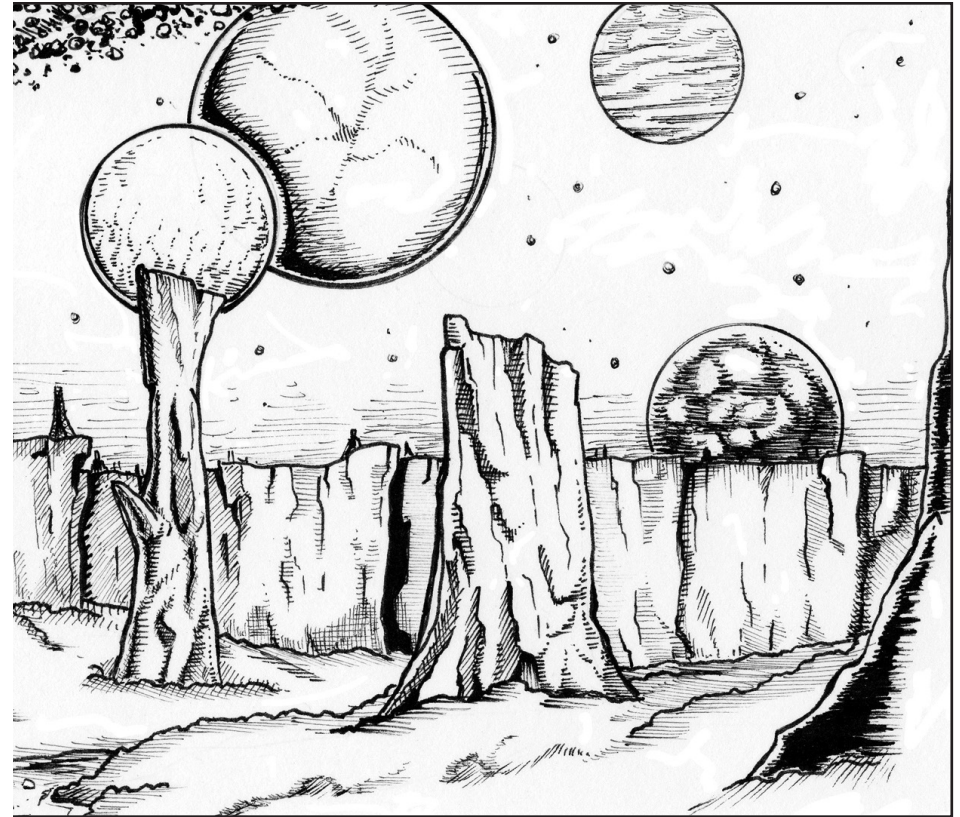
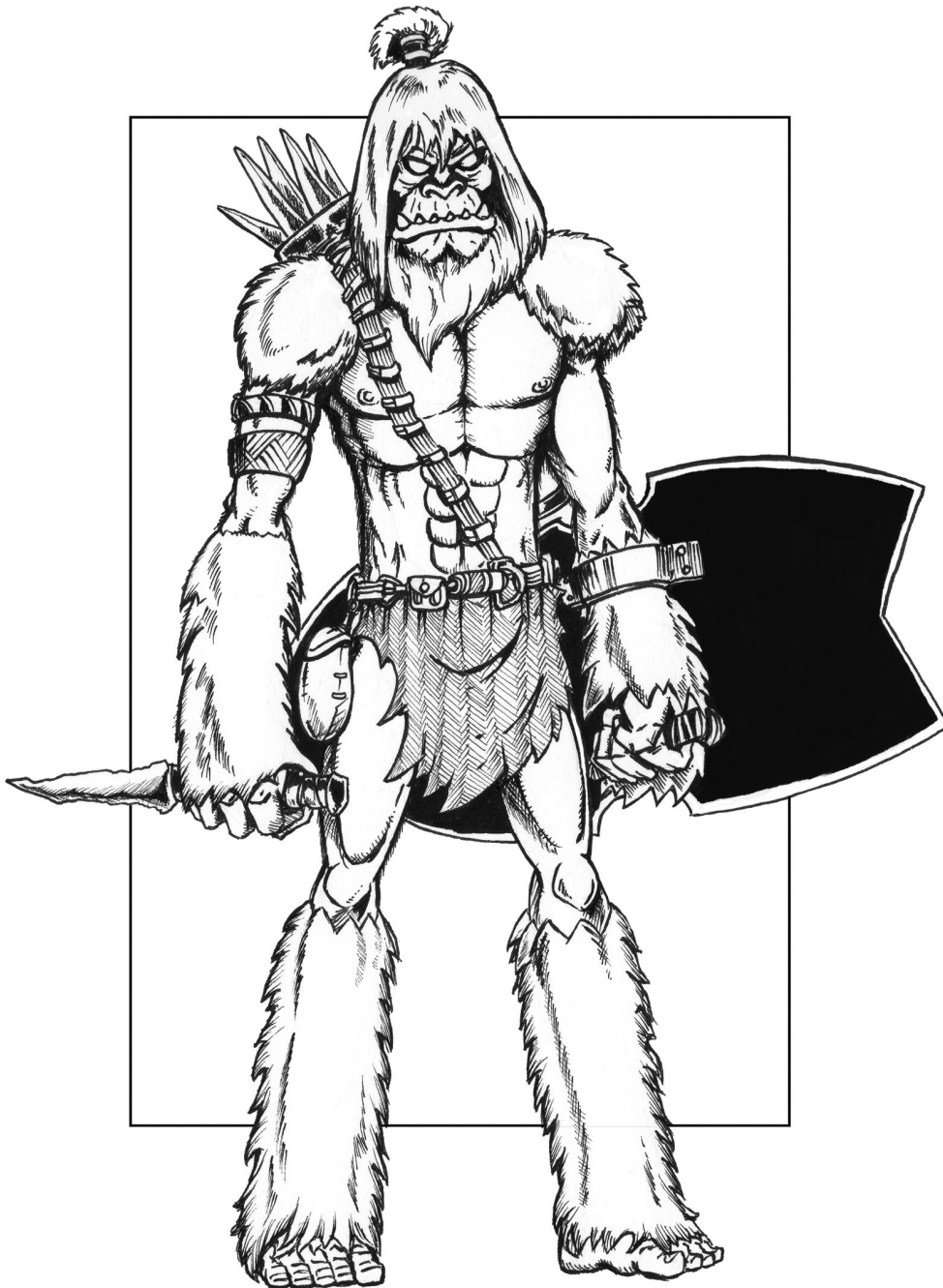
tanner (weapon: stone scraper [1d4]; trade good: 2d7 pounds of cured worm leather); or **(7)** Wormgod acolyte (weapon: club; trade good: 2d5 dried worm augury sticks).

NOTE: If the judge desires Ape-Man characters to become priests of the Wormgod (or other powers), he may allow Saturnian Ape-men to progress as Clerics (requiring twice the normal XP at each level), or he may use the normal level progression, below, and require that the would-be priest quest for additional powers and spells.

Level	Attack	Crit Die/Table	Action Dice	Strength Die	Climb Bonus	Wariness	Ref	Fort	Will
1	+1	1d4/II	1d20	1d3	+3	1 in 16	+1	+1	+0
2	+1	1d6/II	1d20	1d3	+5	1 in 14	+1	+1	+0
3	+2	1d8/II	1d20	1d4	+7	1 in 12	+1	+1	+1
4	+2	1d5/III	1d20	1d4	+9	1 in 10	+1	+2	+1
5	+3	1d7/III	1d20+1d14	1d5	+12	1 in 8	+2	+3	+1
6	+4	1d10/III	1d20+1d16	1d5	+15	1 in 7	+3	+4	+1
7	+5	1d6/IV	1d20+1d20	1d6	+18	1 in 6	+3	+4	+2
8	+5	1d7/IV	1d20+1d20	1d6	+18	1 in 5	+4	+4	+2
9	+6	1d3/G	1d20+1d20	1d7	+18	1 in 14	+4	+4	+3
10	+7	1d4/G	1d20+1d20+1d14	1d8	+20	1 in 3	+4	+5	+4

SATURNIAN APE-MAN LEVEL TITLES

Level	Title by Alignment	
	Lawful or Neutral	Chaotic
1	Warder	Lurker
2	Canyon-Walker	Outcast
3	Worm-Stalker	Worm-Feeder
4	Battle-Leader	Worm-Brother
5	Champion	Worm-Lord



The technomancer Satrampa, who has long made her cold dwelling upon the frozen ocean-moon Tethys, has predicted that such a time is near, and seeks adventurers willing to brave the ringed world's dangers. There they must locate the Vault of Zin in the Meticulous. She will pay a man's weight in gold for the black onyx ring long-dead Zin once wore upon his right hand. Failing that, she will pay the same weight in silver for proof that the Idol of Tsathoggua which one strengthened the ancient sorcerer's spells is no more.

