

# DUNGEON FANTASY™

POWERED BY GURPS®



## COMPANION 2

STEVE JACKSON GAMES

# FOES TO FIGHT! TREASURES TO TAKE!

Have the delvers in your *Dungeon Fantasy Roleplaying Game* campaign fought all the monsters and found all the loot? Do the *players* always know what to expect? Either way, the solution is *more*.

*Dungeon Fantasy Companion 2* delivers *more stuff* to make your game *more interesting*:

- *Magic Items!* Another 16 rare or unique artifacts, one to a page. Each with full-color art, a detailed description, all the rules and stats required to use it in play, and advice on introducing it into the campaign.
- *Monsters!* Six new creatures to match swords and wits with the heroes. More than a block of stats, each illustrated two-page spread supplies background, outlook, tactics, adventure seeds, and everything else needed for memorable encounters.
- *Villains!* These 14 foes could be heroes . . . if they weren't bad guys. The two pages devoted to each NPC provide a complete character sheet and equipment list, a color illustration, and extensive notes on working the villain into adventures.

*Bonus!* Many entries sneak in new content you can use with or without the associated artifact or enemy, including gear, abilities, racial templates (centaur, dark elf, infernal, lizard man, and minotaur), and professions (evil cleric and unholy warrior).

*Dungeon Fantasy Companion 2* is intended for the *Dungeon Fantasy Roleplaying Game* but would work with *GURPS*, especially *GURPS Dungeon Fantasy*.



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## ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

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*Store Finder* ([storefinder.sjgames.com](http://storefinder.sjgames.com)). Discover nearby places to buy *Dungeon Fantasy RPG* and *GURPS* items, and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

# INTRODUCTION

The overarching theme of hack 'n' slash fantasy role-playing is *more*. Most important are more abilities for the heroes to wield, more enemies for them to fight, and more gear for them to use or to sell for profit. The *Dungeon Fantasy Companion 2* aims to please!

Chapter 1 presents 16 artifacts that didn't fit into the treasure chest that was *Dungeon Fantasy Magic Items 2* (making it a little bit like *Magic Items 2.5*). A few are based on completely new mundane equipment that's described in boxes, so even adventurers who never find these treasures can benefit. Thus, these items are *definitely* "more gear" – and the adventure seeds that accompany most of them sketch out encounters where the goodies start in the hands of "more enemies to fight."

Chapter 2 tackles "more enemies to fight" in earnest. It consists of six creatures that just missed staking out a lair in *Dungeon Fantasy Monsters 2* . . . you could think of it as *Monsters 2.5*. The centaur *also* touches on "more abilities for the heroes to wield," as it comes with a racial template suitable for delvers. And the warhog is a mount as well as a monster, so it qualifies as "more gear."

Chapter 3 is a rogues' gallery – like *Delvers To Go!* for bad guys. These nasty NPCs offer "more enemies to fight," but several are members of races that delvers could belong to, or possess gifts the GM may permit adventurers to acquire, so there's a dose of "more abilities for the heroes to wield." And good guys who defeat these villains will doubtless inherit their possessions, which means "more gear."

There's a little something for everyone, *especially* for the GM looking to inject new ideas into a long-running campaign!

## RECOMMENDED BOOKS

If you own either the *Dungeon Fantasy Roleplaying Game* or *GURPS*, you're all set! In particular:

To use the artifacts in Chapter 1, you'll require *Adventurers* for stats for such basic gear as boots, caltrops, and musical instruments (while every item is described in detail, mundane properties aren't the priority that extraordinary ones are) – and

sometimes for character abilities. There are also extensive references to *Exploits*, a number of pointers to *Spells*, and even mentions of *Monsters*. You *don't* need *Magic Items* or *Magic Items 2*, however. If you're a *GURPS* player, most of this will work as written.

To understand the fiends in Chapter 2, you'll want *Monsters* to hand. You *don't* need *Monsters 2*, because although these creatures were originally created for that book, all of their new abilities are defined with them. Again, if you're coming from *GURPS*, you should be able to use these monsters "as is" – most of the differences between games are minor matters of terminology.

Chapter 3 draws extensively on character-creation rules from *Adventurers* and *Spells*. You'll need either those books or *GURPS* to understand the character sheets presented there. You *don't* need *Delvers To Go!*, but you might want to revisit the characters there as possible villains after perusing this chapter – like PCs, many wouldn't hesitate to slay other delvers and loot the bodies.

## PUBLICATION HISTORY

The centaur and harpy in Chapter 2 share names with creatures previously sighted in *GURPS*, but weren't captured there – they're all-new denizens of the *Dungeon Fantasy Roleplaying Game*. Some racial templates and abilities in Chapter 3 were adapted from the *GURPS Dungeon Fantasy* series, notably *GURPS Dungeon Fantasy 3: The Next Level*.

## ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the *GURPS Dungeon Fantasy* series, which led to his design of the *Dungeon Fantasy Roleplaying Game*, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec with *son amour*, Geneviève.



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# CHAPTER ONE

# MAGIC ITEMS!

*Adventurers*, *Exploits*, and *Spells* describe “ordinary” magical loot, if there is such a thing – gear that wealthy heroes could (at least in theory!) buy in town, at something like fair market prices. *Magic Items* ranges further afield, introducing novel enchantments, new item classes and, in its

closing chapter, rare or unique artifacts. *Magic Items 2* is a whole catalog of such rarities . . . and *these* items are a post-script to that.

When we decided what would make the cut for *Magic Items 2*, however, we left out the artifacts in this chapter. Here’s why:

## UNDERSTANDING THE ITEMS

Everything in this chapter uses the same format:

**Name:** What traders, sages, wizardly tomes, and so on call the item. The GM might want to change this – *especially* if the players have access to this book!

**Flavor Text:** A piece of optional game-world history – or a vignette involving the adventurers from *Delvers To Go!* and *Adventurers*, pp. 119-120 – that reveals something about the artifact’s origins, nature, or powers.

**Description:** Detailed rules and game stats for the item.

**Sell Price:** The suggested payoff for selling the thing if found as treasure. *Not* a good indication of power – townfolk routinely over- or undervalue goods that are more or less valuable to ordinary people. Nor is it what delvers would *pay* for the artifact; if the GM puts it up for sale, the price might be much higher! Where such matters are particularly interesting, notes are provided.

**Weight:** Given even for light objects that might fairly be assigned negligible (“neg.”) weight, for GMs who track encumbrance down to the last coin to keep delvers honest.

**Power-Item Capacity:** How many FP the item holds if designated as a power item (*Adventurers*, p. 115). Generally calculated from mundane value, but there are exceptions – and the capacity of some artifacts depends on the user or how the FP are spent.

**Treasure!:** Thoughts on using the item in the game. This might be as simple as “Sell it at shops!”, or as detailed as the skeleton of an encounter or adventure. Often includes advice on controlling the artifact in the delvers’ hands.

Each artifact has an illustration showing what it *might* look like. The GM can change this! An item could be bigger or smaller, more or less fancy. Powers may even move to an object of a different type, when that makes sense (e.g., from a ring to a necklace).

Where an artifact introduces an item or whatever, this appears in a nearby text box – not in the description.

- Alla Breve (p. 5) is definitely bards-only, The Stompers (p. 20) are *almost* martial artists-only, and Hunter’s Juju (p. 14) is mostly for people with an obscure trait combo. These would be “junk treasures” to some parties.

- Bone Standard (p. 6) is more useful to Evil than to Good, and thus also potential “junk treasure.”

- Buccaneer’s Band (p. 7) and Oudou (p. 18) are intended for outdoor adventures, which the game supports less thoroughly than dungeon crawls.

- Countless Caltrops (p. 8), Dawn Thunder (p. 10), Envy (p. 11), and Flying Fetters (p. 12) have rules that could be seen as overly complicated.

- Crier’s Scroll (p. 9) demands enough judgment calls that some GMs might find it annoying.

- Granny’s Lace-Ups (p. 13) and Illabel’s Splendor (p. 15) are slightly silly, and thus don’t suit all campaigns.

- Juvenator (p. 16) and Ol’ Smiley’s Inn (p. 17) are heavy, closer to props or plot devices than to treasures.

- Portable Purveyor (p. 19) overlaps the bottomless purse (*Adventurers*, p. 118) and the Amazing Backpack (*Magic Items 2*, p. 4) enough that it may feel redundant.

Yet these “weaknesses” can also be strengths! Items useful only to unusual character types are ideal rewards when the party consists of such people and they’re tired of less-specialized artifacts *they* don’t find valuable. Treasures that involve complicated rules

or difficult rulings make wonderful “higher-level” finds to phase in after everyone learns the game.

Setting- or mood-specific loot is similarly good later on, in this case when the group wants to expand beyond no-nonsense dungeon-crawling. And even the clunkiest prop can inspire adventures – *particularly* in the claws of Evil.



# ALLA BREVE

*The pipes weren't shiny like Jag's tin whistle, and there were two. But those things weren't the issue.*

*The issue was casting his full repertoire without singing. That went against his training, yet Uncle Seamus claimed this instrument made it possible.*

*Glass Wall would be a harmless test. The question was whose tent he'd peep through: the good-looking Llandor's or the vigorous Samar's. But when he finished playing, he could see both companions.*

*Jag smirked. "That is why there are two!"*

Alla Breve is a rare "bards only" artifact. It's a double flute, but where the pipes of most such instruments differ in length to give contrasting vocal ranges, or in design to produce both melody and drone, its halves are identical. And it was clearly intended for spellcasters, because while it looks plain, it's made from impossibly rare wood – from the Elemental Realm of Wood, sages say – to improve its value as a power item.

Alla Breve's lesser power is to enable *all* bardic spellcasting by playing it instead of singing – a feat usually limited to Sound spells. This requires skill at Musical Instrument (Double Flute) or any specialty that defaults to it: Flute, Recorder, Tin Whistle, etc. Such casting is disadvantageous in battle because the instrument requires two hands, while singing is hands-free. Still, it offers a way to work around the dreaded Strike Dumb spell. It also means enemies trying to recognize the bard's magic (**Exploits**, p. 57) roll against the *lower* of Thaumatology or Musical Composition; the latter is rare among non-bards and has no general default.

The artifact's greater power is that when casting by playing it, the bard can play one or both pipes – and playing both casts *two* instances of the same spell simultaneously! Time to cast is as if casting once, but each spell requires its own energy and success roll. Standard modifiers apply – e.g., distance, spells "on," and subject's Magic Resistance – but the spell cast in tandem does *not* count as "on." Both spells count as "on" for future castings.

**Example:** The heroes face two goblin shamans who are sufficiently lousy casters that they must speak to cast, but who are being annoying from behind ranks of warriors. Jag

wants to cast Hush on both. That would normally require two seconds per casting, with the second casting at -1 for the first. Alla Breve lets Jag play for two seconds to cast on *both* shamans. At skill 15, each casting costs only 1 energy, so he pays 2 energy for two. He has -2 and -3 for distance, for effective skill 13 and 12, but the shamans have a paltry Will 10 and fail to resist. If Jag casts later, he'll have -2 for two spells "on."

Although paired castings must involve the same *spell*, they need not have identical *parameters*. A bard could cast Area spells of unequal size, Foolishness spells giving mismatched IQ penalties, Lend Language spells bestowing different languages, and so on. Assess each spell's energy cost separately. If casting time varies with the parameters (as with Mass Daze and Mass Sleep), *both* castings use the *longer* time.

The two spells operate independently of one another. The castings require separate uses of Ward, Great Ward, or Reflect to block them, Counterspell to nullify them, etc., and each gets its own attempt to pierce Spell Shield or similar defenses. The decision to maintain or cancel one doesn't affect the other.

It is valid to cast twice on one subject. This gives two shots at overcoming resistance, penetrating Spell Shield, and so on. As it's possible to cast only one Blocking spell per turn, a rival caster can't block both!

Alla Breve is a wizardly artifact that requires low or better mana.

*Sell Price:* \$24,000.

*Weight:* 2 lbs.

*Power-Item Capacity:* 10 FP.

## Treasure!

**Double Trouble.** A bard built using the usual template plus extra points in Energy Reserve and spells would be a respectable boss. With Alla Breve, they could cause twice the usual problems. In heroic hands, the artifact's power won't upset game balance (bards *need* little boosts to compete with wizards), and neither will its low sell price ("bards only" is a buyer's market).



# BONE STANDARD

*The Lich-Lord's horde faltered. The Legions of Good had too many clerics, too many holy relics. Even the draug knights and vampire lords were holding back.*

*It was time to act.*

*Casting a final spell, the Lich-Lord levitated over his forces. Upon reaching the head of the undead army, he unfurled an artifact of his own – a most unholy one – and uttered a bone-chilling cry. Every moldering eye and vacant socket looked upward. Gazing upon the Bone Standard, the dead found new hate with which to crush the living.*

The Bone Standard is a grim battle-field banner consisting of rotting cloth suspended from a human femur. It bears no emblem and isn't the ensign of any extant state or army. But it radiates *unholy* clerical magic (and requires sanctity).

For the Standard to function, the user must unfurl it (a Ready maneuver once in hand) and brandish it in *two* hands (a Concentrate maneuver each turn). The bearer can hold the femur itself or hang the banner from a pole held two-handed. Manner of display doesn't affect the Standard's powers, but some setups may make it easier to see than others.

While the Standard's carrier takes Concentrate maneuvers, all combatants allied with them and able to see the enemy *and* the Standard at the *start* of their turn gain benefits. Those using long weapons, ranged weapons, or magic from behind the bearer to attack foes in front of the bearer always benefit. Ones who begin their turn behind the Standard and run past it usually benefit only on the turn they charge. Those who start their turn facing away from the Standard never benefit. The GM has the final say, and may require Vision rolls – subject to all the usual modifiers – if there's doubt (e.g., someone is amidst an enemy horde but facing the Standard).

Those who benefit from the Standard gain +2 to all Fright Checks and rolls to resist mind control or supernatural fear, including Turning, if that would affect them. Rolls to resist disadvantages that cause hesitancy or penalties in combat – notably, self-control rolls for Cowardice and Phobias, the HT roll for Combat Paralysis, and the IQ roll for the monster trait Slave Mentality (part of Automaton) – are also at +2. However, rolls where failure leads to action or bloodshed – especially

self-control rolls for Berserk, Bloodlust, Impulsiveness, and Overconfidence, and the monster disadvantages Battle Rage and Uncontrollable Appetite – are at -3, which is a mixed blessing. A bearer who knows the Leadership skill *can* try Encouragement (**Exploits**, p. 57) while concentrating; success or critical success raises the bonus above to +3 or +4, but also deepens the penalty to -4 or -5.

Those who benefit from the Standard deal more vicious blows, too: +1 to all *melee* damage rolls. This has no effect on ranged attacks, spells, unusual powers, etc.

The Standard's bearer *never* feels these effects. Ranged attacks are at +1 to hit them – a purely nonmagical consequence of being easier to spot and range (much as if they had SM +1). For similar reasons, enemy casters who might otherwise lack a good line of sight may avoid the -5 for an unseen subject. But the Standard also protects the carrier, diverting blows as though they were carrying a shield with Defense Bonus 1, for +1 to active defense rolls. This is cumulative with the Shield spell or the Deflect enchantment on armor.

**Sell Price:** \$33,000. The Standard is unholy, so the only buyers may serve evil temples and overlords; if they name a lower price, they won't negotiate.

**Weight:** 5 lbs.

**Power-Item Capacity:** 6 FP.

## Treasure!

**Army Of Darkness.** The Bone Standard is ideally encountered in the hands of the leader or senior captain of an undead horde. Draugr will exhibit worse Bloodlust, specters and vampires are more likely to go into a feeding frenzy, and *all* the undead resist the cleric's Turning at +2 and do +1 damage with melee attacks while marching behind the Standard (or swarming the adventurers and facing the bearer). A lich who knows Missile Shield would certainly cast it on the bearer, counting on the heroes to waste time shooting at an easy target they can't actually hit.





# BUCCANEER'S BAND

*Calico Anne was a rarity: a cat-folk pirate. Most of her kind were afraid of water, but not Anne – she inspired fear! Her enchanted sloop **Viverrinus** was the bane of not only merchants but also rival pirates of seafaring races.*

***Viverrinus** was controlled using a magical ring. Davy Jones claimed the sloop, but the ring resurfaces from time to time, and has other useful properties that help explain the Calico Anne legend.*

Buccaneer's Band is a gold ring adorned with a death's head (some people see a skull and crossbones) wearing a tricorne of the kind favored by pirates in the Steamy South. It radiates druidic magic. Analyze Magic reveals two main effects – “inspires courage” and “a water blessing” – but the specific enchantments are unclear.