This offer may come through the Perilous League, or the PCs may hear of a rich prize to be one in some spaceport dive. Searching the Perilous League archives may reveal that a technomancer named Satrampa has been rumored to occupy Saturn's moon, Tethys, for centuries even before the League was formed. If the judge desires, the PCs may also be able to track down a legend of an expedition to Saturn with the same objectives, over 1,000 years earlier. Lore has it that the previous expedition disappeared without a trace.

MEETING WITH SATRAMPA

Over 150 moons and satellites orbit ringed Saturn, most of them quite small, and most of the poorly known or unexplored. Tethys is much smaller than Earth's moon, being 666 miles in diameter in the Crawljammer universe (less than 4 miles different from our universe!). It is orbited by two even smaller irregular moons, Telestro and Calypso, making the sky an odd mixture of braided rings, Saturn's enormous disc, tiny-seeming far-flung moons, and the endless dance of Telestro and Calypso. Tethys is close enough to feel Saturn's pull on metals, slightly, but not close enough to have a game effect beyond an additional -1d shift to attack rolls with metal weapons at long range.

The surface of Tethys is cold enough to cause anyone remaining outdoors without protection 1d3 points of temporary Stamina damage each minute (Fort DC 10 negates). Even within Satrampa's palace of crystal and ice the temperature is cold enough to be uncomfortable. There is no requirement to meet with Satrampa before the adventure begins, and this adventure doesn't detail Satrampa's palace in detail.

Satrampa's servitors and guardians have ashen grey skin and sunken features, but they are not un-dead. The servitors wear clearly visible golden circlets, while the guards wear chain mail and helms of bronze. The headgear of each is wired into their skulls, connecting all to a mechanical

brain located deep beneath the palace. A Mighty Deed of 3+ can damage a circlet, and 4+ a helm enough to cause the creature to pause, twitching and sparking, for 1d3 rounds. A higher Mighty Deed can remove the device entirely, leaving the creature catatonic for 1d4 hours, by which time it must either be repaired or it dies.

So long as its headgear remains intact, these beings are able to act as a single unit. Each knows what any knows, and the artificial brain allows them to act in concert. This linkage may also be a weakness – if one fails a Will save, they are all affected...and so is the mechanical brain!

Servitor: Init -2; Atk makeshift weapon +1 melee (1d4); AC 9; HD 1d6; hp 4 each; MV 25; Act 1d20; SP hive mind; SV Fort +4, Ref -2, Will +15; AL L.

Guard: Init +2; Atk spear +3 melee (1d8); AC 16; HD 2d6; hp 7 each; MV 20; Act 1d20; SP hive mind; SV Fort +6, Ref +0, Will +15; AL L.

Should the PCs approach within 100' of the mechanical brain, it can defend itself with powerful psionic attacks (3d3 temporary Personality damage; Will DC 20 negates; 0 Personality indicates catatonic state lasting 1d3 days). It is housed in a sub-cellar where characters must get within 60' to have line of sight to the brain-machine. Destroying the mechanical brain kills all the connected servitors and guards instantly.

SATURNIAN APE-MAN CHARACTERS

You are a thin but towering man-ape with pale purple fur, tusks, and wide splayed hands and feet. You hail from the planet Saturn, where your people subsist off of melons, tubers, fruit, root vegetables, and the flesh of giant worms. You come from a people with only Stone Age technology, but with a strong spiritual connection to the Wormgod who crawls deep beneath the surface of Saturn.

Hit Points: A Saturnian Ape-Man gets 1d8 hit points at each level.

Weapon training: A Saturnian Ape-Man is trained in the use of club, dagger, and spear. An Ape-Man can throw stones up to 30' for 1d4 damage. They can also bite (1d4) or attack with fists (1d6) for lethal damage. They are trained in the use of shields, but do not normally wear armor. Armor sized for an Ape-Man costs 150% normal, and increases the Fumble Die by +1d on the dice chain.

Alignment: The Ape-Men of Saturn are usually Lawful; they need to work together to survive in the harsh landscape of their worm-dominated world. However, Neutral Ape-Men are not uncommon, and Chaotic Ape-Men exist, such as the rulers of Duggabask.

Strength Modifier Adjustment: A Saturnian Ape-Man gains a Strength Die that is rolled along with any check (including melee attack rolls and damage) that is Strength-dependent. This relates to adrenaline surges, and

does not change the Ape-Man's base Strength. The Strength Die is not a Deed Die, and high rolls grant no additional benefit.

Climb Bonus: Ape-Men are excellent climbers, and gain a bonus to making any skill checks involving climbing. Ape-Men are always roll 1d20 to make these checks.

Wariness: Even where surprise would automatically occur, an Ape-Man has a chance of negating that surprise (for himself only). This is in addition to any other chance for avoiding surprise that might apply to all characters.

Wormgod Omens: Given 10 minutes' time and access to some worm-based divination method, a Saturnian Ape-Man can access the mood of the Wormgod, gaining some idea of its favor or disfavor over the next 24 hours. Roll 1d5-3. If the result is 1 or 2, the Ape-Man gains one or two points he can use to modify one of his own die rolls over the next 24 hours (as if they were additional points of Luck). If the result is -1 or -2, the judge can use these points as a penalty to any single roll made by the Ape-Man, or as a +1 or +2 bonus to a roll made against the Ape-Man by an adversary, over the next 24 hours. If the result is 0, there is no effect.

Action Dice: An Ape-Man can use her Action Dice for attacks or climbing skill rolls.

L. Duggabask: *Here, where the canyon widens to meet a broad flowing river, is a mighty village of Ape-Men, consisting of a great many houses of wood and worm skin, some built to two or even three floors. Rising in the center of the village is a great stone mound, upon which squats a huge stone state, like a grotesquely corpulent toad crossed with a bat and some nameless thing more loathsome still. Hundreds of large Ape-Men dwell here, in a riot of noise and odors!*

The Vault of Zin is located within the enormous statue, which represents Tsathoggua. If one or more PCs can get within 100 feet of it, an event will occur which has not for over 1,000 years – the Mouth of Tsathoggua will open, revealing the doors to the Vault of Zin! Any Ape-Men who witness this instantly scatter in superstitious fear. Although they have “advanced” somewhat due to the influence of the foul elder god, their village did not exist when the Vault was entered last, and none of the Ape-Men are even aware that the Vault exists.

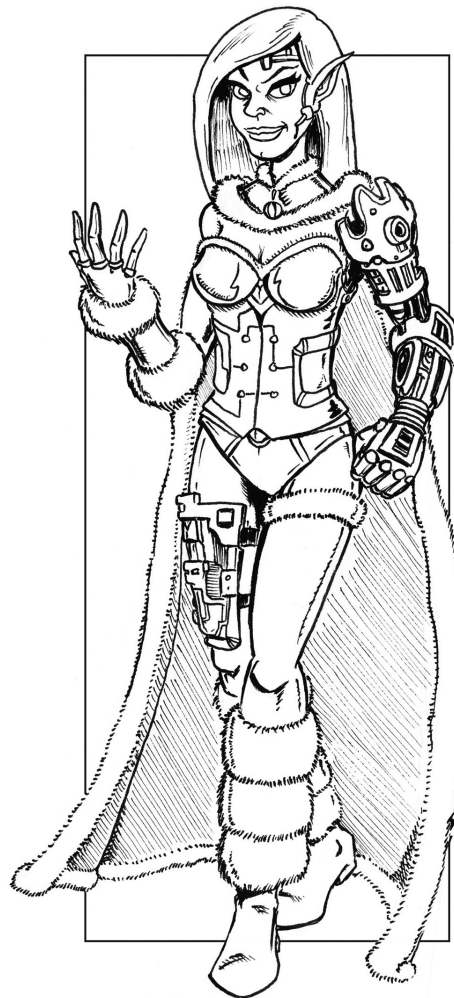
The Chaotic Ape-Men of Duggabask may not immediately notice a stealthy party. If they do notice characters, their first reaction is to capture then using lariats of liana fiber and worm sinews. Each of these attacks is rolled at a +3 bonus, ignoring armor (but not shields). Each hit reduces the target’s Action Dice by –1d on the dice chain. A PC whose Action Die is reduced

to 0 is helpless. Any given lariat can be escaped with a DC 10 Strength or Agility check, or by 5 hp damage with a sharp weapon vs. AC 9.