The courage-inspiring effect is neither universal nor a net positive. If the wearer has any of Cowardice [-10\*], Phobias [-5\* to -20\*], or Post-Combat Shakes [-5\*], wearing the Band replaces these problems with equal points chosen from among Impulsiveness [-10\*], Overconfidence [-5\*], and Trickster [-15\*], possibly making the self-control rolls of existing problems tougher. The GM can choose at random (1d: 1-3 is Overconfidence, 4-5 is Impulsiveness, 6 is Trickster), adjusting self-control rolls to match point costs, or pick whatever seems fun or makes the math work. The changes established for a given person recur whenever they don the Band.



*Example:* Calico Anne is a cat-girl, and thus has Impulsiveness (12) [-10] and Phobia (Entering Water) (15) [-2]. The Band swaps her Phobia for -2 points of other traits. Since worsening Impulsiveness to (9) [-15] would add -5 points and Trickster (15) [-7] would add -7 points, the GM opts for Overconfidence (15) [-2].

Alternatively, the GM can give *more* points in new disadvantages than those they replace, balanced with Fearlessness [2/level] or even Unfazeable [15].

As for “water blessing,” the Band prevents aquatic misadventures. The wearer gets the benefits of Daredevil (*Adventurers*, p. 37) – that is, +1 to success rolls and the ability to reroll critical failures and take the second result – whenever they roll against Boating, Seamanship, or Swimming for any reason; Climbing, Knot-Tying, or Throwing to deal with the lines of a boat or ship (negotiate rigging, moor a vessel, toss a rope, etc.); or Fishing, Naturalist, Navigation, Survival (Island/Beach), or Weather Sense while on or immediately next to a river, lake, or sea. “Real and unnecessary risk” isn’t required, but if someone with Daredevil *does* take risks at nautical tasks, their bonus is +2 and they may reroll *twice*.

All of these effects work anywhere the penalty to Nature’s strength is at most -3; see *Spells*, pp. 6-7. Thus, the Band has its powers aboard ship on an ordinary body of water, or in an artificial harbor or on a pier adjoining such. But it wouldn’t work during a trip across a vast cesspool (-5 or worse).

Finally, when a druid uses the Band as a power item, energy from it counts *double* for druidic spells from the Water college: Breathe Water, Coolness, Fog, Freeze, Frostbite, Geyser, Hail, Purify Water, Seek Water, Shape Water, Swim, Umbrella, and Water Vision. It isn’t possible to spend half-points – if the spell has an odd-numbered energy cost, the excess is wasted. This is unaffected by Nature’s strength; that makes spells more difficult to cast instead.

*Sell Price:* \$17,000. Generous for something that won’t often matter in dungeons, but in a low-tech world where ships are essential to commerce, eager buyers are plentiful.

*Weight:* 0.05 lb.

*Power-Item Capacity:* 8 FP. *Double* each FP spent to cast druidic Water spells.

## Treasure!

*A Pirate’s Life For Me?* As adventures at sea aren’t a huge part of dungeon delving, it’s simplest to use the Band as the power item of a midrange druidic foe. Or maybe the adventurers receive it as a quest reward *from* druids. Either way, if the heroes find it too weak, they can sell it; neither its capabilities nor its sell price are likely to upset game balance. But near-immunity to disaster (critical failure) is *powerful* in the right situation – here, nautical exploits – and handing out the Band with something like a map to pirate treasure can make it a keeper.

# COUNTLESS CALTROPS

*"To the rallying point and hold!" shouted Sir Yvor.*

*Jag scattered caltrops as he retreated.*

*"Get a move on," Grükuk prodded.*

*Jag ignored her and tossed more barbs on the floor.*

*"How many of those did you bring?" asked Grükuk.*

*Jag just smirked.*

*Suddenly, the pursuing demons changed their tune. It sounded a lot like "ouch."*

This artifact resembles a standard pouch of caltrops (*Adventurers*, p. 113). It weighs the same and pricks the fingers if mishandled. Yet there's more to it than that – in many senses of "more."

For one thing, the pouch holds more than "one hex" worth of caltrops. Roll 3d against a flat 14 after the wielder takes the standard Ready maneuver to deploy caltrops. Success means *additional* caltrops materialize that can be scattered next turn. This continues until either a roll fails or the user does something other than take Ready maneuvers to employ the artifact. At that point, no more spikes are available. After one minute, all the *existing* ones vanish and the item can be used again.

*Example:* While luring demons of old into an ambush, Jag takes a Ready maneuver to step down a tunnel, deploying caltrops. After doing so, he rolls 3d against 14 and gets 7, meaning he can sow another hex with caltrops next turn. As the demons aren't close, he continues to take Ready maneuvers, rolling 9, 8, 14, 6, 11, and finally 16. His initial use and six successes let him take seven Ready maneuvers to blanket seven yards of corridor for one minute.

The Caltrops are also exceptionally effective. Determine the number stepped on, and by what foot, as usual. Damage is still thrust-3 impaling, based on the victim's ST, per spike. But subtract *half* DR (round *down*) to find injury. Caltrops that penetrate reduced DR are embedded and continue to work this way every turn until removed (two Ready maneuvers). There's no maximum damage, but total injury can't exceed that needed to cripple the foot.

Enemies can tread upon *many* caltrops when this artifact is in play. To simplify things, make one Vision-2 roll each turn, multiply the margin of failure by the number of hexes crossed to find the total number of spikes stepped on, and distribute these equally between feet. If any remain embedded from earlier, add that number. Then find average damage (use 3.5 points per die), subtract half DR, and multiply by the number of barbs in each foot to find injury. Injury over HP/3 cripples the foot, stopping further injury.

*Example:* Demons of old have ST 20, for thrust 2d-1; thrust-3 is 2d-4, averaging  $2 \times 3.5 - 4 = 3$  points of damage.

The demons have DR 4. Against ordinary caltrops, the GM might rule "no effect"; against *these*, DR becomes 2, so average damage inflicts  $3 - 2 = 1$  HP of injury.

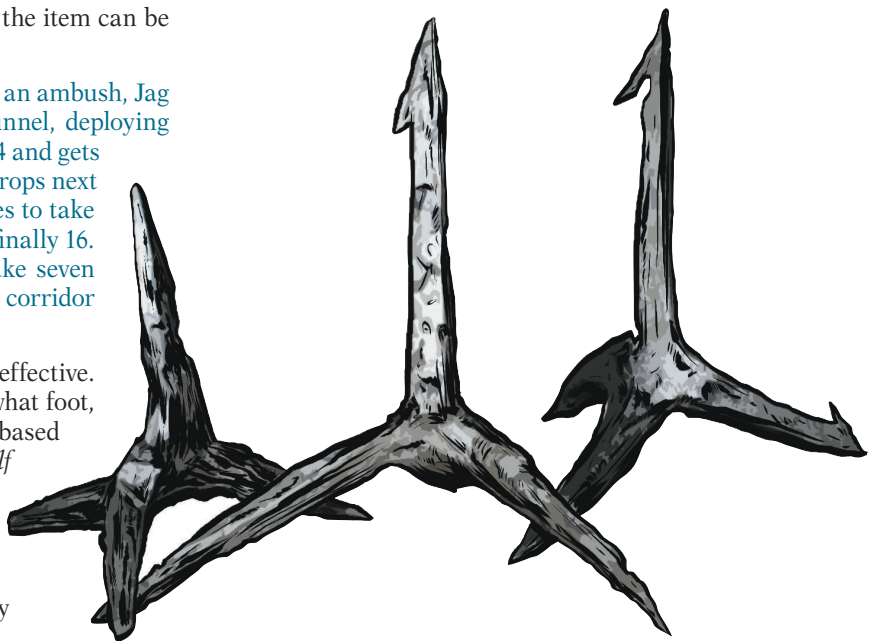
The demons have Per 10; their leader rolls Vision at -2 and gets 10, failing by 2. It would normally step on two caltrops – but with Move 7 (and Bloodlust!), it barrels through all seven yards of Jag's caltrop field. It encounters  $2 \times 7 = 14$  spikes, which is 7 in each foot; at 1 HP per caltrop, each foot takes 7 HP. With HP 20, "injury over HP/3" is 7 HP, so that's enough to cripple both feet. The demon stops in its tracks but won't take *further* injury.

Countless Caltrops are a wizardly item. In low mana, roll at -5 (9 or less) to get repeat uses – huge areas are unlikely. The DR-piercing effect is about construction as much as magic, and unaffected by mana.

*Sell Price:* \$46,000.

*Weight:* 0.5 lb.

*Power-Item Capacity:* 1 FP.



## Treasure!

*No Refunds.* Delves usually have too much armor for this artifact to threaten them, so rather than give it to foes, *sell* it at the above price – firm. As the heroes grow in power, major adversaries will prove less vulnerable while fodder will be more easily dispatched with attacks, so the adventurers may want to sell the Caltrops. Then they'll learn that the item has a bad reputation; they'll get a fraction of the price and draw unfriendly attention from "honorable" folk.

# CRIER'S SCROLL

The sun was almost overhead when the town crier unrolled a long scroll and read aloud: "At noon this day, the villainous Hogswarth was beheaded by order of the King."

As if on cue, Hogswarth galloped into view, bent on some doubtless wicked errand. Without warning, his head popped off – severed by a fine wire across his path.

From a doorway, the King's agent tossed the assassin a jingling purse. "Still don't know how you do it, mate, but you deliver as promised."

Where the classic magical scroll is a sheet of paper crammed with writing, the Crier's Scroll is a generous length of blank parchment anchored at either end by wooden rollers. It's far too cumbersome for a scroll belt, scroll case, or shield lectern. Unsheathing and unrolling it takes two free hands and four Ready maneuvers total; Fast-Draw (Scroll) doesn't apply.

The Scroll is a potent artifact: *It shapes the future.* Thus, everything below is "GM's discretion."

The Scroll functions only when "preparing the ground" is possible; e.g., setting an ambush or trap, or organizing a workspace. This requires unrestricted access to at least two of the entire physical space (clearing, intersection, room, or other area no bigger than a town square), the hardware (books, reagents, tools, weapons, etc.), and the subject.

With those requirements met, the person to perform the task – the leader, for group efforts (in an ambush, the one using Tactics) – must make all necessary preparations while carrying the Scroll. These arrangements are standard for the undertaking and add no extra time, but *minimum* prep time to benefit from the Scroll is one minute. Thus, the Scroll cannot aid near-instant attempts at -10 to skill (**Exploits**, p. 6). Such long tasks generally trigger wandering-monster checks (**Exploits**, p. 85).

When the "moment of truth" (time to roll for the task) arrives, words describing the ideal outcome appear on the Scroll and *the person who carried it* may read them aloud. Reading is concurrent with the task: on the first turn of an ambush (the reader must take the Concentrate maneuver, to read), or throughout lengthy efforts like crafting or surgery. The reader needs to speak loudly enough to be heard across the entire area the action covers – usually in a firm speaking

voice, but shouting for major projects (including ambushes). Reading for more than two seconds gives +3 to the extra wandering-monster check. For ambushes, the reader may hide normally but will probably require *Trickery* (**Monsters**, p. 5) to deflect suspicion aroused by their speech.

The Scroll's effects depend on the reader's resolve and how closely plans made while preparing the ground match circumstances at the moment of truth. Roll against Will, noting margin of success. The prepared task receives a bonus as follows:

*Circumstances are an exact match* (player described every crucial detail correctly – rare!): +(margin).

*Circumstances differ slightly* (the standard case): +(margin)/2.

*Circumstances differ significantly* (player missed some crucial detail): +(margin)/3.

Drop fractions – small margins in unpredictable circumstances give *no* bonus!

This bonus usually benefits the main success roll the reader makes for the action. For a trap, it can affect the *trap's* roll to activate or hit. In an ambush, it influences the first roll (to attack, cast, etc.) *each ambusher* makes – but only on the first turn of surprise.

Afterward, the Scroll goes blank. The Scroll can influence just one outcome at a time. If carried while setting up several tasks, only the *latest* one counts.

The Scroll is cosmic, unaffected by external supernatural forces. Its non-magical sheath renders it fireproof and waterproof while stashed.

*Sell Price:* \$26,000.

*Weight:* 7 lbs. for scroll, 1 lb. for sheath.

*Power-Item Capacity:* 2 FP (sheath), 3 FP (scroll), or 4 FP (set).

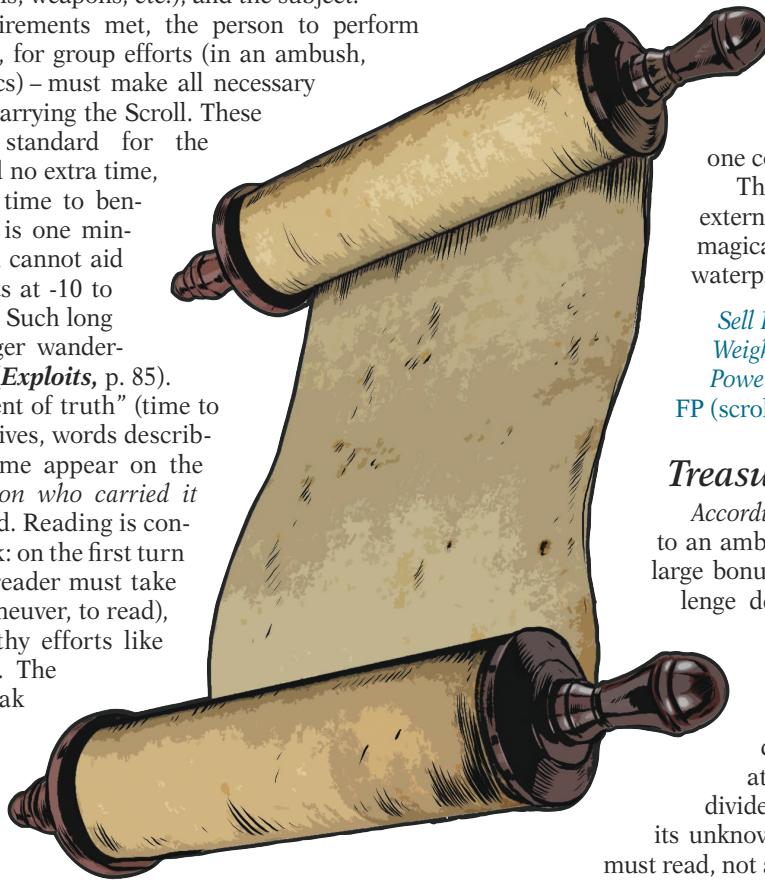
## Treasure!

*According To My Design.* Give the Scroll to an ambush-loving boss. A first strike at a large bonus can turn even a mediocre challenge deadly! If delvers loot the Scroll,

they'll want to prepare *everything*. Let them, but be strict:

They require advance access to areas; they risk additional wandering-monster checks, frequently at +3; the Scroll's bonus is often

divided by three in the dungeon, with all its unknowns; and in ambushes, the leader must read, not attack.



# DAWN THUNDER

*“Delvers? Maybe we shouldn’t,” fretted Ladru the Innkeeper’s strapping brother, Bè.*

*“Relax! The herbs in the ale would knock out an ogre,” whispered Ladru. “Grab everything.”*

*“Where’s the dwarf?”*

*“Locked in the cellar. We rob him last.”*

*Suddenly, drumming started nearby. Next came the noise of Ladru falling, knifed by Hap.*

*Ælin entered, lightning in hand, a drum slung over his shoulder. He snarled at the astonished Bè, “What’s dumber: Tryin’ to poison a druid with herbs, tryin’ to poison a dwarf with anything, or overlookin’ a great huge drum?”*

Dawn Thunder is a largish, double-headed drum. It’s as suitable for Bard-Song as a compact one (*Adventurers*, p. 112), if the bard knows Musical Instrument (Drums) at 14+. But even when banged without special skills or abilities, everyone in bowshot can hear it without a Hearing roll, making it useful for signaling. Within 30 yards, anyone without walls between them and it has -2 to rolls to hear anything else!

Its magic is restricted to the same 30-yard radius – 15 yards through wood, 10 yards through earth or stone – where anyone who isn’t deaf is subject to several effects:

- If sleeping normally, they awaken automatically without being stunned.
- If sleeping due to a drug, poison, potion, or spell (e.g., Healing Slumber, Sleep, or Suspended Animation) – or dazed (as by a Daze spell) – they get a HT+1 roll to recover fully *at the start of each turn the drum plays*.
- If mentally stunned for any reason (disadvantage, Fright Check, magic, surprise, etc.), they get a Will+1 roll to recover *at the start of each turn the drum plays*. Success lets them take their turn normally! Failure still allows the usual IQ roll to recover; see *Mental Stun (Exploits*, p. 27).
- If mentally stunned by surprise caused by an ambush coordinated by enemies using Dawn Thunder, they have -1 to IQ rolls to recover – rolling at IQ-1 the first turn, IQ the second, and so on – *instead of the previous benefit*.

There are no similar effects on *physical* stun; unconsciousness from injury or fatigue; collapse due to coma, heart attack, or a mortal wound; or other afflictions (see *Exploits*, pp. 65-66).

Also within that area, Dawn Thunder’s magical loudness can break Dull Hearing and Strike Deaf spells on anyone present by “forcing them to hear” (the permanently deaf are unaffected). It can “shatter” Silence and Wall of Silence spells, too. To do so, it must *win* a Quick Contest: skill 15 vs. the spell. It gets *one* attempt against each spell, however long it’s played.

Dawn Thunder’s vibrations help *any* spellcaster – not just a bard! – cast Awaken, Earthquake, Fear, Noise, Panic, Repel (Animal), Repel Hybrids, Repel Spirits, Terror, or Thunderclap. All enjoy +3 to effective skill. The caster

*doesn’t* need Musical Instrument skill to benefit, but must devote two hands to drumming throughout the casting. Doing this also triggers the drum’s awakening and dispelling effects.

Dawn Thunder is indiscriminate. Within its area, it causes Hearing penalties, dispels magic, and rouses the sleeping, dazed, and mentally stunned on *all* sides of any conflict. Playing it where there are wandering monsters triggers an extra check for such enemies, at +3, sometime during the next hour. The GM decides whether it’s heard many miles or levels away, or by a nearby patrol. Sporadic use during the day brings *one* extra check – not a steady stream of foes.

Dawn Thunder *wasn’t* specially designed for bards. Dwarves created it to rouse allies, terrorize foes, and collapse tunnels. It channels the Earth’s energy, which is effectively Nature’s strength; it functions wherever the penalty is no worse than -5, and bonuses or penalties adjust its skill for dispelling.

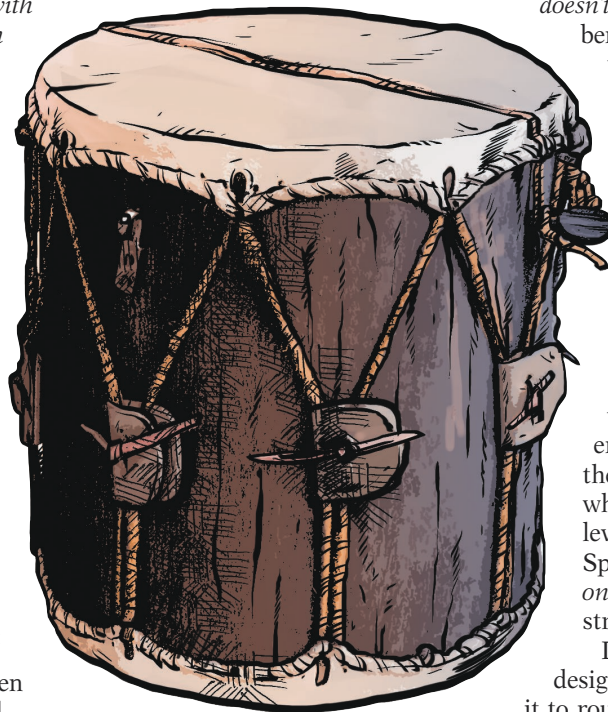
*Sell Price: \$51,000.*

*Weight: 6 lbs.*

*Power-Item Capacity: 2 FP.*

## Treasure!

*Drums In The Deep.* Give Dawn Thunder to a monstrous army to explain them being on high alert, enhance their ambushes, boost their offensive magic (Earthquake, Panic, Terror, Thunderclap, etc.), call wandering monsters to eat the delvers, and even wake the dead (undead who are in suspended animation). This makes for a harrowing adventure! Once the heroes swipe Dawn Thunder, its value is situational – but it’s a nice prize for *clever* adventurers.



# ENVY

*"Mine!" shouted the thief, grabbing at Aelin's ring. He seemed oblivious to the sickle in the dwarf's other hand.*

## Slice.

*Aelin stood over his would-be robber, shaking his head. "Gems have personalities. Green is the color of envy. You should have known better."*

Envy is an impressive ring. Not for its craftsmanship, but for that emerald . . . so big, so shiny. You *know* you want it.

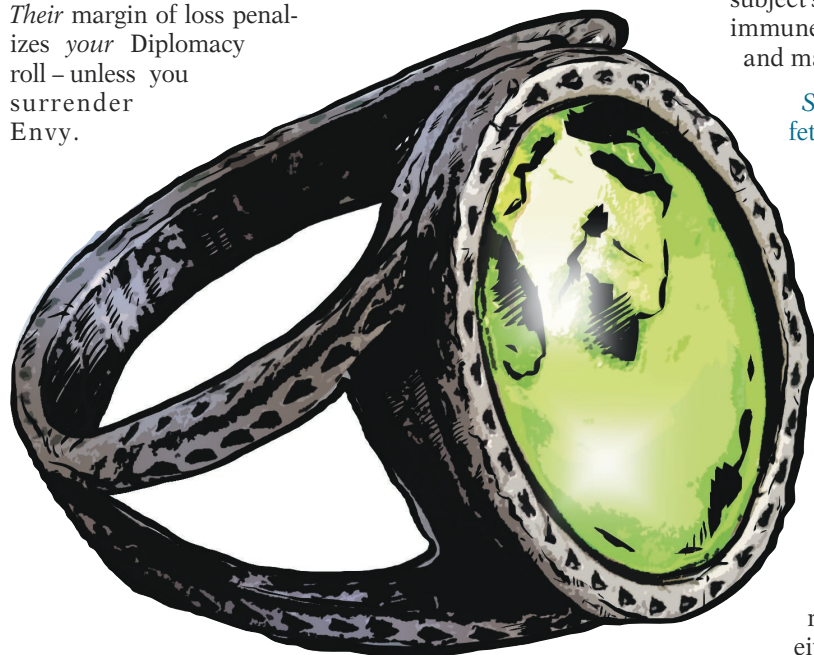
As the name hints, Envy's power is that those who see it, *want* it – but only when they confront the wearer in a direct, not entirely friendly manner. This leads to several effects of interest to delvers, all of which hinge on the viewer resisting Envy's effective skill 15 with the *lowest* of their Will, self-control number for Greed, or self-control number for Kleptomaniacs.

- In any face-to-face, noncombat competition settled by a Quick Contest of the *same* skill – e.g., Gambling vs. Gambling at cards, Public Speaking vs. Public Speaking in a debate, or Savoir-Faire vs. Savoir-Faire when name-dropping – the viewer must resist. Loss means they're distracted; their margin of loss penalizes them in the Contest. This *does* apply to Contests of Merchant and Streetwise with townish businesspeople, but such folk have effective Will 15 and rarely succumb.

- If an *ally's* actions would benefit from a distraction or diversion – as do Filch and Pickpocket – conspicuously flashing Envy counts. The viewer must resist. Your friend gets any margin of loss as a *bonus* to skill.

- In *Negotiation* (**Monsters**, p. 5), your rival must resist. Loss means Envy is all they want!

*Their margin of loss penalizes your Diplomacy roll – unless you surrender Envy.*



Then your Diplomacy attempt succeeds automatically, you secure your deal, and even untrustworthy adversaries won't renege, as they're too busy admiring or squabbling over Envy. Of course, you lose Envy.

- When combat starts, if you successfully use *Hidden Weapons* (**Exploits**, p. 58), your target must resist. Loss means they're gazing at Envy! Their defense penalty for this trick is the *worse* of the usual -2 or their margin of loss.

- In combat, the *first* time (only) you Feint a given opponent, roll normally – but your foe must also resist Envy. If they lose at both, their defense penalty is the *worse* of the usual Feint penalty or their margin of loss against Envy.

- In combat, the *first* time (only) you Concentrate to draw aggression from a particular foe using *Taunt and Bluster* (**Exploits**, p. 58), they must resist Envy. Loss indicates they want to kill you for the ring. *Skip* the Quick Contest for that trick – they attack you as if you had won.

The GM may permit use in other situations where distraction or greed matters. Model these on the closest example above.

Envy affects only beings that have at least one of IQ 6+, Greed, or Kleptomaniacs. Envy also works only on those who can *see* it; if they're blind, facing away, in darkness, etc., or the ring is under a glove, too bad. This matters to warriors bent on exploiting Envy – as it can't be worn *over* a gauntlet, decide whether you want to expose fingers to foes who'd lop them off for the ring!

Envy uses wizardly magic. It has -5 to effective skill in low mana and doesn't work if there's *no* mana. Magic Resistance subtracts from effective skill and adds to the subject's resistance. Envy cannot affect beings who are immune to mind control, which includes all constructs and many demons and undead.

*Sell Price:* \$25,000. As a "last hurrah," Envy *always* fetches this sum!

*Weight:* 0.05 lb.

*Power-Item Capacity:* 18 FP.

## Treasure!

*My Precious!* Envy can result in embarrassingly effective Feints and hidden-weapon attacks on greedy treasure-hunters. It empowers "peaceful" rivals even more; they can win at cards, and at "my word vs. hers" with the Town Watch, and help associates rob the delvers blind. Also fun is the troublemaker who traded Envy for some high-powered concession; the adventurers must solve that problem, and then confront Envy's *current* owner. Once the heroes finally get the ring, it's their turn for shenanigans – but most will eventually exchange it for either an incredible favor or a *guaranteed* \$25,000.

# FLYING FETTERS

Many tales describe heroes or **gods** fettering terrifying demons. The protagonist risks everything to get close enough, sometimes paying the ultimate price to save the world.

Most such stories mention where the champion found shackles strong enough to bind Evil. Divine blacksmiths are the traditional source.

While chains that bypass valiantly wrestling with fiends are rare in legend, they seem **more** common in the real world.

Flying Fetters are manacles made of a dense metal as durable as orichalcum, but bluish-black rather than reddish-gold. This gives them the heft of mundane shackles (*Adventurers*, p. 113). Their DR and HP aren't relevant – less-than-cosmic forces can't shatter them.

The Fetters can restrain the wrists or ankles of beings of Size Modifier -2 to +2, magically altering size and then clamping shut without locks or pins. On a defenseless prisoner, this is automatic. In combat, the wielder must grapple the target first and then make *two* successful close-combat attacks, one per wrist or ankle. Roll vs. DX, Judo, or Wrestling, at -2 to hit; the target may attempt any active defense allowed in close combat (*Exploits*, p. 51).

The Fetters' namesake ability is flying through the air to bind their target. The owner takes an Attack maneuver to sic them on someone they can see, specifying either *wrists* or *ankles*. On that turn and every later turn of the user, they chase their prey at Move 12. If they end a turn in close combat with their quarry, they attack at skill 15. The target may attempt any defense allowed in close combat; failure means *both* wrists or ankles are bound! The Fetters persist until they succeed or their master takes a Concentrate maneuver to recall them. Recalled, they return at Move 12, and can be recovered with a Ready maneuver once in reach.

*Striking* the unbreakable Fetters is pointless. In flight, anyone within reach can grab them – a grapple at -4, with the Fetters defending at Dodge 10 – but this is risky. The Fetters *still* attack on their owner's turn, but their mission changes to binding the wrists of the grappler, still at skill 15. This can keep them from their original target, though!

The effects of being bound are the same however the Fetters are clamped in place. On the wrists, the victim has -1 to DX and DX-based skills. This worsens to -4 for anything requiring hands – meaning -4 to attack, and -2 to block or parry, with the hands. Spellcasting at base skill 9 or less is impossible; difficulty with gestures at base skill 10-14 gives -4 to cast.

On the ankles, the target can't kick, can't cast spells at base skill 9 or less, and has the equivalent of Crippled Leg (*Adventurers*, p. 62). In a hurry, treat the latter as -3 to melee combat skills, -1 to defenses, and half Move (round down). If moving when shackled, the victim must roll vs. DX, at -4 if running (moving faster than a step). Failure means falling for 1d-4 crushing damage – or 1d-2 if running.

Options for escaping the Fetters are few. Their master can order them to let go – a free action. The prisoner can use Escape skill, at -5 due to the Fetters' ability to adjust to the victim; this is slow. Or the Fetters' master can be *killed*, which causes the Fetters to open and fall lifeless to the ground. Whoever picks them up becomes their new owner.

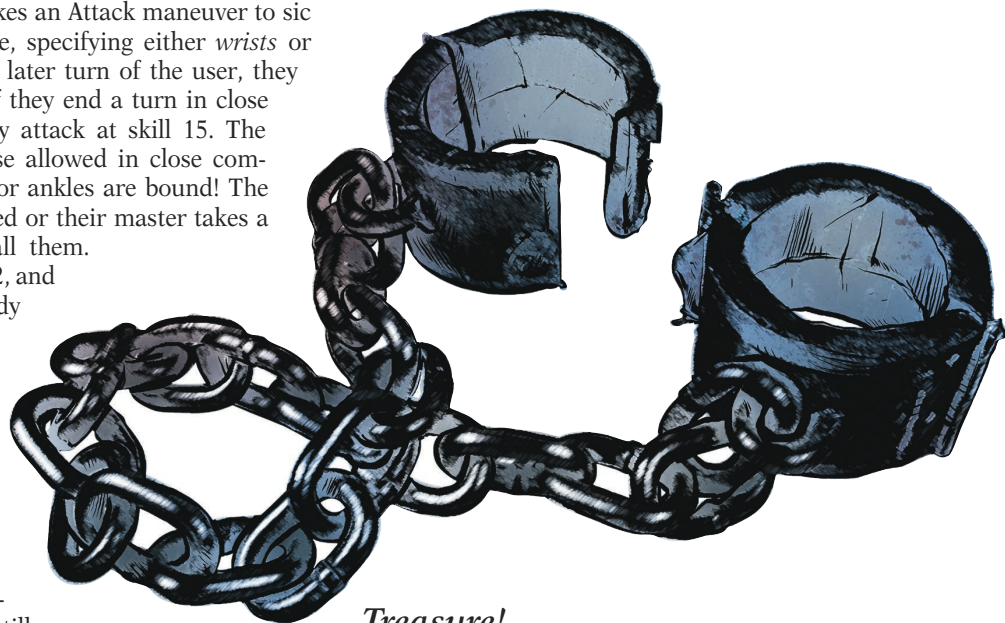
The Fetters can target only wrists or ankles. Beings without limbs ending in distinct extremities – especially creatures with tentacles – can't be bound. The GM's decision is final.

The Fetters are a relic of some long-gone culture, and require the sanctity of forgotten gods to function.

*Sell Price:* \$54,000.

*Weight:* 2 lbs.

*Power-Item Capacity:* 19 FP.



## Treasure!

*Freeze!* The Fetters can keep a boss from being rushed by a high-Move, high-skill fighter. Autonomous magical shackles snapping at someone's heels each turn can even the odds regardless of whether they connect. Once the adventurers inherit the Fetters, remember that they affect only creatures of SM -2 to +2 with extremities, and won't help against monsters that can fly – or kill you with their brain (e.g., mindwarpers).

# GRANNY'S LACE-UPS

"Which boots?" asked the shopkeeper.

"Yes," replied Zephyra.

"But **which** boots?"

"I see only one pair of witch boots."

"Oh, **those**. They pinch and are out of vogue. Perhaps—"

"—those. I am the customer **and** a wizard. I am always right."

"My mistake. Indeed, they suit you."

Shiny, laced-up boots with a medium heel were chic when introduced but have since become associated with the more *temperamental* kind of sorceress. Jokesters claim that sore feet help sustain the obligatory charming mood.

As protection, Granny's Lace-Ups count as light leather foot armor with thick soles (see box), providing DR 1 – or DR 2 to the *underside* of the feet. Narrow, pointy toes give +1 to kicking damage, as with DR 2+ boots. They also *pinch*: -1 to Hiking rolls – and, after a day's hike, -1 to self-control rolls for Bad Temper. While no longer stylish, their base power-item capacity reflects their original high cost.

Their main magical power is unusual: Whenever the wearer *fails* a self-control roll for an *antisocial* disadvantage, add their margin of failure to effective (not base) skill with spells! The theoretical maximum is +12, for rolling 18 against a self-control number of 6. If the player gives in willingly (*Adventurers*, p. 55), roll anyway but treat any success as failure by one (+1).

Bad Temper, Bloodlust, Bully, Loner, and Stubbornness – and the monster-only traits Compulsive Killing, Sadism, and Uncontrollable Appetite – always count as "antisocial" (so do Battle Rage and Berserk, but they prevent spellcasting). The GM may allow other problems where the situation warrants, but never virtues (Charitable, Honesty, Selfless, and Truthfulness). The bonus persists only while the wearer behaves badly and directs castings at whoever triggered them, and ends when the GM feels the *player* has stopped roleplaying the disadvantage.

*Example:* The adventurers are waylaid by bandits. Jag decides to attempt Diplomacy to convince the robbers that threatening well-equipped heroes is unwise. Banditry is part of adventuring life and not "stressful" for delvers who've faced demons and undead, but the GM feels Zephyra's Bad Temper (9) hasn't mattered in ages, and has a brigand make a quip about her red hair ("That ginger elf is out for our souls!"). Her player tries a self-control roll, at -1 for a day hiking in uncomfortable boots, and rolls 12: failure by

4. She lashes out with Flesh to Stone. She has base skill 17 but was standing 5 yards back in case the highwaymen rushed, for effective skill 12; +4 for being out of control gives her 16, letting her petrify her victim. In the ensuing battle, the GM rules the bonus no longer applies because being ill-tempered is nothing special in a fight.