Captured PCs are dragged to a bloodstained stone in front of the statue of Tsathoggua. If possible, Aggor (see **Area K**) is present at this point — especially if she has already been slain once. Of course, bringing the PCs before the statue causes its mouth to open, and all the Ape-Men flee, including Aggor. Even helpless PCs can then work themselves free with 1d5+3 minutes of effort. A free PC can release another PC at a rate of 1 per minute.

Duggabask can marshal 253 Ape-Man warriors, each with 15 hp and armed with both spear and lariat. There are 345 Ape-Man farmers and servants (many of which are captives from Burdurask). There are 422 young, non-combatant Ape-Men as well.

The Vault of Zin will be fully detailed in **Part II: Vault of Ashes**, in the next installment of **Crawljammer**.



Mechanical brain: Init +6; Atk psionic attack; AC 14; HD 5d12; hp 28; MV 0'; Act 3d20; SP psionic attacks, control hive mind; SV Fort +10, Ref –15, Will +15; AL L.

Satrampa herself is a beautiful woman with pale green skin, lightly dressed despite the cold. Her black eyes hold a cold wickedness. She cannot avoid adopting a sly, sardonic expression when dealing with the PCs, especially when it seems they are not paying attention to her. She doesn't truly care if the PCs distrust her, or keep Zin's onyx ring for themselves. In truth, she is Zin the Meticulous' millennia-old lover, whose withered body is kept alive by arcane technology, and whose withered and decayed body is wreathed in an illusion of youth and beauty.

She is also Zin's insurance policy. She knows that any who dares to wear the onyx ring will be assaulted by Zin's ancient consciousness, still vital after all this time. Failing that, feeding the idol of Tsathoggua will provide enough life force for the dead sorcerer to maintain his link to this plane of existence until Saturn's magnetic field fluctuates enough for another potential victim to be sent after the onyx ring. Satrampa does not believe that the idol can be defeated by moral beings.

(If the judge desires, other parties can be introduced both as competition and as “red shirts” to demonstrate the perils of Saturn. This can also be

a source of replacement characters, or to fill needed roles in a small PC party...as each group is whittled down, necessity dictates that they work together to survive.)

If the party refuses the adventure, it hardly matters. Satrampa will likely be there to offer it again in a thousand years or so, and an adventure involving time travel may put opportunity in the PC's way once more.

Satrampa, powerful un-dead

technomancer: Init +1; Atk claw +4 melee (1d4) or bite +1 melee (1d6 plus Will DC 10 or lose 1d5 XP); AC 14; HD 8d6 + 2d12; hp 49; MV 30'; Act 2d20; SP spellcasting, cybernetic implants to increase Intelligence (18), techno-artifacts, control hive mind and mechanical brain, un-dead traits; SV Fort +7, Ref +4, Will +6; AL C.

SATURN'S MAGNETIC FLUX

Saturn's magnetic field fluctuates over the course of the adventure. The stronger the flux, the less metal is pulled towards Saturn, but the shorter the period of flux lasts. At the greatest level of flux, metal is actually repelled from the world's surface.

It is assumed that the PCs arrive on Saturn near the beginning of the magnetic flux, when it reaches stage 1.

Spells (+13 to spell check): *Hyper-repair* (*Crawljammer #2*, pp. 10-11).

Spells linked to primary techno-artifact (throne, +15 to spell check): *Magic missile*, *sleep*, *mirror image*, *scare*, *spider web*, and *control ice*.

Spells linked to secondary techno-artifacts (each to a different ring, +11 to spell check): *Chill touch*, *flaming hands*, *shatter*, *strength*, and *paralysis*.

At the end of each stage's duration, the flux increases until stage 5 is reached. Once the maximum flux is reached, the stages reverse, each lasting for a random duration, until the flux ends at stage 0. Characters on Saturn when stage 0 is reached are doomed to remain on the planet unless they have some means other than Crawljamming to escape.

K. Sacrificial Stones: *The canyon widens out here, and the riotous growth recedes to the edges of a clearing, a dry area raised from the general muck of the canyon floor. There is a structure of five standing stones here, spaced equidistantly in a circle around a central boulder. The central boulder is darkly stained with blood.*

Here Aggor, the Ape-Man priestess of Duggabask (see **Area L**, below), conducts blood sacrifices to the Wormgod and Tsathoggua. A group of 5 Ape-Man warriors wielding spears and wormhide shields always lurk around this area, as does Aggor herself. Every 5 minutes spent in this area results in a 1 in 4 chance of an encounter. These Ape-Men are always aggressive, and will not flee so long as Aggor lives.

Aggor can cast two healing spells at a 30' range each day, each healing 2 dice. In addition, she can cast 3 harmful spells to a range of 120'. These spells always do 1d8 damage unless a DC 16 Will save succeeds, but they have different manifestations and may have additional effects. **Roll 1d5:** **(1)** worms sprout from the target's flesh, doing an additional 1d3 Stamina damage if the save fails; **(2)** an ethereal worm of pure shimmering yellow force snaps at the target, biting successfully for normal damage each round until the save succeeds; **(3)** blood-red worms made of coagulated blood erupt from

the ground, causing an additional 1d3 temporary Agility damage if the save fails, as they seek to hold the target fast; **(4)** tiny azure pinworms streak from Aggor's outstretched finger, each point of damage indicates a worm that strikes true; or **(5)** the target feels worms crawling in his brain, taking an additional 1d3 Personality damage if the save fails.

If Aggor is slain, her body collapses into a pile of writhing worms. A bloated toad hops from her stomach, and a coal black bat erupts from her mouth. A character who succeeds in a DC 15 Reflex save may get a free attack as the toad immediately buries itself and the bat streaks away. The bat is AC 20 and has 5 hp. The toad is AC 12 and has 15 hp. If either survives, Aggor's flesh is reknit within 2d5 hours.

Aggor, Ape-Man Priestess: Init +4; Atk stone knife +3 melee (1d3+3) or spell; AC 16; HD 5d8+5; hp 30; MV 20' or climb 30'; Act 2d20; SV Fort +7, Ref +4, Will +7; AL C.

Ape-Man Warriors (5): Init +3; Atk spear +6 melee (1d8+3) or bite +2 melee (1d4+3) or slam +6 melee (1d6+3) or thrown stone +3 missile fire (1d4); AC 14; HD 3d8; hp 13 each; MV 20' or climb 30'; Act 1d20; SV Fort +5, Ref +4, Will +4; AL C.

Kaned and Ebar are Ape-Man farmers with 10 hp each, and Narle is an Ape-Man warrior with 18 hp. This Ape-Man village is predominantly Lawful.

I. Swinging Rapids: *Here a narrow line of swift rapids crosses the canyon. A structure of twisted vines and worm husks is built over the river, allowing one to swing across by moving hand-over-hand for 30 feet. Failure means dropping into the fast moving water below, and being swept away to the southeast.*

A DC 10 Strength check crosses the rapids. Thieves may add their Climb Sheer Surfaces bonus. Clever PCs may climb above the structure with a DC 5 Agility check, and can then cross the river with an Agility check (DC 10) rather than a Strength check.

Those who fail drop into the rapids, and are swept 1d5 hexes downstream, taking 1d3 damage per hex (Fort DC 10 reduces total damage by half).

J. The Deepening Way: *At this point, the canyon ends, becoming a tunnel headed roughly northwest. The alien growth of the Wormwood has colonized the outer reaches of the tunnel, where some light still remains, but only darkness and the dripping of water is beyond.*

This passage is taboo to the Ape-Men. Any character passing beyond the

area where sunlight remains feels a chill and a sensation of dread. There is a minor tremor as the Wormgod turns in the depths.