## New Combat Accessory: Thick Soles

Added to any foot armor, extra-hard soles or steel shanks give +1 DR, but only against attacks from below – caltrops, hot coals, nasty grubs that burrow into the foot, etc., but not blows in combat. \$25, 1 lb.

## New Armor Modifier: Pointy

Pointy toe gives +1 to kicking damage, -1 to Hiking rolls. Light leather (DR 1) boots only. +0 CF.

The Lace-Ups also receive extra power-item capacity based on the wearer's most unsociable habit. Take the *worst* self-control number among Bad Temper, Battle Rage, Berserk, Bloodlust, Bully, Compulsive Killing, Loner, Sadism, Stubbornness, and Uncontrollable Appetite. Add +3 FP for 15, +6 FP for 12, +9 FP for 9, or +12 FP for 6.

Granny's Lace-Ups are a wizardly artifact, and require mana to function.

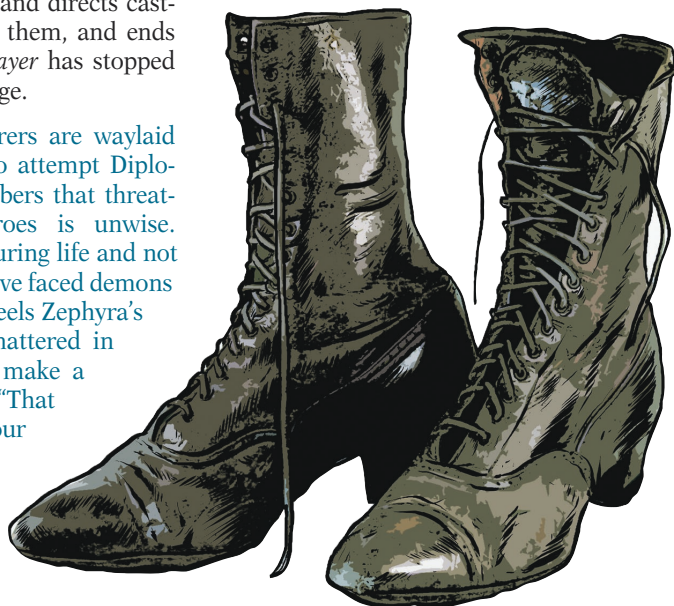
*Sell Price:* \$20,000.

*Weight:* 3.1 lbs.

*Power-Item Capacity:* 3 FP, +3 to +12 FP for being an unpleasant person.

## Treasure!

*For She Is Wicked And Fierce.* A wicked witch with Granny's Lace-Ups is a fun boss. Give her Sadism (6) and watch her apply boot leather to the heroes' posteriors when her spells receive a big bonus – which they will, if she sticks to the cruel and unusual – and she has extra energy to hand. When the adventurers put themselves in her shoes, they may not have the personality to benefit, but if they do, it's hard for this artifact to get out of control, as the GM decides when the bonus runs out.



# HUNTER'S JUJU

*Adventurers think in terms of battles and treasures. Yet organized tribes existed for eons before empires invented war and money. For early peoples, the ultimate quest was the hunt – and though they, too, faced monsters, the greatest honor went to heroes who defeated these monsters using cunning.*

Not all artifacts are purposely enchanted. Some are passed down from parent to child for centuries, even *millennia*, with each owner's talents and accomplishments imbuing it with a bit more power. That's the nature of the Hunter's Juju, an amulet with the sort of "personality" one might expect from such origins.

A wearer with *Outdoorsman* (*Adventurers*, p. 51) may add its level to *Stealth* when rolling for *Surprise Attacks* (*Exploits*, pp. 26-27) or *Backstabbing* (*Exploits*, pp. 57-58) – but *not* for other purposes, like scouting ahead or avoiding wandering monsters. For example, a barbarian or scout with the baseline *Outdoorsman* 2 and *Stealth*-13 on their professional template functions at *Stealth*-15 for such feats; one with *Outdoorsman* 6 (the maximum) operates at *Stealth*-19.

Hunters use traps, too. The wearer may also add *Outdoorsman* to all rolls to *set* traps, including the *Traps* rolls under *Traps* (*Adventurers*, p. 114), *Dungeon Camps* (*Exploits*, p. 18), *Rearming* (*Exploits*, p. 23), and *Talented Trapping* (*Exploits*, p. 58). There's no similar benefit when detecting or disarming traps! A scout with their template's basic *Outdoorsman* 2 and *Traps*-12 sets traps with effective *Traps*-14; *Outdoorsman* 6 would make that *Traps*-18.

Finally, a wearer with *Outdoorsman* and *Expert Backstabbing* (*Adventurers*, p. 39) may use the latter – which usually works only on surprise melee attacks – with *ranged* attacks, to a maximum level equal to *Outdoorsman*. Thus,

*Outdoorsman* 6 makes it possible to exploit *Expert Backstabbing* 1-6 from a distance; *Expert Backstabbing* 7-10 functions as *Expert Backstabbing* 6. This is more potent than it seems, as an archer (for example) hiding so far away that victims can't detect them would receive bonus damage on repeated attacks.

The Juju functions anywhere spirits can go. It taps the wearer's spirit for power and remains with them if they're somehow projected into a spirit realm or turned to spirit (as by the *Ethereal Body* spell) – it *doesn't* fall to the ground or get left behind. Given the nature of its powers, the user is likely to achieve surprise upon rematerializing. The Juju doesn't work for constructs, undead servants, or other beings without spirits.

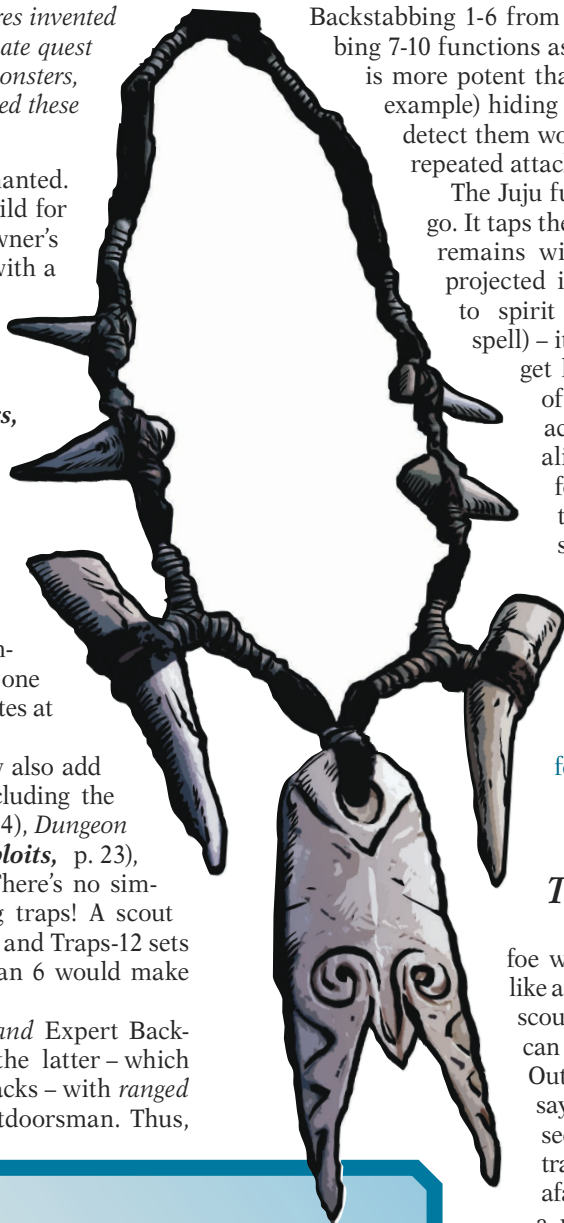
*Sell Price:* \$5,000, which is low because the Juju's properties matter only to a rarified few in special situations. Someone who can't use it might offer \$50 for a few bits of low-quality ivory!

*Weight:* 0.25 lb.

*Power-Item Capacity:* 1 FP.

## Treasure!

*Juju Man.* Give the Juju to a foe who knows *Stealth* and *Traps*, like a bugbear, horde pygmy, or rival scout or thief – being an NPC, they can have *Expert Backstabbing* and *Outdoorsman* because the GM says so. They'll use the Juju to seed their hunting ground with traps and take deadly shots from afar. Heroes who obtain it face a puzzle: Only barbarians, druids, and scouts can have *Outdoorsman*, while only thieves may buy *Expert Backstabbing*; someone who wants to get the most out of the Juju might accept ill-advised quests that promise the missing ability as *Exceptional Training* (*Exploits*, p. 93) or *Alternative Rewards* (*Exploits*, p. 94). Selling it won't make anybody rich. Thus, it's a fun *low-powered* prize.



## Elven Juju

The GM may allow the elven *Forest Guardian* advantage to work similarly to *Outdoorsman* for the Hunter's Juju. *Forest Guardian* already raises *Stealth*, so the Juju doesn't enable a further bonus – but an elf with *Outdoorsman* can add *that* to *Stealth*, too, when attempting surprise attacks. The Juju also lets the elf use the *higher* of *Forest Guardian* or *Outdoorsman* as their bonus to set traps and upper limit on *Expert Backstabbing* with *ranged* attacks. As every elven thief can buy up to *Expert Backstabbing* 10 and *Forest Guardian* 4, the Juju is more powerful for such characters – something to bear in mind when considering it as treasure.



# ILLABEL'S SPLENDOR

*Illabel wasn't a wizard – she thought the Guild pompous. Nor a cunning woman, wise woman, or any similar feelgoodery. "Witch" suited her grandmother and her mother. It was good enough for her.*

*Her village had no temples or guardsmen. When cultists summoned a demon there, it was Illabel (and her cat) who confronted it. She was a woman of few words: "Leave. Now."*

*The monster guffawed. "And if I don't?"*

*Illabel pulled on a very ugly hat. "I'll make you cry."*

Illabel's Splendor is *not* particularly splendid – a classic "witch's hat," and a beat-up, moth-eaten one at that. A roll against Perception plus *any* spellcasting talent reveals it's magical, however.

The wearer of Illabel's Splendor can banish any sapient (IQ 6+) entity summoned from another plane of existence. This generally means demons, elementals, or spirits, but also includes divine servitors conjured by priests, Elder Things invited by cultists, and whatever else the GM likes – if *magic* brings creatures from Faerie, dreams, or through the looking glass, the artifact is effective. Its effects resemble the Banish spell (*Spells*, pp. 59-60), but with greater scope. It *can't* affect independent visitors (like invading Elder Things), emissaries sent by deities (like many divine servitors), or natives of the material realm.

The other major difference between the artifact's power and Banish is how "casting" works. The wearer – who needn't be a spellcaster – performs no ritual and spends no energy. They rain down verbal abuse on their target! This requires being within HT yards (HT+3 yards with Penetrating Voice), and the subject must be able to hear.

The insults work much like *Taunt and Bluster (Exploits*, p. 58): Each turn, the wearer selects the Concentrate maneuver and rolls a Quick Contest of skill vs. the *higher* of the monster's IQ or Will. An appropriate Psychology specialty (like Demons or Elementals) works, as does Religious Ritual (vs. demons and divine servitors), but Illabel's Splendor also empowers harsh words with Intimidation and taunting rhymes with Singing to affect even Indomitable, Unfazeable beings. Be open-minded – this artifact is intended to be slightly tongue-in-cheek!

The wearer can continue for multiple turns, even changing skills from turn to turn. Add each turn's margin of victory or loss to a running total. On turns when the wearer doesn't hurl insults (e.g., they attack instead), the monster gets a Will roll on its turn and subtracts its margin of success. Should the running total ever *exceed* the *higher* of the entity's ST or Will, it's instantly banished.

*Example:* Illabel is legendary for her Intimidation-20. She's facing a demon that has ST 20, IQ 10, and Will 16. Its SM +1 gives -1 to Intimidation, canceling +1 for shouting with

Penetrating Voice. It's also Indomitable, but the hat doesn't care. The monster has higher Will than IQ; it resists at 16. It has higher ST than Will; Illabel needs a running total of 21+.

Illabel takes a Concentrate maneuver to mock the demon; she rolls 10, it rolls 14, and she wins by 8. On successive turns, she wins by 3 (total 11), loses by 2 (total 9), wins by 5 (total 14), and wins by 6 (total 20).

On her sixth turn, Illabel pauses to save Kitty Fluffkins. The demon rolls vs. Will on *its* turn, succeeds by 6, and shrinks the total to 14.

Illabel comes back, winning the next two turns by 4 (total 18) and 4 (total 22). The demon is banished!

That took eight turns – slower than Banish, but without spending energy or gambling on a single resistance roll.

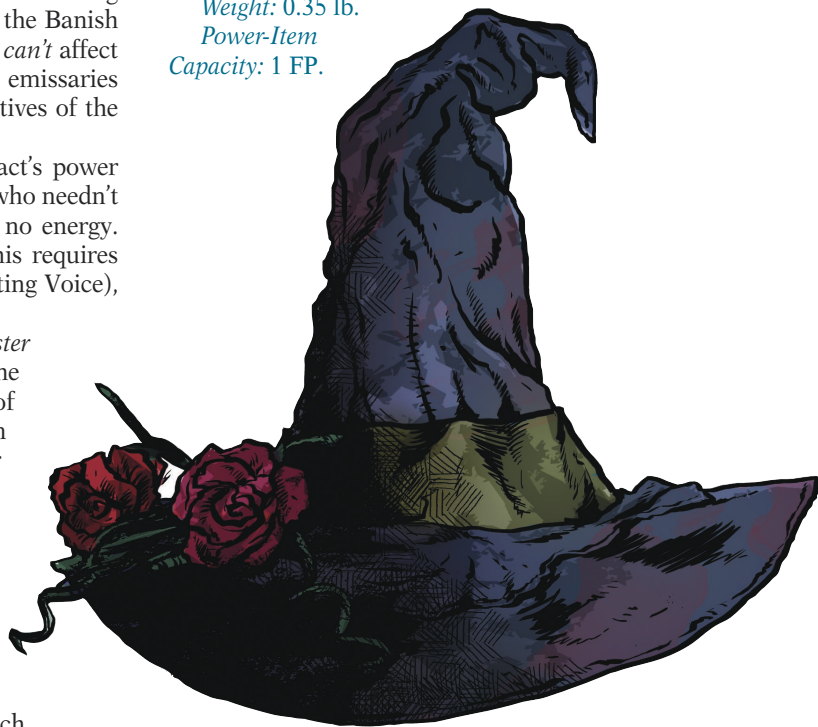
Illabel's Splendor provides no DR but cannot be worn with a helmet. Its power is "dramatic necessity" – anywhere a suitable subject entity can exist, the hat can banish it.

*Sell Price:* \$16,000.

*Weight:* 0.35 lb.

*Power-Item*

*Capacity:* 1 FP.



## Treasure!

*My Hat's Off To You.* Delvers are usually in their home dimension; if not, banishing one of them breaks up the party, which isn't fun. Instead of giving monsters this artifact, have Illabel give the heroes a quest and *lend* them her hat. If they prevail, they can keep it; she has another. If they cheat – well, having a legendary witch as an enemy *is* fun!

# THE JUVENATOR

*The clerics looked up from Hap's body.*

*"He's gone," proclaimed Sister Miriam with her usual bluntness.*

*Francesco was more sympathetic. "Sorry. We tried everything."*

*"Not the Juvenator," said Zephyra. "He **should** fit. And whether or not he lives, he advances magical knowledge."*

The Juvenator isn't typical adventuring gear. It's a metal-capped crystal jar filled with swirling goo (which slowly replenishes itself if poured out) – something that would look at home holding pickled organs in a necromancer's lab. Delvers who learn of its powers might just bring it along, however.

Simply put, the Juvenator restores life to things once living but now dead. It can hold specimens of Size Modifier -2 or smaller. For body parts, add the owner's SM to the hit location modifier; e.g., -2 for a human-sized arm/leg, -4 for a hand/foot, or -5 for a head. A *whole creature* would fit only if no larger than a halfling.

A severed body part – however damaged – is restored in 24 hours. A head or an entire creature takes 10 times as long, and the body cannot have been *destroyed*; see *Effects of Accumulated Injury (Exploits*, p. 59). A body needs a head; a head *doesn't* need a body.

While functioning, the Juvenator requires an "attendant" with Bardic Talent, Magery, or Power Investiture (any variety) present the whole time; bodies and heads usually mean taking shifts. When the regeneration time is up, roll against

the *lowest* Esoteric Medicine skill (defaults to Perception-6) among the attendants. For a head or body, skill is at -1 per full day between the subject's death and bottling. If multiple objects are placed inside, or the contents are removed early, the roll fails automatically.

For a limb or extremity, success at Esoteric Medicine indicates the body part can be reattached. A successful Surgery roll and it works as good as new. Failure at Esoteric Medicine ruins the part – though the temple can still replace it. Failure at Surgery allows repeated attempts at a cumulative -1.

For a whole body, success at Esoteric Medicine means resurrection! The subject has 0 HP and 0 FP, but can be healed in all the usual ways. If they were diseased or poisoned, or missing parts, those problems are cured; *curses* remain. Failure at Esoteric Medicine means permanent death – nobody can retry, *ever*.

Handle a *head* like a body except that success creates a living head in a jar. It has the IQ, HT, Will, Per, FP, and Basic Speed it had in life; *half* its former HP; and no ST, DX, or Move. It retains all its abilities but can use only those that require neither movement nor limbs – it can see, hear, talk, and cast spells known at level 15+, but it can't move (or change facing within the jar), attack, or defend. If removed, it must roll vs. HT at -6 each turn until it fails and fall unconscious. Death follows in five seconds; resurrection is impossible.

The Juvenator affects only animal-, faerie-, hybrid-, and mundane-class beings, which includes all player-character races. It cannot restore plants, slime, tissues that have been undead, or entities that were never genuinely alive. It has no effect on inanimate objects, including organic artifacts and *petrified* flesh.

The artifact has DR 5, HP 17. Smashing it ruins it forever. Regeneration in progress fails; a head living inside starts to die.

The Juvenator requires low or better mana, Nature's strength with a penalty no worse than -5, *and* low or better sanctity. Any spellcaster gets a Perception + spellcasting talent roll to realize it's magical.

*Sell Price:* \$215,000, but no one is likely to challenge the temple's healing monopoly. The temple may offer equivalent "healing credit" – that's 14 resurrections!

*Weight:* 75 lbs.

*Power-Item Capacity:* 30 FP, for someone *carrying* it or for a head living inside.

## Treasure!

*Use Your Head.* An evil spellcaster's head in a jar is a classic! With magic, they could levitate and take physical action. Smash the Juvenator to kill its occupant and it's ruined; incapacitate the head while it's levitating and it may crash, with similar results. Cunning heroes who capture the thing can either earn credit (not cash) with the temple or keep it.



# OL' SMILEY'S INN

"I don't smell dinner cookin'," griped Puddin'.  
Jag looked at his map. "The inn **should** be here."  
Llandor snorted. "Hmm, a toppled gravestone. Perhaps they all died."  
"Ah!" exclaimed Zephyra. "We're here!"

When delvers need rest, they're often underground, in the wilds, or on other planes of existence – places where no ordinary innkeeper sets up business. But Ol' Smiley isn't an ordinary innkeeper, or even a person. It's the nickname of the grinning skull on the tombstone known as "Ol' Smiley's Inn."

Physically, the Inn is a heavy, black-gray stone slab carved with religious symbols and magical runes. It's *theoretically* portable. See *Heavy Lifting!* (box) for ideas.

Once the Inn is removed from any container and set upright on the ground, it projects a holy aura in a cube 15 yards on a side. The "floor" is whatever the Inn stands on; the aura extends 15 yards up. In a closed room smaller than the cube, the effect ends at the walls and ceiling – it doesn't penetrate beyond.

This aura lets its users rest in peace (its creator had a bizarre sense of humor). Those inside it when the

Inn is activated – its "occupants" – aren't actually where they were beforehand. They're within an area that functions like a Sanctuary spell (*Spells*, p. 35) with differences:

- Occupants can *see* the area they were in – including light sources and beings there – as if still present. This is an elaborate illusion. They *aren't* there and can't affect the real world with spells or physical actions.
- Occupants moving beyond the aura's boundaries return to the real world. They must make a Body Sense roll or be physically stunned. They cannot reenter unless the Inn is deactivated and reactivated.
- Occupants always have fresh air at a comfortable temperature.

As with Sanctuary, Seeker and Trace spells won't cross the boundary, spellcasting is at -5, and Recover Energy is ineffective.

The Inn vanishes with the occupants. To deactivate it, they must all leave the area. Alternatively, someone can pick up or topple the stone; then *everybody* reappears. Either way, the Inn also reappears and everyone ends up rolling vs. Body Sense to avoid stun.

The Inn requires the sanctity of gods of death (there's that sense of humor again), home/hearth, inns/taverns, or messengers/travel. It's powerless in realms where nobody ever journeys, settles, or dies.

*Sell Price:* \$73,000.

*Weight:* 400 lbs.

*Power-Item Capacity:* 13 FP if *carried* – touching it won't do!

## Treasure!

*Welcome, Travelers!* The Inn's occupants can wait for enemies to appear, knock over the tombstone, and appear out of nowhere. This gives surprise – but ambushers who fail Body Sense rolls are stunned, too! Delvers will probably encounter the Inn this way. If they acquire it, delving becomes *much* easier if they can lug the extra 400 lbs. Selling it is likely to be attractive; adjust the sell price to the campaign.



## HEAVY LIFTING!

Here are ways for adventurers who aren't half-ogre barbarians to lug items too heavy for ordinary packs (max. 100 lbs.), litters (200 lbs.), or wheelbarrows (350 lbs.). In all cases, add the weight of these items to cargo weight, and use the total Basic Lift of all bearers to assess encumbrance.

*Cart.* Up to four people can manhandle a two-wheeled cart. Carries 1,200 lbs. Divides effective weight by 10. *Exceptionally* noisy: +3 to wandering-monster checks. \$340, 600 lbs.

*Chest on Poles.* A large wooden chest (*Adventurers*, p. 111) holds 400 lbs.; it's \$200, 40 lbs. Two 6' poles (add \$10, 6 lbs.) allow two bearers; two 10' poles (add \$16, 10 lbs.) permit four bearers.

*Heavy Litter.* Similar to the standard litter (*Adventurers*, p. 111), but supports 500 lbs. Includes longer poles to accommodate *four* bearers. \$250, 60 lbs.

*Heavy Wheelbarrow.* A scaled-up version of the usual model (*Adventurers*, p. 112) hauls 500 lbs. Divides effective weight by 5. Only convenient for *one* person. Noisy: +1 to wandering-monster checks. \$100, 25 lbs.

*Wagon.* Up to four people can move a four-wheeled wagon (*Exploits*, p. 16). Shifts only 1,000 lbs., but divides effective weight by 20. More stable and less noisy than a cart: +2 to wandering-monster checks. \$680, 680 lbs.

# OUDOU

"This mask is **definitely** linked to totemic magic," Zephyra declared, still touchy after the Gorilla Club affair.

"Then we should **definitely** destroy it," concluded Miriam, cheerlessly.

Both looked at Grükuk, who shrugged. "Nothing to do with orcs, sorry."

Ælin nodded. "Neither is it evil, tho' we'd surely regret smashing it."

Oudou was here before Man. Oudou shall remain after the last human – indeed, the last *humanoid* – has returned to the Earth. Oudou abides.

This mask is an embodiment of a spirit. As an object, it's considered ornate wooden (see box) armor, giving the face DR 3 from the front and granting +3 reactions *not* from buyers, but from believers (Oudou doesn't have "worshippers"): horde pygmies, jungle goblins, headhunters, etc.

Wearing Oudou means Oudou wears *you*. You're mostly yourself, with *differences*.

Oudou predates "technology," so artificial minds – whether magical or fantastically complex gnomish calculating machines – simply don't see it. While acting inoffensively, the wearer is ignored by construct-class monsters (bronze spiders, obsidian jaguars, and golems of all sorts). Treat this as a free Invisibility spell (*Spells*, p. 47), but it's limited to constructs, and only hostile action against *constructs* ends it for the encounter.

Oudou is attuned to growing things. Identical "invisibility" extends to plant-class monsters: They ignore the wearer until that person takes hostile action against them, at which point all plants on the battlefield can sense that individual.

Oudou has always been there. If the wearer remains completely still amid vegetation (jungle, swampland, and woodlands always count; arctic, desert, mountain, and plains rarely do; town and indoors never do), they're overlooked as part of the landscape. This works like a maximum-strength Hide spell (*Spells*, p. 47): observers have -5 to spot that person, who ignores -5 to Stealth when backstabbing.

The downside? Oudou brooks no trifling with Nature. The wearer suffers from Sense of Duty (Nature); see *Adventurers*, p. 66. If they *already* have that, they gain Fanaticism (*Adventurers*, p. 60) and put Nature ahead of everything – including companions, quests, and other behavioral disadvantages. They'll kill and *die* for Nature.

The wearer can remove Oudou. If they normally lack Sense of Duty (Nature), make a self-control roll at 12; failure allows another attempt in an hour. For those with Sense of



Duty (Nature), the roll is at 6! Allies can try unmasking the user, but this elicits a violent response; that person must *fight back*, exactly as if battling monsters.

Oudou is tough (it's armor), but can be smashed by major force; e.g., dropped into a volcano or dwarven wood chipper. This is a *terrible* idea. Unembodied, Oudou becomes a hostile spirit guardian (*Monsters*, p. 52) with double ST, double HP, and an unlimited domain! It tosses around the sacrilegious with ST 34 and pummels them for 3d+1 crushing until exorcised or destroyed.

Oudou is a druidic item, but Nature's strength doesn't affect its capabilities. Its value as a druidic power item reflects that it's an embodied spirit, not a wooden mask.

*Sell Price:* \$35,000.

*Weight:* 3 lbs.

*Power-Item Capacity:* 2 FP for most users, 16 FP for druids (and tribal shamans).

## Treasure!

*Oudou You.* Since delvers rarely sic constructs and plants on enemies, and a one-off backstabbing isn't terribly impressive, have Oudou influence adventure design: The boss leads tribesmen because they're in awe of the mask (+3 to reactions), and though this foe can't necessarily *control* constructs or plants, that person can walk into areas guarded by such monsters and do nefarious deeds in peace while the heroes must fight. If the enemy is a druid, Oudou's high power-item capacity increases the challenge.

## NEW ARMOR MATERIAL: WOOD

Pieces of durable wood laced together and screwed into sliding frameworks, much like segmented plate. Made thick enough to stop blows, it's heavier than most other armor – but also cheaper per point of DR than *all* other armor. Not being metal, it isn't weak to lightning (nor fire, no more so than cloth or leather) and doesn't double reaction penalties in town (it's "quaint," not menacing).

Armor	DR	Head (Full Face)	Body	Arms	Hands	Legs	Feet	Suit
Wood	3	\$25 (+\$10)	\$105	\$50	\$10	\$75	\$35	\$300
weight		7.5 (+3)	31.5	15	3	22.5	10.5	90

# PORTABLE PURVEYOR

Argua cradled the unconscious Sir Yvor and Francesco in either arm.

Samar looked dismayed. "Two down, including the healer. I hope the others escaped. I don't suppose you have any healing potions?"

Argua pulled out a dainty pouch. "Nope, but bard loaned me pervortor."

Samar raised an eyebrow. "Time to loot the bodies."

A bottomless purse (*Adventurers*, p. 118) must be stocked in advance.

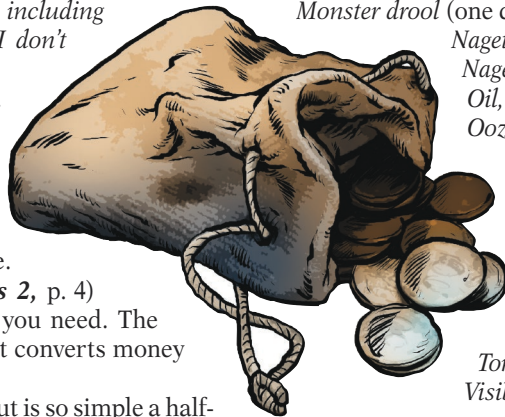
The Amazing Backpack (*Magic Items 2*, p. 4) provides free goods, but rarely what you need. The Portable Purveyor is another option: it converts money into essential supplies.

Operation requires two free hands but is so simple a half-ogre could do it: Take out the pouch (Ready), whisper your order into it (Concentrate), and feed in standard coins equal to the goods' price (each Ready maneuver lets you shovel in one coin per pound of Basic Lift; e.g., Argua, with BL 97, could deposit \$97/turn in copper or \$1,940/turn in silver). On your next turn, your delivery arrives, along with any change; removing either from the pouch is a Ready maneuver.

The Purveyor's inventory is limited to specific consumables useful to adventurers *and* restricted by the pouch's three-pound weight capacity, though not by *volume*. A bundle of small, everyday items takes a single transaction; specify count when ordering, to the maximum noted below. Extraordinary goods must be ordered individually and aren't guaranteed available (if unavailable, the pouch whispers, "Sorry!"). Everything is of basic quality for its kind.

The price list:

Acid (one grenade): \$10.\*  
Alchemist's fire (one grenade): \$100.†  
Alchemist's matches (tin of 50): \$15.\*  
Arrows, fire (max. 30): \$4/arrow.  
Arrows, regular, bodkin, or cutting (max. 30): \$2/arrow.  
Aiatl/throwing darts (max. 3): \$20/dart.  
Bandages (max. 3): \$10/roll.  
Blinding powder (one grenade): \$300.‡  
Blowpipe darts (max. 60): \$0.10/dart.  
Bolts, fire (max. 50): \$4/bolt.  
Bolts, regular, bodkin, or cutting (max. 50): \$2/bolt.  
Caltrops (one hex): \$5.\*  
Candles, beeswax (max. 3): \$5/candle.  
Candles, tallow (max. 3): \$0.50/candle.  
Chalk (max. 12): \$1/stick.  
Glow vial (one): \$30.\*  
Glue (one grenade): \$60.\*  
Healing potion, greater (one): \$1,000.‡  
Healing potion, major (one): \$350.†  
Healing potion, minor (one): \$120.\*



Lead bullets/pellets (max. 50): \$0.10/projectile.

Liquid ice (one grenade): \$250.†

Monster drool (one dose): \$20.\*

Nageteppo, flash (one): \$40.\*

Nageteppo, smoke (one): \$40.\*

Oil, lantern (max. 3): \$2/pint.

Oozing doom (one grenade): \$100.†

Paper (max. 60): \$1/sheet.

Paut (one dose): \$135.\*

Rations (max. 6): \$2/meal.

Scroll, universal, charged, Major

Healing, 8 HP (one): \$400.‡

Shaped rocks (max. 3): \$1/rock.

Shaped stones (max. 60): \$0.05/stone.

Torches (max. 3): \$3/torch.

Visibility dust (one grenade): \$50.\*

\* Available on 12 or less on 3d, -1 per previous purchase attempt (to a minimum of 3), regenerating to 12 at +1 per day left between purchase attempts. Luck *can* affect the roll.

† As above, but maximum availability 10.

‡ As above, but maximum availability 8.

Prices are fixed and unaffected by *any* of the buyer's personal traits. They must be paid in copper, silver, and gold coins – not in exotic metals (billon, tumbaga, electrum, platinum, etc.), nor in gems, goods, or anything besides *money*.

The Purveyor can also *exchange* standard coins. Dump in some money. The Purveyor takes a 5% commission. Then specify what denominations it returns. For instance, if you deposited 1,000 copper, 500 silver (\$11,000, 30 lbs.), it would dock \$550 and you could withdraw the \$10,450 balance as 26 gold, 2 silver, 10 copper (0.76 lb.). It neither accepts nor returns partial or exotic coins.

The Purveyor requires sanctity to work. "Heaven provides!" exclaim the faithful. The conspicuous unavailability of traditional countermeasures against Evil (garlic, wolfsbane, holy water, etc.) leads cynics to suspect the artifact is actually a passage to Hell. Items left in it for more than a minute vanish forever.

*Sell Price:* \$51,000.

*Weight:* 0.2 lb.

*Power-Item Capacity:* 1 FP.

## Treasure!

*Boom And Bust.* The Purveyor is a good plot device to explain why intelligent, tool-using monsters are pillaging coin, yet monster-slayers are fighting opponents who have grenades, poison, potions, and plentiful ammo, but no cash. The boss should be *canny*. Delvers who capture the Purveyor will probably visit town infrequently and carry only weight-efficient gold. They'll also enjoy no discounts on purchases and lose money on exchanges, so it's no free lunch – but it is a big change.

# THE STOMPERS

Uncle Seamus finished his analysis and spoke. "How curious! These boots possess a magic I have never encountered."

"But what do they **do**? Make you faster? Sneakier?" asked Puddin'. "I mean, they're the work of gnomes, so they're superior in **some** way."

"I believe they are intended to be a weapon," Seamus replied.

Everybody looked at Masha, who in turn gazed down at her blood-caked footwear and remarked, "They **do** sound like my kind of kicks," then added, "and the orcs call your magic 'chi,' Uncle Seamus."

Grükuk mused, "Not that either of us is fluent, but I'm pretty sure that word isn't Orcish."

The Stompers are an obviously well-made and expensive (though not attractive!) pair of leather boots boasting every gnomish addition to the cordwainer's art. They don't just *look* more complex than the "leggings with soles" that pass as boots for most folk – they *are*. The time to don or remove each one is 6 seconds rather than the usual 3; see *Long Actions (Exploits, p. 32)*. The first thing viewers with Chi Talent notice, however, is that they're crackling with elemental energy; this is evident on a successful Perception + Chi Talent roll.