The dark tunnel seems to eat light, and no light illuminates more than 10' from its source. The pinkish-white walls of the tunnel seem to resemble the carved ribs of a colossal worm, glistening with moisture. The tunnel heads steadily down, corkscrewing deep into Saturn for several miles, before entering one of the buried ruins of ancient Saturn.

This area is left for the judge to develop, possibly as part of a future trip to Saturn, using planar step or similar magic. It is possible that the ancient civilization of Saturn colonized other worlds in the solar system, leaving arcane gates to pass to and from those worlds. Even in a Crawljammer campaign, crawljamming is not the only way to travel!

If the judge doesn't wish to develop this area further, the tunnel is collapsed after 1d5 miles. It is also the lair of Vombis leeches (**DC core rulebook**, p. 431), 1d3 of which are encountered on a 1 in 5 chance every 10 minutes of travel. Each mile traveled both increases the chances of encountering leeches (2 in 5, 3 in 5, etc.), and increases the number of leeches encountered using the dice chain (1d4, 1d5, 1d6, etc.).

These durations are given in terms of standard terrestrial days – the Saturn of the Crawljammer universe rotates far more slowly than that of our universe!

Satrampa will not lie about these effects. Rather, she urges those who would seek the Vault of Zin to be swift,

as the flux is unpredictable – lasting from under a week to over a month. She also urges characters to “go native,” carrying as little metal as possible, to avoid any negative effects from the planet’s magnetism.

Flux	Duration	Effects
0	Thousands of years	Metal objects are pulled downward with a force greater than any living being can resist, stopping only when solid stone is reached. Metal objects on a solid surface cannot be moved. Anyone carrying significant amounts of metal (including coins, weapons, buckles, or other gear) suffers 3d3 damage as these are drawn violently to the ground. Packs, bags, and pockets are torn. Earrings or piercings are ripped free. Armored characters are dragged to the ground, and begin to suffer 1 point of damage each round from the distortion of their armor. A trapped character can be cut free with a non-metallic blade in a number of rounds equal to 1d10 + the AC bonus of the armor. Standard crawljamming ships cannot fly, and are likely to be torn apart as fittings, gold mesh sails, etc., are pulled to the ground.
1	3d7 days	Metal items weight significantly more than normal (4 x). Characters in metal armor are at a -2d shift for initiative and attack rolls, and at a +2d shift for fumbles. Ranged attacks using metal weapons are effectively impossible, unless the target is directly below the attacker (in which case damage is at a +2 shift). Movement speed with armor on is decreased by 10'.
2	3d6 hours	Metal items weight twice normal. Characters in metal armor are at a -1d shift for initiative and attack rolls, and at a +1d shift for fumbles. Ranged attacks using metal weapons are at an additional -1d shift, unless the target is directly below the attacker (in which case damage is at a +2 shift). Speed wearing armor is decreased by 5'.
3	3d5 turns	Metal items are treated as normal.
4	3d4 minutes	Metal items are effectively half as heavy as normal. Attack rolls are at +2 using these items, but any metal weapon that is not strictly piercing has a -1d shift for damage. Wearing metal armor does not reduce a character's movement speed. Ranges for metallic missiles are doubled.
5	3d4 minutes	Metal is repulsed, “falling” upwards. A character wearing metal armor “falls” to the ceiling if indoors, taking normal falling damage, but ignoring the first 10' fallen. Outdoors, armored characters “fall” 30' into the sky each round. When this flux stage ends, they then fall 90' to 270', ignoring the first 10' fallen, unless somehow rescued before this occurs.

FEATURES OF SATURN

Saturn is an enormous world, many times larger than the Earth. The portion of Saturn where this adventure takes place consists of sharply broken lands – spires of broken rock striated in shades of brown, ochre, mauve, and green. The land is broken by threaded canyons. The spires are shrouded with heavy vines and pockmarked by shallow caves.

The hexmap for this region is divided into three general types of areas: rivers, canyons, and broken spires. Each hex is ½ mile across.

Rivers: Rivers flow from west to east. These rivers are mostly rapids, interspersed with calm areas and falls of various heights from the inconvenient to the deadly. The Ape-Men of Saturn make no boats, but the PCs could potentially create a raft. Travel downstream is swift (6 hexes every 10 minutes), but it is dangerous. A random encounter is rolled every 5 minutes while travelling on the river (1 in 3 chance of an encounter). The 3 mph average water speed is about 45 feet per round; to determine actual speed at an encounter location the judge can roll 6d10+15. In most places, a DC 10 skill check is required merely to avoid drowning while being carried along the stream; a DC 15 check is required to reach a bank (after being carried 1d3 hexes).

Canyons: The canyons are dimly lit, with muddy or boggy ground at their bottom more often than not, but they are strangely fecund with the weird plants of Saturn. This is the Wormwood – a vast tangle of trees, vines, and undergrowth rooted to the canyon floors and walls. Vegetation is typically hued in shades of yellow, pink, or red, with black-barked trees, and round, pentagonal, or hexagonal leaves being the norm. When Saturn's magnetic flux is weak, metal items dropped here are swiftly lost in the soft ground unless a DC 15 Luck check succeeds. Characters can typically travel 1 hex every 10 minutes, with a random encounter occurring on a 1 in 5 chance every half hour.

Broken Spires: Some parties may wish to attempt travelling in a direct line. Doing so is slow and dangerous – characters must succeed in a DC 10 check (Strength, Agility, or Climb sheer surfaces) in order to move 1 hex in 30 minutes time. Failure means it takes an hour to traverse the hex. Failure by 5 or more indicates a potential fall: Reflex save DC 10+1d6 to avoid falling 1d7 x 10 feet, taking standard falling damage. Creatures are rare among the spires, and a random encounter has a 1 in 10 chance of occurring every 3 hours.

bridge constantly clings and shifts underfoot. Creatures on the bridge move at half normal speed, and have a –2d on the dice chain penalty to all rolls. The nature of the bridge grants an additional +4 AC bonus to any creature on it against any creature attacking from outside. Any time a result would cause a creature on the bridge to fall, it must make a DC 5 Reflex save or fall off the bridge for 6d6 damage as it strikes the rapids below.

Whenever this bridge is used, there is a 1 in 5 chance of an encounter **(1d10): (1-4)** 3d4 Ape-Man farmers going to or from crops, **(5-6)** Ape-Man war party with 3d8 members, **(7)** 1d6+2 ring bats looking for prey, **(8)** 1 Saturn cat seeking to cross the bridge (and perhaps willing to talk), **(9)** a swarm of shimmer lizards, or **(10)** a manifestation of the Wormgod. Use random encounter information for statistics.

Ape-Men avoid fighting on the bridge, and will grant safe passage even if combat then ensues. Only if PCs on the bridge attack will they respond in kind. Even then they are reluctant to damage the bridge; worm skins of this size are not easy to come by!

Unless the PCs are extremely cautious, they will be spotted almost at once. Budurask has been raided many times by the village of Duggabask, and is constantly vigilant. Still, the village beyond the palisade has suffered – only 8 Ape-Man warriors, 90 farmers, and 5 children remain. 80% of these are male, as Duggabask has been raiding for females and child sacrifices specifically.

The Ape-Men cross the palisade by climbing (DC 10), and there is a palisade in each direction where canyon can be found. There are usually 6 sentinels to the south, and 3 sentinels each to the north and west. Beyond the palisade, many huts of worm hide and wood frame are burnt and/or empty. The entire village is grim, silent, and depressed, for they live in constant fear.

When they first encounter the PCs, the Burduraski will fear that they are a ploy of the Duggabaskers to weaken them further. If the PCs can demonstrate any victory over the Ape-Men of Duggabask, however, the Burduraski will hail them as heroes, as a sign of the Wormgod's favor, and as a new hope for their community.

Elderly Kaned and her husband Ebar are the Village Heads, but Narle, the chief remaining warrior, wishes to make a grasp for power if the chance arises. He feels that might, not wisdom, is needed to save his people!

H. Budurask: *The canyon ahead is blocked by a rough wooden palisade, built to a height of 30 feet. Wary Ape-Man sentries patrol the top.*

E. Glimworm Ford: *The canyon is intersected here by a broad, relatively gentle river current. You can hear the thunder of more rapidly moving water both upstream and down. Here and there you can see flashes in the water – opalescent worms about 4 to 6 inches long cling to a few of the flat stones.*

These mall worms are glimworms. They are not a hazard. Swallowed whole and alive, a glimworm grants 1d3 dice of healing – this first affects poisons, then diseases, and then wounds. A glimworm cannot help with wounds while a character is diseased, or with diseases while a character is poisoned. Saturn's Ape-Men are well aware of their healing properties, and consider them a gift of the Wormgod.

Finding 1d5 glimworms is easy if the ford has been undisturbed for several hours. Thereafter, it takes 3d10 minutes to capture each additional glimworm. They die in 2d3 minutes if not kept moist, but can otherwise survive up to 1d3 days away from their native waters.

F. Grimsurk: The Ape-Man village of Grimsurk is built of worm-skin membranes stretched over wooden frames to create platforms high among the trees of the canyon's Wormwood. As such, it is not immediately apparent to characters passing below. They collect rainwater in worm skin traps among the trees,

and eat food raw rather than risk tell-tale scents.

This eerily quiet Ape-Man village consists of 42 Ape-Man warriors, 78 farmers, and 34 children. All members of the village are adept in a complex sign language as well as the language of Saturn's Ape-Men. They believe that secrecy is the key to survival, and especially fear discovery by the village of Duggabask. To that end, they will attempt to capture PCs who discover them. Captives will be questioned by the three eldest Ape-Man warriors (Eveogg, Grangam, and Buhk; each has 20 hp) and killed if there is any doubt that they will keep the village secret.

This village is largely Neutral in outlook. Any Ape-Man from this village gains a +3 bonus to any skill checks involving hiding or moving quietly.

G. Wormsbridge: *A roaring cataract cuts through the canyon, creating a chute of white water and rocks some 60 feet below. Across the 120 foot gap, a tattered worm skin is stretched, the blue-grey membrane translucent near to the point of transparency. It is large enough for even the tallest among you to pass through it with room to spare.*

The worm skin is held onto the rock using many wooden and bone pegs. The skin is still strong and elastic, being oiled regularly with muckworm slime. Because of its elasticity, the

RANDOM ENCOUNTERS

1d7	Rivers	Canyons	Broken Spires
1	Flotsam	Ape-Man Farmers (3d4)	Deathjay (1d3-1)
2	Giant Flatworm (1)	Ape-Man War Party (3d8)	Ring Bats (3d6)
3	Hidden Rock	Giant Bloodworms (1d5)	Rockfall
4	Major Falls	Giant Muckworms (2d3)	Saturn Cats (1d3)
5	Minor Falls	Melon Patch	Shimmer Lizards (1d3-1)
6	Rapids	Vegetable Patch	Tunnel
7	Toadfish (1)	Wormgod	Wormgod

Ape-Man Farmers (3d4): Init +0; Atk wooden rake or hoe +4 melee (1d4+3) or bite +0 melee (1d4+3) or slam +2 melee (1d6+3) or thrown stone +1 ranged (1d4); AC 12; HD 2d8; MV 20' or climb 30'; Act 1d20; SV Fort +4, Ref +1, Will -1; AL L.

The Ape-Men of Saturn are tall and thin, with pale purple fur and wide, spayed hands and feet. Their tusked jaws are able to crack the toughest nut or deliver a nasty bite. They are largely agrarian, being far more likely to flee than to fight. If communications can be established, their knowledge of the canyons may be invaluable to the PCs. These Ape-Men are armed only with wooden hoes or rakes, as well as stones found lying upon the ground. When encountered they are (1d5):

(1) planting seeds from wormskin pouches, (2) harvesting nuts from bushes, (3) weeding a melon patch, (4) carrying bundles of vegetables back to the nearest Ape-Man village, or (5) clearing an area to create a new planting site.

Unfamiliar with metal, the Ape-Men view it as supernatural. The PCs may be able to establish themselves as gods or potent sorcerers in order to cow the Ape-Men or gain their aid. The judge should remember that a god who can bleed is not a god, and may face bloody consequences for his imposture. If even one Ape-Man manages to escape should the PCs become violent, the party is attacked by an Ape-Man War Party with +1 member per PC after 1d3+2 turns (see below).



Ape-Man War Party (3d8): Init +3; Atk spear +6 melee (1d8+3) or bite +2 melee (1d4+3) or slam +6 melee (1d6+3) or thrown stone +3 missile fire (1d4); AC 14; HD 3d8; MV 20' or climb 30'; Act 1d20; SV Fort +6, Ref +3, Will +1; AL L.

These Ape-Men carry spears and crude shields of cured wormhide stretched across a wooden frame. Unlike the farmers, they are prepared for conflict and not easily cowed. Unless looking for the PCs specifically, the war party is engaged in **(1d5): (1)** raiding an opposing village's gardens, **(2)** hunting (1 in 3 carrying 1d3 giant muckworms as game), **(3)** stealing mates from other villages (1 in 5 with 1d3 females already in tow), **(4)** on patrol against other raiders, or **(5)** fighting an opposing war party of 3d8 Ape-Men.

As with the Ape-Man farmers, metal armor and weapons fill these warriors with supernatural awe.

Deathjay (1d3-1): Init -1; Atk bite +8 melee (2d4) or tail swipe +5 melee (4d5); AC 14; HD 4d8; hp 17 each; MV 40' or climb 20'; Act 2d20; SP screech; SV Fort +4, Ref +0, Will +0; AL N.

Deathjays are six-legged creatures which resemble a cross between a wingless blue jay and a feathered stegosaurus the size of a horse. They nest among the broken spires, where females brood on clutches of 2d5 eggs 20% of the time, or seek immobilized prey to feed their chicks 5% of the time. The screech of a deathjay causes all within 30' to make a Fort save, with the result based upon the outcome, as shown on the accompanying table. If the roll for number encountered results in "0", roll **1d5: (1-3)** a deathjay screech is heard from afar -

D. Corpse Worms: Ahead, the canyon is blocked by the enormous, bloated corpse of a gigantic worm. Only part of it is out of the ground, but what you can see is a body at least 30 feet in diameter and of an untold length. Its glistening pink-red skin has pulled back in several areas, revealing rotting flesh beneath. The stench is incredible. Large bristles in the dead worm's skin offer a way to climb over it, if you wish to continue in this direction along the canyon.

It takes the average character seven rounds to cross the rotting body: three rounds climbing up, two crossing over, and two climbing down. Any character can use an Action Die to make a DC 10 Agility check to reduce the time needed for any step by 1 round, but only a Thief can attempt to use his second Action Die (if any) in this manner. Any roll made atop the worm has a -1d penalty on the dice chain due to unstable footing on the shifting gelid mass. In the event of a natural "1," in addition to any other penalties, a creature falls into the gelid mass, requiring a successful DC 5 Agility check to stand or move (this requires the use of an Action Die).

Characters can simply drop off the worm rather than climb down. This requires a DC 15 Reflex save on the first round to avoid 2d6 damage, or a DC 10 Reflex save on the second round to avoid 1d6 damage.

This body is infested with venomous

corpse worms, narrow green-black creatures between 5 and 7 feet long with mouths that separate into four sharply serrated cartilaginous plates (shaped like an X when closed). It takes the corpse worms 1d7 rounds to become aware that other creatures are in contact and move into position to attack. This means that one, several, or all characters may be able to cross the barrier without hazard. Once corpse worms appear, 1d3 additional worms appear each round.

Corpse worm venom is a neurotoxin causing a -5 penalty to movement and a -2 penalty to Reflex saves and Agility checks. A DC 10 Fort save negates, but penalties for failed saves are cumulative. If movement is brought to 0', a character is paralyzed for 10-30 minutes. Otherwise, the effect wears off in 1d3 minutes. Corpse worms lay eggs in paralyzed victims. These eggs do no harm, but chemicals created by the breakdown of dead tissue cause them to hatch, creating 1d5 corpse worms in a human-sized creature after death. These worms require 1d3 hours to grow before posing a menace. For every 10' a character's movement is reduced, it takes 1 more round to complete any step in crossing the dead worm's carcass.