As protection, the Stompers count as fine-quality heavy leather foot armor (DR 2). A system of buckles and laces allows any SM 0 humanoid to adjust them to fit, bypassing the usual rules for fitting into fine-quality armor. They also carry a version of the Fortify enchantment that draws on the wearer's *chi* – not standard wizardly magic – to grant the feet (only) additional DR equal to Chi Talent level.

The Stompers give +1 to kicking damage just like any DR 2+ footwear (*Adventurers, p. 108*) – but here, too, *chi* makes them better. Wearers with Chi Talent may add *half* its level, rounded up, to damage. Including the bonus for heavy boots, this totals +2 kicking damage at Chi Talent 1-2, +3 at Chi Talent 3-4, or +4 at Chi Talent 5-6.

The only mixed blessing (other than complicated fasteners!) is that the Stompers are hobnailed; see *Adventurers, p. 111*. While this cancels the -2 to attack and -1 to defend for *Bad Footing (Exploits, p. 35)*, it *also* gives -1 to Stealth



vs. Hearing, and makes the boots a pound heavier despite their fine cut. It isn't possible to pry out the nails without destroying the Stompers' magic.

The Stompers' special powers rely on the user's *chi*, not on any external supernatural energy. They work even in areas completely without mana, Nature's strength, or sanctity – but they're only truly *special* for wearers with Chi Talent.

**Sell Price:** \$37,000 to a martial-arts monastery, but at most \$750 for fancy boots to other buyers.

**Weight:** 4.1 lbs.

**Power-Item Capacity:** 7 FP.

## Treasure!

**Fight You For It!** The Stompers are a treasure best introduced in the bad guys' hands – or in this case, on their feet. An evil martial artist, either the boss in their own right or a loyal henchman, is the ideal wearer. This opponent should have high Karate, Chi Talent 6, Dragon Skin to augment the Stompers' high DR, and all of Mantis Strike, Seven Secret Kicks, and Unarmed Master to hit harder. In a hurry, just adapt Masha's character sheet (*Delvers To Go, p. 8*), raising Chi Talent to 6 and Karate to 20, and replacing her boots (which give DR 4 and +1 to kicking damage at 8.4 lbs.) with the Stompers (DR 8 and +4 to kicking damage for 4.1 lbs.).

### New Armor Modifier: Gnomish

Manually adjusts to fit *anyone* of the SM for which it was made, with no need for the Armory roll in *Fixer-Upper (Exploits, p. 15)* – even if fine! An Armory roll at -5 adjusts it to someone one SM smaller (not larger). Doubles the time to don or remove the armor. Any *leather* armor for humanoids. +4 CF.

# CHAPTER TWO

# MONSTERS!

These monsters are a diverse lot. Centaurs (pp. 24-25) and harpies (pp. 28-29) come from classical myth. The warhog (pp. 32-33) is a giant version of a real animal, while the astuca (pp. 22-23) are sapient insect-folk; similar beings abound in fiction and games. The elastoid (pp. 26-27) and osisizo (pp. 30-31) occupy familiar niches in the fantasy ecosystem but weren't inspired by earlier sources – they're weirdness unique to the *Dungeon Fantasy Roleplaying Game*.

The questions “How many monsters show up?” and “What loot do they have?” are left open. As *Monsters* explains, it's the GM's job to answer those in a way that suits the story, the setting, and the delvers' options (fight, negotiate, trick, avoid, etc.). A starving osisizo hunting party far from home could be small, counting on surprise, and carrying nothing of value . . . but osisizo mercenaries hired by the Temple of Greed might appear in an oversized, overfed, *overconfident* horde that guards untold riches.

Still, unlike the creatures in *Monsters*, which occupy 2/3 of a page on average, these ones enjoy two full pages apiece. The extra space holds additional advice on tactics and background to help the GM plan a battle – or a *world*. Each entry ends with adventure seeds that could spark anything from combat encounters, through side-quests, to full-on scenarios.

## Social Monsters

Despite major differences, these races share the possibility of a more civilized context than a dungeon. Though they might not be as tough as delvers individually, consider:

- Astuca have a complex civilization, albeit one alien to humanoids. Every member of this regimented hive-race serves a monarch who commands the resources of an *empire*. Defeating a patrol could be interpreted as declaring war, no matter who struck first.

- Warhogs are often met as mounts for the “equestrian” class of the orcs, who have a rough-but-organized society. Centaurs are proud, cultured, and *territorial*. Osisizi are a race of mercenaries. In all three cases, a tribe or warband with brutal ideas of honor and vengeance is never far away.

- Harpies aren't a military threat but *are* adept harassers who find safety in numbers. A rock-bombing campaign isn't a fight to win – it's a problem to solve.

- Elastoids form organized ambush parties. They're also a mystery. If they actually serve Elder Things, an “easy” victory could be a prelude to an unscheduled boss fight.

## READING MONSTER STATS

The creatures in this chapter use a uniform stats format:

**ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move:**

Basic attributes and secondary characteristics mean exactly what they do for heroes. Creatures with IQ 6+ can understand language and use tools. Move is *ground* Move except as noted.

**SM:** Size Modifier affects all rolls to hit the monster. If larger than 0, *Multi-Hex Figures* (*Monsters*, pp. 7-8) applies and the energy cost to use Regular spells on the creature is multiplied by (1 + SM). The monster's stats *already* reflect the effects of long limbs on Move, reach, etc.

**Dodge and Parry:** Defenses are prefigured from DX, Basic Speed, and melee combat skills, and *already* include any Combat Reflexes bonus.

**DR:** Total DR from all sources. The GM can always increase this by adding armor, Armor spells, and other protection.

**Attacks:** Listed by name. No matter how many options appear, a monster can attack just once unless noted otherwise. The number in parentheses is effective skill. The given skill, damage, reach, and so on *already* factor in the effects of the being's other stats (attributes, SM, advantages, skills, etc.).

**Traits:** Important advantages or disadvantages, including special ones from *Monsters*, pp. 9-14 or defined in the monster's notes. For brevity's sake, DR and attacks aren't listed a second time. “Color” traits don't appear at all; the GM can add them if important.

**Skills:** Skills possessed by all monsters of this type. Levels *already* reflect the effects of permanent modifiers from advantages and disadvantages. Exceptional specimens might have different skills. Beings with IQ 6+ can learn almost any skill!

**Class:** See *Monster Classes* (*Monsters*, p. 14).

**Notes:** Details of complex traits; notes on equipment; whether the monster will negotiate; and any exceptions to the listed stats or these guidelines.



# ASTUCUM

Astuca (singular: *astucum*) are one of many intelligent subterranean races commonly called “insect-folk.” Like centaurs (pp. 24-25), they move on four legs and have an upright upper body with two arms. Their physiology is uniformly insectoid, though, not hybrid, and their upper limbs end in oversized pincers, not hands. An armored carapace, sealed against acid and poison (and protecting even the eyes) rounds out the package.

Communications between astuca and humanoid races are minimal. The two have such radically different modes of speech – astuca using the ultrahigh frequencies that let them “see” in total darkness – that mutual comprehension is possible only via Gift of Tongues, Telepathy, or similar magic. Even then, humanoid and astucan *minds* are worlds apart: Each party must roll vs. IQ once per piece of information they attempt to convey; those with Cultural Adaptability make *their* roll at +3. Success on both rolls gets the message across, one failure indicates a simple inability to communicate (repeated attempts waste time and incur a cumulative -1), and a double failure – or any critical failure – means a disastrous misunderstanding that provokes violence from the astuca.

Which gets to the other problem with astuca: They’re *extremely* territorial, and regard humanoids in their homes – and delvers encountering astuca are likely invading astucan tunnels – not as intelligent life but as pests, to be exterminated. Some sages explain this attitude and astucan alienness with the theory that the insect-folk serve Elder Things. Difficulties in communication make learning the truth unlikely.

Like many insect races, astuca have physically distinct castes. Three are described below; there may be others, along with a queen or king who rules the lot (though that’s conjecture). Patrols encountered underground generally include members of all three classes – and outnumber their rivals 2:1 when dispatched to deal with known invaders.

## Warrior

Most astuca met by adventurers are aggressive fighters of limited intellect.

<b>ST:</b> 13	<b>HP:</b> 13	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 12	<b>Move:</b> 6/12
<b>IQ:</b> 8	<b>Per:</b> 10	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> 0
<b>Dodge:</b> 10	<b>Parry:</b> 12 (x2)	<b>DR:</b> 6

**Pincer (16):** 1d+4 cutting. Treat as weapon, not as body part, both to attack and parry! Any hit counts as a grapple with effective ST 19 (thanks to Arm ST and Wrestling), even if it doesn’t penetrate DR. This lets the astucum roll damage as a free action each turn until victim breaks free. Reach C, 1.

**Traits:** Arm ST 4; Chummy; Code of Honor (see notes); Combat Reflexes; Enhanced Move (Ground); Extra Legs (Four Legs); High Pain Threshold; Intolerance (Other intelligent races); Nictitating Membrane 6; No Fine Manipulators; Peripheral Vision; Sealed; Sonar (20 yards).

**Skills:** Brawling-16; Wrestling-16.

**Class:** Mundane?

**Notes:** Can parry using either pincer as though it were a weapon, and leaves one free for this; it attacks until it hits and grapples an opponent, then hangs on and does damage as a free action while using its empty pincer to slash (but *not* grab) enemies who get close. Code of Honor means warriors value the lives of members of other castes over their own, never break ranks, and never abandon their wounded. Unlikely to negotiate owing to Intolerance and differences in language.

## Monitor

Monitors are trackers, tacticians, and intelligence-gatherers. Smaller and smarter than warriors, they have a flawless sense of direction, keen senses, long-ranged sonar, and the skills to utilize the tricks in “*Onward to Victory!*” (*Exploits*, p. 57). They lead patrols to invaders and then search the enemy casualties for clues. Most distressingly, they use tentacles near their mouthparts to suck information from the minds of (safely grappled!) opponents, and may order warriors to take captives for “interrogation.”

<b>ST:</b> 12	<b>HP:</b> 12	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 12	<b>Move:</b> 6/12
<b>IQ:</b> 10	<b>Per:</b> 14	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> 0
<b>Dodge:</b> 9	<b>Parry:</b> 10 (x2)	<b>DR:</b> 5

**Pincer (14):** As warrior, but 1d+3 cutting and effective ST 15 (thanks to Arm ST).

**Tentacles (14):** Only against *living* targets who can’t make weapon parries; e.g., enemies grappled by both arms. Each turn, roll a Quick Contest: Interrogation vs. victim’s Will. Victory extracts a succinct (at most 10 words) but completely *truthful* answer to a brief question (ditto); a tie achieves nothing, but doesn’t increment the penalty for repeated attempts; loss gives a cumulative -1 to repeated attempts.

**Traits:** Absolute Direction; Arm ST 3; Born War-Leader 2; Chummy; Enhanced Move (Ground); Extra Legs (Four Legs); High Pain Threshold; Intolerance (Other intelligent races); Nictitating Membrane 5; No Fine Manipulators; Peripheral Vision; Sealed; Sonar (40 yards).

**Skills:** Brawling-14; Interrogation-12; Leadership-12; Observation-14; Search-14; Stealth-14; Strategy-12; Tactics-12; Tracking-14.

**Class:** Mundane?



**Notes:** Attacks the arms of a humanoid foe until it grapples both, and then uses tentacles *instead* of inflicting ongoing damage. Tentacle interrogations aren't affected by the rules for humanoid-astuca communications. May negotiate – *if* the terms include the other party submitting to interrogation.

### Deep Thinker

The smallest and smartest of the standard castes, deep thinkers are magic-wielders. Despite being more intelligent than monitors, they never lead patrols. They support the unit, casting Earth to Air and Shape Earth to help the patrol move around; Detect Magic, Earth Vision, and Sense Life to find beings and items of interest; Haste, Major Healing, and Shield to assist allies in combat; Entombment, Glue, and Slow on foes; and Walk Through Earth to flee losing battles. They also use their knowledge of arcane subjects to alert associates to enemy spells and artifacts.

<b>ST:</b> 11	<b>HP:</b> 11	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 14	<b>Move:</b> 6/12
<b>IQ:</b> 12	<b>Per:</b> 12	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> 0
<b>Dodge:</b> 9	<b>Parry:</b> 10 (x2)	<b>DR:</b> 4

**Pincer (14):** As warrior, but 1d+2 cutting, effective ST 13 (thanks to Arm ST), and reach C.

**Traits:** Arm ST 2; Chummy; Deep Wisdom 3 (see notes); Enhanced Move (Ground); Extra Legs (Four Legs); High Pain Threshold; Intolerance (Other intelligent races); Nictitating Membrane 4; No Fine Manipulators; Peripheral Vision; Sealed; Sonar (20 yards).

**Skills:** Brawling-14; Hidden Lore (Magic Items)-12; Hidden Lore (Magical Writings)-12; Occultism-12; Thaumatology-12; and several spells at skill 15: Detect Magic, Dispel Magic, Earth to Air, Earth Vision, Entombment, Glue, Haste, Major Healing, Purify Earth, Recover Energy, Sense Life, Shape Earth, Shield, Slow, and Walk Through Earth.

**Class:** Mundane?

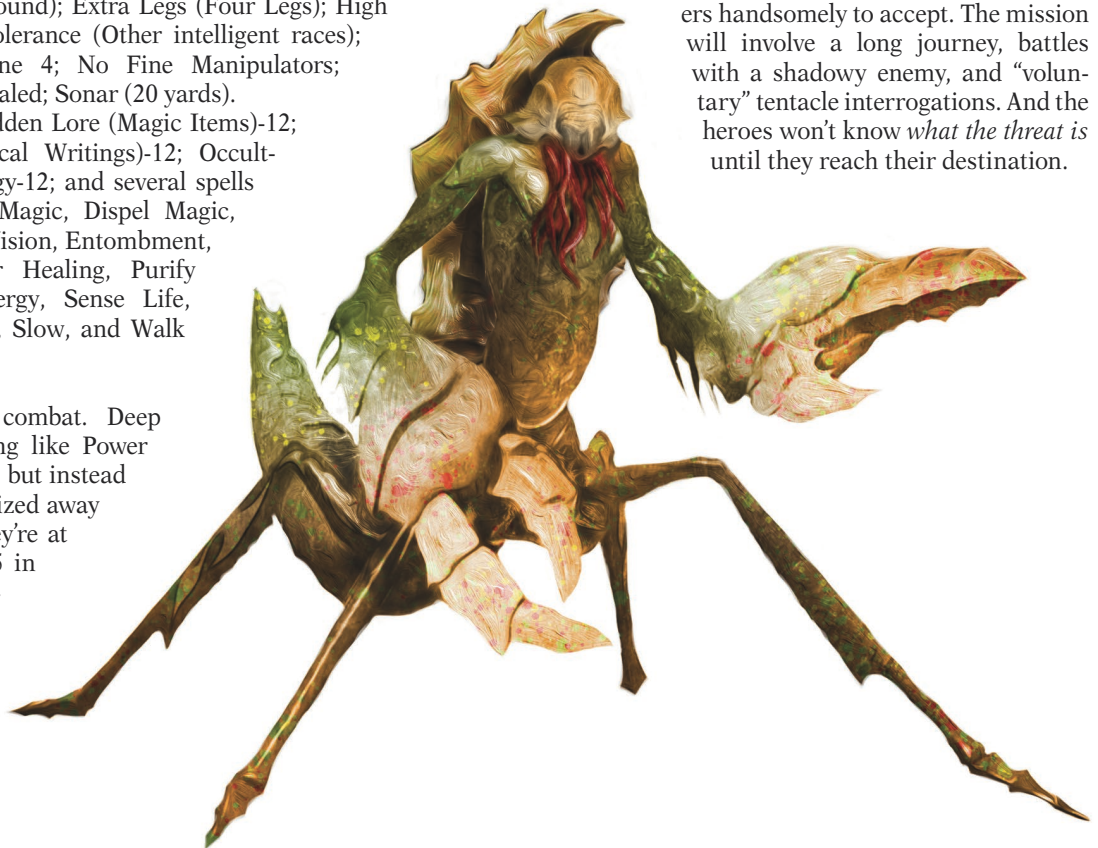
**Notes:** Avoids melee combat. Deep Wisdom is something like Power Investiture (Druidic), but instead of spells being penalized away from wilderness, they're at -10 above ground, -5 in caves open to the surface, no modifier underground, and +1 to +5 in certain deep places (close to the queen/king?).

Some powerful casters have Energy Reserves and/or power items, and no one but the astuca knows the *full* range of spells available, or their prerequisites. Unlikely to negotiate owing to Intolerance and differences in language.