Corpse worms (Up to 30): Init +0; Atk bite +3 melee (1 plus venom); AC 12; HD 1d5; hp 3 each; MV 10' or burrow 10'; Act 1d20; SP venom, lay eggs; SV Fort +3, Ref +5, Will +0; AL N.

Hydra worm: Init +4; Atk bite +6 melee (1d10+4); AC 14; HD 7d12; hp 7 per head; MV 20; Act 1d20 per head; SP crit on a 19-20, spit ammonia, death throes; SV Fort +9, Ref +7, Will +5; AL C.

The hydra worm's slimy body is studded with gem-like sequins, biological nodules that may be red, green, or violet. Once the body stops thrashing, these sequins may be harvested at the rate of 10 red a minute, 1 green a minute, of 1 violet every 10 minutes, with a maximum of 4d100 red (1 sp value) sequins, 4d24 green (1 gp) sequins, and 4d3 violet (1 ep) sequins. They are non-metallic.

The bones are from Ape-Men and other creatures. Examination may give clues about the creatures listed as random encounters. Characters entering the noisome cave discover that it goes roughly north some 200' before ending in a miles-deep chasm. What may be found below is left to the judge's discretion.

C. Turkorog: A village of Ape-Men is built where two canyon branches meet, comprised of many cave dwellings and a few buildings around a large clear pool. The buildings are made of translucent worm-leather stretched over black wooden frames. Worm meat is being smoked on racks over smoldering ashes. Males grind roots into a kind of flour. Children play. Females practice at arms, drink fermented brew, or simply talk in small groups.

The village of Turkorog is matriarchal. Males are considered the weaker gender, and perform menial tasks and rear children. Females hunt, fight, and command. When a Turkorog female is visibly pregnant, she retires in comfort, attended by her husbands, until her child is old enough to be weaned. Female PCs have a real advantage here, as the Turkorogi will assume they are in charge, and will deal with them by preference. The hairless skin of most PC species will fascinate the Turkorogi, who call it "worm-smooth" – some females may even try to add male PCs to their harems!

This village consists of 89 female Ape-Man warriors, 133 male Ape-Man farmers, 50 non-combatant Ape-Man children, and the Alpha Female, Grydris – a muscular Ape-Woman over eight feet tall. So long as the PCs have not assaulted villagers, are reasonably well-behaved, and are not known allies of Duggabask, this village is cautiously friendly. For Ape-Man warrior and farmer statistics, see the section on random encounters.

Grydris, Alpha Female Ape-Woman: Init +4; Atk spear +8 melee (1d8+4) or bite +3 melee (1d4+4) or slam +8 melee (1d6+4) or thrown stone +5 missile fire (1d4); AC 14; HD 6d8+6; hp 34; MV 20' or climb 30'; Act 1d20 + 1d14; SP Crits using 1d3 on Table G; SV Fort +7, Ref +5, Will +6; AL L.

disconcerting, but not damaging, (4) an abandoned deathjay nest is found, (5) a deathjay nest with eggs (1-5) or chicks (6) is found – the mother lurks nearby.

Flotsam: A jam of logs and matted vegetation across the surface of the river. PCs travelling downstream must succeed in a DC 10 skill check to avoid striking the mass; if they strike, each PC must make a DC 10 Fort

save to avoid 1d6 points of damage (from jarring, striking a log, and/or being thrown from their raft or boat). Characters can get ashore here with a DC 9+1d5 Agility check. Alternatively, they can free their vessel with 1d3 x 10 minutes of work.

There is a 20% chance of a creature on or below the flotsam (**roll 1d4**): (1) Ape-Man (as farmer, without weapon), (2) bedraggled deathjay (reduce hp by 2d4), (3) giant bloodworm, or (4) giant flatworm.



Fort Save	Result
1 or less	Victim dies
2-5	Victim is paralyzed for 2d3 x 10 minutes, and possibly taken to a nest to feed deathjay chicks.
6-10	Victim is paralyzed for 1d3 minus Stamina modifier rounds.
11-15	Headache gives victim -1d penalty to all rolls for 1d6 rounds.
16 or higher	No ill effect.

Giant Bloodworms (1d5): Init +1; Atk bite +0 melee (1 plus attach); AC 9; HD 1d6; hp 4 each; MV 20' or climb 10'; Act 1d20; SP attach, blood drain, hard to remove; SV Fort +1, Ref +2, Will +0; AL N.

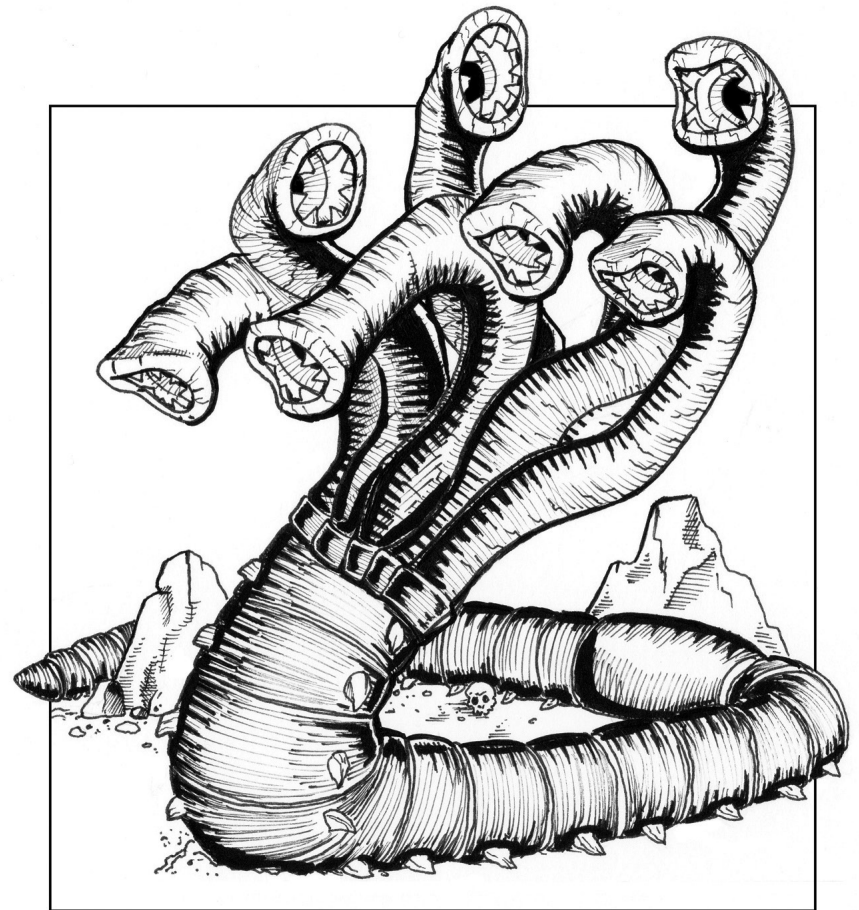
These are slender foot-long purplish-red worms with lamprey-like mouths. They live both along the ground and in the vegetation of Saturn's canyons, where they seek small creatures as prey. When a bloodworm bites an opponent, it latches on, sending a strong, narrow tongue like barbed wire into the wound. Dislodging this tongue requires a DC 15 Strength check while the worm lives, or a DC 10 check once it is dead. Once attached, they drain blood at the rate of 1d3 hp per round unless slain or removed.

The barbed tongue makes removal even more difficult – the wound continues to bleed (doing 1d3 per round) for 3d3 rounds, unless healed with an appropriate DC 5 skill check or the victim receives magical healing.

Giant Flatworm (1): Init -2; Atk bite +4 melee (1d6); AC 14; HD 3d8; hp 14; MV 5' or swim 30'; Act 1d20; SP snatch, immune to blunt weapons, regeneration; SV Fort +6, Ref +0, Will +0; AL N.

This is an enormous, planarian-like flatworm which normally subsists by filter-feeding, but which is willing to add both meat and vegetation to its diet. It has sharp silicate teeth, and any successful attack allows it to snatch a being off of a boat or raft, allowing for automatic damage on subsequent rounds. Escape is relatively easy – a DC 5 Strength or Agility check – but at that point it is likely that the victim's boat has been bourn downstream and the victim may face an unhappy choice between drowning, being devoured, or being lost, alone on Saturn.