### Astucum Adventure Seeds

**Bug Out!** The PCs are visiting a major subterranean outpost – e.g., dwarven town, “under city” of a surface settlement, or mega-dungeon’s “safe zone” – when somebody important approaches with an urgent plea: A top official was *just* abducted by a large astucan patrol at the outskirts. It's prudent to assume that monitors have learned enough to mount an invasion. The adventurers' job is to keep that information from reaching whatever the astuca serve. The insect-folk are swift, but there's a deep, *secret* shaft the heroes can use to head them off. Why a covert route into astucan territory exists is an excellent question, the answer to which may explain the kidnapping. While the quest-givers are unlikely to take “no” for an answer, they may be desperate enough to share truths that resourceful delvers could exploit.

**Royal Delegation.** Astuca approach a humanoid settlement under a flag of truce. With difficulty, the Wizards' Guild learns of a horrific menace in the depths, against which the astuca are offering a temporary alliance. Astucan leaders will give the full details only to a humanoid delegation that appears in person – and the astuca want the *delvers* for this, because actual officials are probably spies. The authorities offer to pay the adventurers handsomely to accept. The mission will involve a long journey, battles with a shadowy enemy, and “voluntary” tentacle interrogations. And the heroes won't know *what the threat is* until they reach their destination.



# CENTAUR

Centaur's need little introduction; anyone who has ever left town has seen one. But for the pasty few who've lived a sheltered life: A centaur resembles a mid-sized horse with its head and neck replaced by a muscular *humanoid* upper body (torso, arms, neck, and head).

It's widely accepted that this improbable combination (raising knotty questions about spinal columns and digestive systems) was the product of divine intervention rather than the wizardly meddling customarily blamed for hybrids. It's less clear which deity did the deed. The truth is also lost regarding whether it was a reward to a steppe-warrior culture, who deemed it a blessing; a wish granted literal-mindedly and with mixed consequences; or outright retribution. Regardless, today's centaurs are a proud race who seek no pity for their "condition" and who react poorly to talk of men mating with horses (insinuations that *centaurs* do so are fighting words).

Centaur's are hunters to the last, but that's just how they survive. Despite pernicious rumors, they don't hunt and eat intelligent beings, and many take pride in hunting down the kinds of monsters that do. However, they're also nomads who require a *lot* of living space, and who are protective of territory they consider theirs, which leads them to cross swords with expansionist societies . . . whose rulers find it convenient to portray them as monsters. An upshot of this is a mistrust of the "civilization" – especially the cities – of dwarves, elves, humans, and other humanoids.

Thus, adventurers sometimes come to blows with centaurs for reasons tied to politics more than anything else: They blunder through centaur lands on some quest on behalf of humanoid civilization, and are soon corralled by the centaurs and accused of being spies or raiders. That said, bands of centaur renegades are

found wherever centaurs have been forced into the margins by defeat, and four-legged, two-armed hunters are sufficiently deadly bandits – easily as effective as professional cavalry – that they soon end up with high prices on their heads.

Still, delvers who are respectful and not doing evil (or carrying out missions against the centaurs!) may encounter centaurs in the countryside as merchants, healers, and other good folk.

<b>ST:</b> 13	<b>HP:</b> 21	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 11	<b>Move:</b> 6/12
<b>IQ:</b> 10	<b>Per:</b> 12	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> +1
<b>Dodge:</b> 9	<b>Parry:</b> 9	<b>DR:</b> 0

**Hooves (12):** 2d+4 crushing. Reach C, 1.

**Punch (14):** 1d crushing. Reach C.

**Regular Bow (13):** 1d+1 impaling. Ranged, with Acc 2, 1/2D 195, Max 260, Shots 1(2), Bulk -7.

**Spear (13):** 1d+3 impaling. Reach 1, 2\*.

**Traits:** Enhanced Move (Ground); Extra Legs (Four Legs); Intolerance (Expansionist, urbanized "civilization"); Lifting ST 8; Striking ST 8 (Lower Body); Temperature Tolerance 1 (Cold); Vow (Own no more than what can be carried).

**Skills:** Bow-13; Brawling-14; Running-13; Spear-13; Survival (Plains)-13.

**Class:** Mundane.

**Notes:** Has a spear, a regular bow, 20 regular arrows, and a hip quiver (really more like a cavalry quiver). A centaur with this gear is unencumbered. While

non-warriors would have DX 10-11, and combat skills reduced to match, ST 13+ and HT 12+ are close to universal; centaur heroes could easily have *higher* scores across the board, and better gear, though armor is unlikely.

Centaur sages are common, with IQ 11+, Magery or Power Investiture 1-3, and whatever spells suit their social role. Centaurs are rational, not evil by nature, and as willing as humans to make deals – just not deals they feel might result in their lands being spied on, raided, or seized.



## CENTAUR DELVERS

Some players would love to play centaurs! While this is possible, realize that a centaur's size means they will require extra food, won't have much luck finding armor, and won't fit in narrow passages. It's up to the GM whether this balances superhuman carrying capacity, ground speed, and kicking damage (the *average* centaur has a Basic Lift of 88 lbs., runs at Move 10, and kicks for 2d+2 damage).

As racial cost is high (100 points), centaurs cannot use standard professional templates. Instead, they pick a profession and spend their last 150 points – plus points from personal disadvantages (up to 50 points) and quirks (up to 5 points) – on the attributes, advantages, and skills it raises or offers. They're required to take advantages and skills not worded as choices. For instance, a centaur cleric *must* spend 54 points on Clerical Investment, Power Investiture, and fixed skills (Diagnosis, Esoteric Medicine, Exorcism, First Aid, Hidden Lore, Meditation, Occultism, Public Speaking, Religious Ritual, Surgery, Teaching, and Theology), and *may* raise ST, DX, IQ, or HT, buy other advantages and Holy abilities, and learn spells and the remaining skills.

### Centaur

**Racial Cost:** 100 points

**Attribute Modifiers:** ST+3 [30]; HT+2 [20].

**Secondary Characteristic Modifiers:** SM +1; HP+8 [16]; Will+1 [5]; Per+2 [10].

**Advantages:** Enhanced Move (Ground) [20]; Extra Legs (Four Legs) [5]; Hooves [3]; Lifting ST 8 [24]; Striking

ST 8 (Lower Body) [16]; Temperature Tolerance 1 (Cold) [1].

**Disadvantages:** Bulky [-35]; Intolerance (Expansionist, urbanized "civilization") [-5]; Vow (Own no more than what can be carried) [-10].

**Features:** Armor isn't interchangeable with human armor. Equine lower body, with hair, hooves, and a tail.

### Special Centaur Traits

**Bulky:** Your SM +1 gives enemies +1 to attack and Vision rolls against you. You need *five times* the usual amount of food (meaning \$30 and 7.5 lbs. of rations daily). If you get armor made, body and leg protection cost and weigh *double* (head, arm, and hand armor are unaffected), and you cannot have foot armor. The GM may rule that if a horse couldn't negotiate a gap, tunnel, bridge, etc., neither can you.

**Enhanced Move (Ground):** *Double* ground Move when traveling out of combat and *instead of* adding +1 movement point when sprinting (**Exploits**, p. 33) in combat.

**Extra Legs (Four Legs):** Identical to monster ability of the same name; see **Monsters**, p. 10.

**Hooves:** Kicks inflict +1 damage *per die*. You cannot wear footwear but get DR 1 on your feet, cumulative with DR from special abilities or spells.

**Lifting ST and Temperature Tolerance:** Identical to barbarian abilities of the same name; see **Adventurers**, p. 16.

**Striking ST (Lower Body):** Add this ST bonus to calculate damage with *kicks* and *slams*. It never benefits weapons, shield bashes, bites, or punches.

### Centaur Adventure Seeds

*For The Cause!* A centaur nation – by headcount a good-sized city, by land area five times the territory needed to feed such a city if it were populated by humans – is on the brink of being squeezed out by humanoid authorities: a greedy guild or temple, the ruler of whatever town the heroes call home base, or even the King. The result is war. The PCs are welcome to take sides in this conflict. If they fight for "civilization," they'll be paid a handsome bounty based on the number of centaur tails they bring back. If they take the centaurs' side, they'll be branded *Scum and Villainy* (**Exploits**, p. 14) or worse . . . but they'll *also* get a benefit only the centaurs can provide, such as a troop of centaur



*Centaur*s are  
Nature's knights.  
– Llandor the Gray,  
Scout

NPCs willing to fight by the heroes' side on outdoor adventures for the rest of their career!

*The Exception To The Rule.* Most centaurs are decent, if not good; even when angry, it's for obvious and understandable reasons. Not *these* centaurs. A centaur bandit chief has decided the PCs make a good target. On the way to a dungeon where the whole trip might normally be summed up by *Getting There Quickly* (**Exploits**, p. 17), the GM will harass the travelers with *several* wandering-monster encounters (**Exploits**, p. 85) per day – and be very strict about fatigue from *Travel* (**Exploits**, p. 64). The heroes can stop the attacks only if they defeat every last bandit (decide how many centaurs are in the band, and keep track of casualties) or figure out what the enemy leader wants . . . which might be an item from a previous quest, turning back from the current one, or possibly to capture a party member who has ties to a centauricidal organization back in civilization.

# ELASTOID

Elastoids are one of innumerable gray-skinned, hairless, man-sized races delvers may encounter deep underground. What makes them noteworthy is their flesh: They're made of rubbery *stuff* that can stretch, and stretch, . . . and stretch. It's also difficult to damage; weak attacks bounce off (DR 2), while against powerful ones it deforms and then snaps back or "melts" to seal the wound (Injury Reduction, dividing all injury by 3).

Another fascinating aspect of elastoid physiology is that while these creatures aren't precisely strong (though they're hardly weak), they can invest energy over time to stretch



out an arm, and then release that energy in a swift, powerful slap. In combat, "charging up" involves Ready maneuvers before attacking. Visualize this like a crossbow, which someone of merely modest strength can cock slowly and then use to ram a bolt through plate armor.

What makes elastoids *particularly* annoying to adventurers is that they can cling to walls and ceilings thanks to suckers on their extremities. An elastoid ambush party lurks out of reach overhead, repeatedly charging up and unleashing long-range slaps; this is *Attacking from Above* (*Exploits*, p. 38), but elastoids are adapted to this tactic and aren't at -2 to hit. The fact that they can see perfectly in the dark means they prefer areas where the ceiling isn't just high but also completely in shadow.

The obvious counter to clinging elastoids is to riddle them with arrows, but be aware that they're Homogeneous (*Exploits*, p. 55), meaning that in addition to having no brain or vitals to target, penetrating impaling damage is halved rather than doubled. With their Injury Reduction, impaling injury is just 1/6 of the damage that penetrates DR! They're poison-resistant, too; don't count on poison to make up for lost injury. Closing the gap to fight them in melee combat is a better option, just don't get *too* close – those long-fingered, rubbery hands are made for strangling.

And what do elastoids want? Beyond "to kill people," it's anybody's guess. They're intelligent but don't seem to have a complex society. They never negotiate, though it's unclear whether that's because they don't want to, don't understand speech (or at least most common languages), or have never been offered anything they value. They're a creepy little mystery.

ST: 12	HP: 12	Speed: 6.25
DX: 13	Will: 10	Move: 6
IQ: 10	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: 11	DR: 2

**Neck Grapple (12):** Effective grappling ST is 17, due to +2 for Wrestling skill and +3 for spindly, stretchy fingers that function much like a garrote. Inevitably followed by strangling (*Exploits*, p. 41) on later turns. Reach C, 1.

## TACTICAL FLEXIBILITY

The GM may want to play up elastoids' rubberiness – it can get silly, but so can *many* monsters, if you think too hard. Some ideas:

*Boing!* Elastoids might also *drop* onto enemies and then bounce right back up and stick to the ceiling. Make a DX roll to hit. The victim defends at -2 against an attack from above; the elastoid counts as an effective 12-lb. weapon, which may break a parrying weapon that weighs 4 lbs. or less (*Exploits*, p. 49). From typical ambush heights of 3, 5, and 7 yards, this does 1d+2, 2d, or 3d-1 crushing. With Catfall (evolved to survive Spider Climb failures), DR, and Injury Reduction, assume these falls won't harm the elastoid. The monster must make another DX roll to grab the ceiling afterward or be forced to keep bouncing *next* turn.

*Snatch and Grab.* Elastoids don't usually grapple when they make long-reach attacks, as they're not strong enough to drag uncooperative foes. The GM may prefer to

change this, justified the same way as charged-up slaps. Use the preparation times and reaches for slaps; targets defend at the same -1, -2, or -3. Those hit are grappled at ST 12, +2 for Wrestling, +3 for grippy hands, and +4, +8, or +12 for reach 3, 5, or 7, respectively, or effective ST 21, 25, or 29. If this ST is more than twice the victim's (cutoffs are ST 10, 12, and 14), the prey is pulled all the way to the elastoid, grappled at only ST 14. Otherwise, the grapple ends immediately.

*Stepping Lively.* Perhaps elastoids can stretch their *legs*, too! If so, they can spend one, two, or three Ready maneuvers to elongate them. Then *on the next turn only*, they can step (*Exploits*, p. 33) 3, 5, or 7 yards, respectively, *before* a maneuver that allows a step – typically Attack, Feint, All-Out Defense, or Ready – or take a Move maneuver at effective Move 8, 10, or 12. Either way, they can effortlessly circumvent a single obstacle that's 3, 5, or 7 yards wide or tall.

**Slap (16):** Without preparation, this is just a long-limbed punch: 1d crushing; reach C, 1. After *one* Ready maneuver: 1d+2 crushing, so swift that there's a built-in -1 to enemy defenses; reach C-3. After *two* Ready maneuvers: 2d crushing, -2 to defenses; reach C-5. After *three or more* Ready maneuvers: 3d-1 crushing, -3 to defenses; reach C-7. Defense penalties are cumulative with the -2 for attacking from above and any Deceptive Attack penalty. Arm snaps back to reach C, 1 instantly after attacking – contrary to *Attacking Weapons* (*Exploits*, p. 37), it doesn't remain nearby to be attacked!

**Traits:** Appearance (Monstrous); Catfall; Dark Vision; Double-Jointed; Extra-Flexible; Fearlessness 2; Homogeneous; Injury Reduction 3; Intolerance (Everyone!); Resistant to Poison 6; Spider Climb (Move 6).

**Skills:** Brawling-16; Climbing-18; Escape-18; Stealth-14; Wrestling-15.

**Class:** Mundane.

**Notes:** In addition to having effective grappling ST 14 thanks to Wrestling – ST 17 when strangling – Double-Jointed grants +5 to attempts to break free (effective ST 19). An elastoid that wants to cross a gap can use its attack to affix its hand suckers to a surface 3, 5, or 7 yards away and be pulled to it at Move 3, 5, or 7 instead of running at Move 6, and can take the usual step before or after, for effective Move 4, 6, or 8. Aggressive but not truly evil. Nobody has managed to negotiate with elastoids – yet.

### Elastoid Adventure Seeds

*What's My Motivation?* The obvious adventure here is learning what elastoids want. They're as intelligent as humans and better-adapted to tool use (look at those

fingers!), yet they never appear in groups larger than ambush parties, don't use weapons, and have yet to be tracked to a lair. Delvers *could* be assigned this mission by authorities who want to stop elastoid attacks, but it's more interesting if they are engaged by a faction with other objectives: sages obsessed with cracking the mystery for its own sake (and who insist on coming along, despite being dead weight), merchants who want to sell the creatures something, or another mysterious subterranean race with whom the heroes *have* successfully parleyed (and with unclear motives). The GM determines the monsters' *raison d'être*, which needn't be compatible with the quest-giver's plans – are elastoids servitors of Elder Things, like void brutes (*Monsters*, p. 59), or perhaps a once-proud race that was cursed by some dark god? The players decide how their characters resolve any conflicts and complete the assignment.

*Moral Flexibility.* Low-tech fantasy worlds have no non-magical equivalents to modern-day rubber. Elastoid limbs come *really close*, though – and that seems to be a material property, not a supernatural one. If some visionary (probably an Alchemists' or Merchants' Guild member) saw the value of such a substance for slingshots, bungee cords, elastic bands, flexible garments, inflatable bladders, etc., there'd be a price on the head of every elastoid. Those paying the bounty would be counting on delvers to go into dungeons and do their dirty work. The question becomes whether the adventurers are comfortable hunting an intelligent race that, while unfriendly, isn't any more evil than humanity (and not the race committing genocide . . .). The PCs may find themselves *handed* the elastoids' secrets when a group of monsters approaches under a white flag to negotiate for their species' survival, forcing the party to decide whether they're "heroes" or *heroes*.

# HARPY

Harpies are minor-but-annoying monsters, encountered almost everywhere. They resemble humanoid women (at least, nobody has ever seen males) with warped features, overgrown fingernails, and the feet, wings, and tail of a bird of prey. Despite a bizarre physiology you'd think would slow them down, they're exceptionally swift, strong flyers.

Harpies revel in two things: Theft, especially of *food*, and befouling any victuals they cannot steal. Although there are tales of them using excrement or another foul substance for the latter, it's actually a supernatural aura – get too close and your rations spoil.