Giant flatworms are difficult to kill. They are completely immune to damage from blunt weapons, and if reduced to 0 hp they are not necessarily dead – over a period of days or weeks, each part may grow into a new giant flatworm.



The cave is the lair of a hydra worm, an abomination 20' long whose forward section splits into seven "necks," each terminating in a lamprey-like mouth. The hydra worm smells like vinegar, and each head has a 1 in 5 chance each round of spitting a stream of caustic liquid ammonia (2d6 damage, Fort DC 12 for half). Like a true hydra, each "head" of a hydra worm requires 7 hp to destroy. Unlike a true hydra, hydra

worms regenerate slowly, and are slain if all their heads are killed. When the last head is reduced to 0 hp, the hydra worm's body begins to thrash violently, and does so for 1d7 rounds. Each round, all within 30' must succeed in a Reflex save to avoid 1d6 damage from the crushing bulk of the worm's body. The DC for this save starts at 15, but is reduced by 2 for each round the worm thrashes.

ADVENTURE START

Passing over the Broken Spires of Saturn – where the Vault of Zin is supposedly hidden – it is impossible to trace the narrow canyons amid the general alien foliage of the region. To the southeast of the Broken Spires is a relatively flat place large enough to set down your ship... and clear enough to see anything that might lurk waiting for you. A few strange formations rise from the ground, covered with brightly-colored vines and shrubbery.

Your information is that the Vault is somewhere in the center of the region north and west of you, where a river and the twisting canyons intersect. An entrance to the canyons winds down to the east from your landing site. Yellow, pink, and red leaves, and a tangle of black-barked trees and vines, create deep shadows below. Weird animal calls echo up from the foliage. A distant screech sets your teeth on edge.

Welcome to Saturn.

SET ENCOUNTERS

A. Landing Area: The starting area is a relatively clear region about a half-mile across. Spending 10 minutes clearing vines from any of the strange formations in the clearing reveals the eroded pieces of stone crawljamming ships, thousands of years old... or even older. Some are now so degraded that it is impossible to tell that they were ever worked stone. These are the remains of earlier expeditions, sent by

Satrapa to rescue or fortify her dead paramour.

Half an hour of hard digging is sufficient to uncover the first of many golden sails buried here. These sails are spread out, and are largely responsible for the reduced vegetation in the clearing. Uncovering a single sail enough to free it from the soil requires 2d3 hours of hard labor cutting through matted roots and removing heavy loam. These sails are heavy, even though they are not made of both cord and gold springs, with a 500 square yard sail weighing 200 pounds or more when dry. Saturn's magnetic pull may make them even heavier, although at Stage 4 of Saturn's flux, it is relatively easy to move the sails. At Stage 5, unless held down by sufficient weight, moving the sails may prove deadly.

There are golden rudders down there somewhere, too, but Saturn's magnetic pull has drawn them so deep that they will probably never be found.

B. Hydra Worm: *Where the canyon forks there is a deep pit in or cave undercutting the jutting rock dividing the ways to the north and the northwest. The area around the cave-pit is littered with bones, some apparently humanoid and others from the strange animals of this world. There is a strong scent of vinegar and ammonia here. The cave-pit itself is 15 feet in diameter.*

Giant Muckworms (2d3): Init -4; Atk bite -2 melee (0 plus psychedelic spores); AC 9; HD 1d8; hp 5 each; MV 10'; Act 1d20; SP surprise, psychedelic spores, eggs; SV Fort +2, Ref +2, Will +0; AL N.

These are three to seven feet long worms are ringed with bright patterns or black-and-white markings. They hide beneath the muck of the canyons, achieving surprise on a 1-5 on 1d6 (1-2 on 1d6 against the Ape-Men of Saturn, who hunt them for food, leather, and oil). Their bite does no damage, but may inject spores into the victim (Fort DC 10 negates). Any infected by these spores completely lose touch with reality for 1d5 minutes, and thereafter must make a DC 20 Fort save or suffer a -2 penalty to all rolls as the spore are metabolized over the next 1d5 hours. The Ape-Men use these spores to brew a potent drink called tsath.

Muckworms attempt to lay eggs in the bloodstream of victims affected by their spores. This requires 1d3+1 rounds where the worm is not being attacked, but allows no save. The eggs take 1d3 days to affect the host, who then suffers 1d3 points of damage to Strength, Stamina, or Agility (determine each point randomly) for 2d6 days. At the end of this period, 3d6 threadlike young muckworms exit through whatever orifice is available. The infestation can be cured with 3 dice of clerical healing.

Hidden Rock: A hidden rock in the stream ahead is hit unless someone is watching out for hidden water hazards (DC 5 Intelligence-based skill check to notice). Assume any character with an appropriate background is watching; otherwise the players must state this before the encounter. If the rock is hit, roll 1d4 for the rock and 1d8 for a raft or 1d6 for a makeshift dugout canoe. If the d4 result is equal to or higher than the other die result, the vessel is holed or capsized (equal chance of each).

Major Falls: The water level drops by 2d6 x 10 feet. The falls can be heard 1d3 hexes away. At 3 hexes, reaching the shore line instead of going over the falls requires a DC 5 skill check. At 2 hexes, the DC is 10. At 1 hex, the DC is 15. In the same hex, the DC is 20. Going over the falls causes normal falling damage. In addition, roll 1d6 for every 10' fallen; a boat is destroyed if the result of any die is a "1," unless a PC spends a permanent point of Luck to preserve it per "1" rolled.

PCs who reach the shore find a way to portage on a 1 in 6 chance. Portaging takes 1d7 x 10 minutes.

Melon Patch: The PCs discover a hidden patch of dark red melons, being grown by Ape-Men from the closest village. There is a 1 in 5 chance that a group of Ape-Man Farmers is in the vicinity.

Minor Falls: As Major Falls, above, but the drop is only 1d6 x 10'. The falls is heard 1d3-1 hexes away, and the DC for reaching the shore safely is DC 5 at 2 hexes, DC 10 at 1 hex, and DC 15 in the same hex. Portaging takes 1d5 x 10 minutes.

Rapids: An area of rapids requires a skill check (DC 1d12+5) to negotiate safely. If the check fails, all characters must roll a Luck check. Any character who fails sustains 1d6 damage while traversing the rapids. If all PCs fail, the boat is capsized and all PCs suffer an additional 1d6 damage. If the skill check succeeds, the PCs gain an extra 1d3 hexes of movement during this 10 minutes. If the skill check fails, the PCs lose 1d3-1 hexes of movement.

Ring Bats (3d6): Init +3; Atk tail whip +6 melee (1d6) or bite +2 melee (1d4 plus poison); AC 15; HD 3d8; hp 13 each; MV 10' or fly 40'; Act 2d20; SP tail whip 15' reach, screech, immune to cold; SV Fort +6, Ref +8, Will +2; AL C.

Brightly colored, alligator-sized reptilian bats that can fly within the space between worlds, ring bats nest among the jumbled ice and stone of Saturn's rings. They hunt in the rings, on Saturn's many moons, and along the higher reaches of Saturn itself. They have long, whip-like tails, which can strike at a foe up to 15' away. They can screech to disorient a single foe within 30' (Fort DC 15 negates), dropping that foe's next Action Die by -1d on the dice chain. Luckily for potential prey,

they are highly competitive, and an uninjured ring bat has a 1 in 3 chance of using its screech against another bat attacking the same creature, rather than against the creature itself.

The bite of a ring bat is mildly poisonous (Fort DC 5 or suffer 1d3 points of temporary Agility damage).

Rockfall: A rock fall threatens climbers. A DC 1d10+5 Reflex save avoids falling rocks (either falling from above or breaking from beneath climbers). 1d3 random PCs must save. Failure causes 1d5 (modified by Luck) d6 of damage (Fort DC 12 for half).

Saturn Cats (1d3): Init +1; Atk tentacle or pseudopod or bite or claw +2 melee (1d3); AC 15; HD 2d8; hp 9 each; MV 40'; Act 1d20; SP disorient, teleport; SV Fort +2, Ref +5, Will +4; AL C.

The cats of Saturn look nothing like terrestrial cats, yet any who sees one immediately understands that it is a cat. Other than that, Saturn cats defy easy description, being an ever-shifting mass about the size of a small dog. Attempting to comprehend a Saturn cat is disorienting; the PC must succeed in a DC 10 Will save with each action, or take a -1d penalty on the dice chain. These cats can teleport between worlds, possibly offering stranded PCs an escape route from Saturn. They are intelligent, and can be bargained with. Saturn cats and terrestrial cats harbor mutual implacable enmity, and attack each other on sight.

Vegetable Patch: The PCs discover a hidden patch of vegetables, being grown by Ape-Men from the closest village. Roll 1d5: (1) orange tubers, (2) pink carrot-like root vegetables, (3) purple leafy vegetables, (4) parsnips, or (5) blue pods. There is a 1 in 7 chance that a group of Ape-Man Farmers is in the vicinity.

Wormgod: Saturn's Ape-Men worship a great pallid Wormgod gnawing in the depths of the world. This is a real creature – the manifestation of the sins of Saturn's ancient civilization, or the physical representation of its punishment. When this encounter is indicated, roll 1d5 and consult the table below. Any Ape-Man present will know this to be an omen from the Wormgod.

1d5	Effect
1	Tremor: The ground shakes. In the Broken Spires, a DC 5 Reflex save is required to avoid a fall causing 1d6 damage. The Wormgod moves in the depths.
2	Earthquake: The ground shakes violently. In the canyons, a DC 5 Reflex save is required to remain standing. In the Broken Spires, a DC 10 Reflex save is required to avoid a fall (or falling rocks) causing 2d6 damage. The Wormgod is angry.
3	Vision: A miles-long pallid worm, over a mile and a half wide, rises in the far distance, writhes against the sky, and then collapses in silence. Was it real, or just a vision? Ape-Men who see it gain +1 Luck.
4	Fissure: A miles-deep fissure opens in the ground, 1d12 x 10' across. In a canyon, it cuts the canyon off completely in one direction. In the Broken Spires, a DC 5 Reflex save is needed to avoid falling into the fissure (which opens where the PCs are). The fissure closes after 1d6 hours. Anyone in the fissure when it closes, or who falls into it, is forever lost. The Wormgod hungers.
5	Wailing: The wailing of the ancient damned is heard from deep beneath the ground. The noise lasts for 1d7 minutes. The Wormgod warns of its displeasure. Ape-Men who hear the wailing lose 1 point of Luck.



A toadfish attacks with its sticky tongue, which has a range of 50'. Whatever is hit is drawn toward the toadfish's maw at a rate of 20' per round. The tongue is AC 15 and releases if dealt 15 points of damage or if a creature is drawn into striking range. Because boats are not used by the Ape-Men of Saturn, there is a 4 in 6 chance that a toadfish will initially target a boat or raft in preference to its occupants, succeeding if it hits AC 10.

If the toadfish's bite hits with a natural 19-20, in addition to other critical

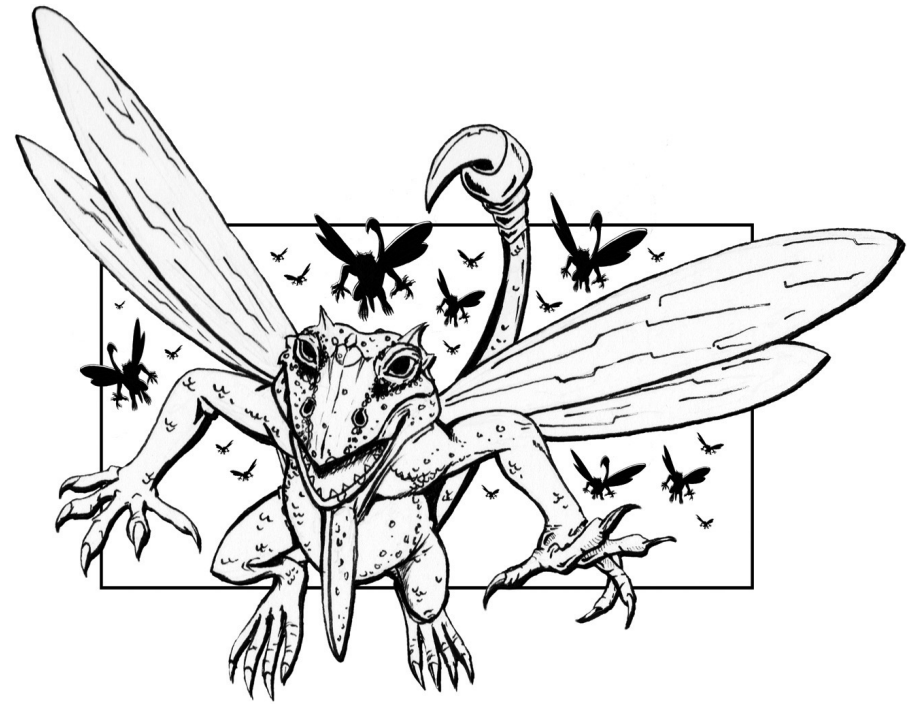
effects the toadfish swallows its prey whole. Swallowed prey takes 1d3 damage each round, and can only attack with a small weapon at -1d on the dice chain. It takes 1d6 rounds to cut a victim free, and the victim continues to take damage during this time.

Tunnel: The PCs locate a tunnel that seems to head in the direction they want. If the PCs test the tunnel, roll 1d12, using the modifiers of the PCs with the highest and lowest Luck scores in the group:

Result	Outcome
0 or less	The tunnel dead ends in (1d5): (1) a deathjay nest with two deathjays, (3-4) the lair of 1d5 shimmer lizard swarms, or (5) an area occupied by 1d6 Saturn cats (Will DC 20; if all PCs fail, they pass out, awakening 1d3 hours later in a location chosen by the judge, anywhere on the adventure map).
1-2	The tunnel moves in the desired direction for 1d3 hexes, and then sharply descends, terminating in a bottomless pit. The time spent exploring this area is lost.
3-5	The tunnel moves in the desired direction, but is riven by a chasm after 1d3 hexes. The chasm is 3d6 x 10' deep, and can be leaped with a DC 1d10+5 Strength or Agility check. If the PCs cross the chasm, roll again to determine how the tunnel ends.
6-9	The tunnel travels 1d3 hexes in the desired direction before ending in a usable exit.
10-12	The tunnel travels all the way to the nearest encounter location, canyon section, or river in the desired direction, where the PCs can safely exit.
13+	As 10-12, above, but the tunnel interior is also completely shielded against Saturn's eerie magnetic pull and its associated flux.

The PCs can travel 1 hex in 15 minutes within the tunnels, if they have a light source. Further, there are no random encounters within the tunnels. The

judge is encouraged to mark the location of known tunnels, so that the PCs may exploit them in the future.



Shimmer Lizards (1d3-1): Init +5; Atk swarming sting +3 melee (1d3); AC 14; HD 3d6; hp 11 each; MV 10' or fly 30'; Act special; SP swarm traits; SV Fort +0, Ref +5, Will -4; AL N.

A shimmer lizard swarm fills a 20-foot square area with numerous iridescent red and black lizard-wasps with dragonfly wings. Each lizard is only about 6 inches long. As a swarm, they make a single attack against all creatures in their area. Non-area attacks do only half damage to the swarm. When the swarm reaches 0 hp, it breaks up, but some of the component parts survive.

Shimmer lizards dwell in vast honeycombed nests within the broken spires. They sun on exposed rocks or

branches. If an encounter indicates "0" shimmer lizards, there are not enough present to form a swarm.

Toadfish (1): Init +0; Atk bite +3 melee (1d5) or tongue +8 ranged (0 plus snatch); AC 10; HD 8d10; hp 42; MV 10'; Act 1d20; SP snatch, swallow; SV Fort +8, Ref -5, Will +4; AL C.

A toadfish is a malevolent creature that clings to Saturn's riverbeds with vast fins resembling bat wings. Although piscine, its features strongly resemble a corpulent toad admixed with a bat, and it exudes a foul-smelling slime. The flesh of a toadfish is horrible to taste. The creature itself is 30' long and 20' wide. It moves by crawling across the riverbed with its fins.