Beyond their foulness and hybrid form, they have one further supernatural “ability”: Ugliness out of proportion to even their misshapen features. People who view them take away an indelible memory of hideousness, though this doesn't cross the line into unnatural terror. Harpies are proud of their looks, however.

Harpies are sadistic harassers, not warriors. Most don't even wield weapons. The biggest danger they pose – beyond spoiling supplies and giving people nightmares – is their control of the skies.

First, they like to brain foes with dropped objects. They prefer items they can snatch with a single Ready maneuver *and* that won't encumber them, meaning nothing heavier than Basic Lift (24 lbs. for the typical harpy). This is a ranged attack rolled against their specialized Dropping skill.

Second, they sometimes lock their talons onto someone and head skyward. This is a matter of grappling on one turn and flying upward on later turns, with what's generally Extra-Heavy encumbrance (maximum 240 lbs. of victim and gear) in the case of a fully equipped adventurer, limiting climb rate to 2 yards/second on the first turn of flight, 4 yards/second on later turns. Those who break free take falling damage, and if they don't escape within five seconds (18 yards up), the harpy drops them for 4d crushing – only going higher if she really wants that person dead.

Harpy encounters are never pitched battles. They're fly-by harassments: a few stones dropped, some food stolen or spoiled, *maybe* an unprepared victim snatched, and then the monsters flap off to annoy somebody else. However, there's never just one harpy – they won't tangle with groups they don't outnumber.

<b>ST:</b> 11	<b>HP:</b> 11	<b>Speed:</b> 5.75
<b>DX:</b> 12	<b>Will:</b> 10	<b>Move:</b> 3
<b>IQ:</b> 10	<b>Per:</b> 12	(Air Move 11/22)
<b>HT:</b> 11	<b>FP:</b> 11	<b>SM:</b> 0
<b>Dodge:</b> 8	<b>Parry:</b> 10 (unarmed)	<b>DR:</b> 0

**Clawed Hands (14):** 1d crushing + foulness (below). Reach C.

**Dropped Rock (12):** A log, stone, etc. of 16-24 lbs., with 20 HP (*Exploits*, p. 102), thus inflicting *twice* the damage under *Falling* (*Exploits*, p. 67). This attack enjoys +2 for

*Elevation* (*Exploits*, p. 43) but takes a range penalty for height; e.g., a rock dropped from 20 yards does 8d crushing, and has +2 to hit for elevation but -6 for range, for a net -4. Attack from above (*Exploits*, p. 38): Target defends at -2.

**Foot Talons (12):** 1d cutting or impaling + foulness (below). Reach C, 1.

**Foulness:** Anyone *touched by* or *touching* the harpy – even at the remove of a melee weapon of up to reach 3, whether used to attack or to parry – is affected. Each turn in which contact occurs, one meal of food the target is carrying is destroyed as if by the Decay spell (*Spells*, p. 32), at no energy cost.

**Grapple (12):** Uses foot talons. The strong legs get +2 to ST, and Wrestling skill gives *another* +2, so foes must break free from ST 15. Flies upward on later turns and then drops her prey. Foulness (above) applies each turn. Reach C, 1.

**Traits:** Acute Vision 2; Appearance (Horrific); Cast-Iron Stomach; Enhanced Move (Air); Flight (Winged); Gluttony (12); Immunity to Disease; Resistant to Poison 3; Sadism (12).



## DEVIATIONS

Mythology offers numerous takes on harpies, most of which actually exist. Here are some common variants.

### *Storm-Singers*

Harpies are often associated with storm winds – a result of encounters with their magic-users. Less physical and more cerebral than harriers, storm-singers cast spells instead of dropping rocks and carrying people away.

**ST:** 10      **HP:** 10      **Speed:** 5.00  
**DX:** 10      **Will:** 12      **Move:** 3  
**IQ:** 12      **Per:** 14      (Air Move 10/20)  
**HT:** 10      **FP:** 10      **SM:** 0

**Dodge:** 8      **Parry:** 9 (unarmed)      **DR:** 0

**Clawed Hands (12):** 1d-1 crushing + foulness. Reach C.

**Foot Talons (10):** 1d-1 cutting *or* impaling + foulness. Reach C, 1.

**Foulness:** As standard harpy.

**Traits:** As standard harpy, plus Penetrating Voice, Song of Terror (*Adventurers*, p. 18), and Storm-Singing 3 (see notes).

**Skills:** Acrobatics-10; Brawling-12; Filch-10; Innate Attack (Projectile)-12; Singing-14; and 10 suitable spells at skill 15, typically Concussion, Create Air, Lightning, Purify Air, Shape Air, Sound, Spark Storm, Stench, Thunderclap, and Windstorm.

**Class:** Mundane.

**Notes:** Disease-carrier, like a standard harpy. Storm-Singing is a spellcasting talent that works like Bardic Talent (*Adventurers*, p. 17), with one difference: It allows spells from the Air, Sound, Water, and Weather colleges – not the Communication and Empathy, Knowledge, Mind Control, and Sound colleges.

### *Fair Harpies*

Some tales mention harpies with beautiful hair and voices, who aren't as foul as their sisters – although they still eat carrion and torment people. Make these changes to the standard stats:

- Remove foulness and the tendency to cause disease.
- Improve Appearance from Horrific to Beautiful.
- Add the Voice advantage and the skills Fast-Talk-12, Mimicry (Speech)-12, and Sex Appeal-16.

Some are casters. Start with a storm-singer and make the changes above; added skills become Fast-Talk-14, Mimicry (Speech)-14, and Sex Appeal-15, and Singing increases to 16. Replace Storm-Singing with Bardic Talent. Spells are Communication and Empathy, Knowledge, Mind Control, and Sound magic.

Fair harpies in mixed groups use Fast-Talk to deceive, Mimicry to lure, or Sex Appeal to distract before their associates start the harassment in earnest. Magic-using ones will try to mind-control one or two opponents.

**Skills:** Acrobatics-12; Brawling-14; Dropping-12; Filch-12; Wrestling-14.

**Class:** Mundane.

**Notes:** After battle, anyone *clawed* or *grappled* by harpies must roll vs. HT, adjusted for Resistant to Disease, to avoid disease; sewer rot (-1 on all attribute and skill rolls) or the shakes (-2 to DX and DX-based skills) are typical, lasting until treated with Cure Disease. This isn't a special ability; it's a result of contact with a filthy creature that's itself immune to disease. These stats describe a "harrier" who has raised ST, DX, HT, and skills for thieving and harassment. For other varieties of harpies, see *Deviations*; mixed groups are common. While sadistic, harpies aren't irredeemable and may listen to negotiations, especially those that offer food – although they'll remain perched or hovering beyond reach of melee weapons, just in case.

### *Harpy Adventure Seeds*

*You'd Help If We Were Pretty.* A harpy community is being wiped out by gargoyle bullies, a murderous nobleman who enjoys hunting intelligent beings, or even a dragon. They've

heard of the delvers' heroic deeds and come begging for help. The question is whether the adventurers *want* to side with such foul creatures. On one hand, making enemies with a lord or fighting a dragon is dangerous, and doing so on behalf of dirty, thieving troublemakers is bound to raise eyebrows. On the other, true heroes with traits like Charitable and Selfless can't say "no," and harpies could certainly come in handy later – it's very useful to have a squadron of flying creatures owe you a favor.

*Up All Night To Get Lucky.* This one's for the party that includes a fella who's, um, *not-so-attractive*, perhaps a scarred barbarian, or a half-orc or half-*ogre*. As it turns out, harpies need humanoid men to reproduce, and like them homely. One takes a liking to the delver and asks him to sire a child – no obligations, just do the deed and say farewell. In return, the harpies' goddess will bless the hero with permanent Luck [15], or boost existing Luck to Extraordinary Luck. The catch is that such congress conveys a Divine Curse [-15] (*Monsters*, p. 13): Food decays instantly when he tries to eat it, and he has no special ability to digest rot; thus, he'll require a reliable source of Monk's Banquet spells (*Spells*, p. 33). Good luck!

# OSISIZO

Osisizi (singular: *osisizo*) are stealthy jungle lurkers often encountered in the service of dungeon bosses, evil overlords, mad wizards, and other villains in warmer climates. Physically, an osisizo resembles a sinewy green ape of some kind, with gangly arms as long as it is tall (7'), sharp teeth, a long tail, and wicked spines all over. It blends in with vegetation, its coloration matching the foliage and its spiky coat breaking up its outline. It can swing through the trees but prefers to run – *fast* – on all fours.

It would be a serious error to view osisizi as another variation on the flesh-eating ape (*Monsters*, pp. 27-28), or perhaps

an exotic offshoot of wildmen (*Monsters*, pp. 60-61). They are more intelligent than either – as smart as the average dwarf, elf, or human – and not as primitive as they seem. They shun manufactured weapons because they don't need them (see below), and have a keen grasp of the value of money, hiring out as goons with no qualms about who's paying. Only their appearance and reputation as paid killers who eat their victims keep them away from town, and only their scarce numbers prevent them from fielding units larger than small squads.

Aside from their willingness to kill, strength (especially those long arms), and gift for jungle warfare, what makes osisizi unusually effective warriors is their *spines*, which grow constantly and are iron-hard. Passively, these can skewer opponents who unwisely engage the osisizo in close combat. More actively, the osisizo can grapple an enemy and pull them onto its spines while simultaneously forcing spines out of its body and into its victim. And against foes too well armed and armored to risk wrestling, it can take a Ready maneuver, spend 1 FP, and push an extra-long spine – equivalent to a javelin – *all the way out of its body*. It can hang onto this for melee combat or throw it, and as long as it has FP, it can alternate Ready and Attack maneuvers to hurl a spine every other turn.

## ONE 'SIZO DOESN'T FIT ALL

All monsters sink or swim based on how well they're matched to the heroes, but this is especially true for creatures with human stature, few offensive abilities beyond strength and natural weapons, modest DR, and no special immunities. A group of lightly armored casters and rogues risks being slaughtered by enemies like osisizi, who can dash in at high speed, grapple people who have no hope of breaking free, and do gobs of impaling damage. If the delvers are heavy fighters, the osisizi will pay dearly for having DR 2 and “only” 2d damage – they'll be unmemorable fodder.

To remedy this, the GM should adjust the monsters. Here are examples for osisizi, but they suggest some general principles:

*True Fodder:* The biggest threat is the combined ST, Arm ST, and ST bonus for Wrestling. Lowering stats to wildman-like levels – ST (and HP) 13, Arm ST 1, Wrestling-13 – results in a 1d bite and claw, 1d+1 javelin attack, and a grapple with effective ST 15 that does 1d+1 for spines. The other big issue is extremely fast closing speed; just go with flat Move 6, and drop Semi-Upright. With these changes, osisizi become comparable to, say, orcs – but keeping long reach, Brachiator, Limited Camouflage, Spines, etc. lets them fill their role in the jungle.

*True Worthies:* The biggest weakness is low DR, so have the spines *be* iron, as good as mail or plate armor (DR 3-6). Low attack and defense rolls relative to heroes' are easily fixed as suggested in the notes for most humanoid monsters: great champions have higher DX and combat skills. Damage output is balanced against a mixed group (even high-powered delvers don't all have magical plate armor), but to up the danger, add *poison*, so anybody wounded by the grapple or javelin attacks – or Spines ability – suffers follow-up injury, from monster drool (HT roll to avoid 2 HP injury) to something truly deadly. To give them better odds against ranged fighters, let them produce *and* shoot a spine as an Attack maneuver, possibly at no FP cost. And to give the osisizi a shot at being the sneaky jungle warriors they're supposed to be, raise Camouflage and Stealth so they're a match for the adventurers' Per scores.

<b>ST:</b> 15	<b>HP:</b> 15	<b>Speed:</b> 6.00
<b>DX:</b> 12	<b>Will:</b> 10	<b>Move:</b> 9
<b>IQ:</b> 10	<b>Per:</b> 12	
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> 0
<b>Dodge:</b> 10	<b>Parry:</b> 11	<b>DR:</b> 2

**Bite (14):** 1d+1 cutting. Reach C.

**Claw (14):** 2d cutting. Arms are *incredibly* long and gangly, and have reach C-2.

**Grapple (14):** Effective ST for grappling is 21 due to Arm ST and Wrestling skill. On the turn of the grapple and every later turn until the target breaks free, the victim is hugged to the spines with this ST, for 2d impaling damage. This requires no attack rolls on later turns, but still counts as an attack. Reach C.

**Spiny Javelin Thrust (14):** 2d impaling. Reach C-2.

**Spiny Javelin Toss (14):** 2d impaling. Ranged, with Acc 3, 1/2D 28, Max 47, Shots T(1), Bulk -4.

**Traits:** Appearance (Hideous); Arm ST 4; Brachiator (Move 4); Callous; Combat Reflexes; Fearlessness 4; Greed (12); Limited Camouflage (Jungle); Night Vision 5; Odious Racial Habit (Eats other sapient beings, -3 reactions); Semi-Upright; Spines (see notes); Temperature Tolerance 2 (Heat).



**Skills:** Brawling-14; Camouflage-12 (14 if motionless in jungle); Climbing-14; Spear-14; Stealth-14 (16 if motionless in jungle); Thrown Weapon (Spear)-14; Tracking-12; Wrestling-14.

**Class:** Mundane.

**Notes:** Semi-Upright means that when standing up to fight, it has Move 5, but it can drop whatever it's carrying (javelin, victim, etc.) as a free action to run on all fours at Move 9. Spines mean those who grapple or slam the osisizo *automatically* take 1d impaling damage, whatever else happens; this requires no attack roll and permits no active defense roll. Osisizo spines (including those the creature uses as weapons) break down when removed from the body, crumbling to worthless green powder within a day. Despite the race's intelligence, osisizo spellcasters don't seem to exist. Completely willing to negotiate – if you can pay.

### Osisizo Adventure Seeds

*Pssst – Hey, Buddy!* The adventurers are traversing an overgrown area when osisizi emerge from concealment on all sides, clearly *not* intent on attacking (if the PCs detect the osisizi, the creatures *realize* this and break cover peacefully). The leader is cordial: “Hey, I know my people have a bad rep, but we’re not here to eat you.” She proceeds to explain that her group just finished a big job and want to spend their money on goodies from town – not the expected armaments, traps, poison, etc., but perfume, books, and other luxuries. She offers to reimburse the group for the purchases and pay a commission (whatever the GM feels would tempt the players) if they’ll make the market run. Delvers who decide to do business could insist on money up front for the goods, but then the osisizi would want collateral, like a valuable item or a de facto hostage. The question is whether the adventurers refuse, deal, attack the osisizi for their loot, or scam them (ensuring *lots* of wandering monster encounters on future adventures).

*You And What Army?* On a quest to recover a prisoner or artifact from a boss monster who constantly throws fodder (see **Exploits**, p. 86) in their path, the delvers encounter *lots* of osisizi. Upon arriving at what all indications say ought to be the finale, they don’t find the mastermind ready to make a last stand from behind minions, but a huge cavern (if underground) or clearing (if not) *filled* with osisizi in



orderly ranks. The main things that keep individually powerful monsters like these from overrunning “civilized” races are that the latter are more organized and more numerous. So what’s going on? It seems the villain has some magical means of breeding, cloning, or duplicating osisizi. The heroes’ options include finding and destroying the magical MacGuffin, returning to town to help rally an army, *fighting* an army (if the PCs are over-the-top powerful), or watching the world burn.

# WARHOG

A warhog (don't mistake it for a *warthog*) is a giant boar of a variety originally bred by goblin-kin to serve as mounts. Shaky accounts of common folk fleeing in panic from orcish hog-riders are the origin of rumors that orcs ride dire wolves. Warhogs are larger and smarter than dire wolves, though, and therefore more capable of carrying armored warriors and obeying complex commands – and (individually, at least) more dangerous.

It's easy to see why panicked victims might *believe* they're facing monstrous wolves. Warhogs are omnivorous, like all swine, but have a taste for meat, which they hunt by scent. Also like wolves, they have thick coats for resisting cold winters. And they're *fast* – actually faster than dire wolves (Move 9), though not as swift as warhorses (Move 14).

A warhog has an ill temper (Bad Temper) and a formidable constitution (HT 14), and must often be wounded to -5xHP to be killed – that's 144 points of injury! It has a tough hide and is largely impervious to pain. Its toughness extends to poison; it can eat almost anything (including poisonous fungi and plants) and has the broad resistance to venom common among swine.

Also of particular note are the warhog's overdeveloped neck and head. The creature is built for charging its foes and can "fence" with its long, protruding tusks, in aid of which everything forward of its shoulders is thickly built (skull and

neck have DR 4 instead of DR 2). The downside is an almost immobile neck, affording a narrow arc of vision. This and poor eyesight limit the animal's fighting skill – though strength and toughness more than make up for that.

Warhogs are harder than goblin-kin and thus frequently survive battles that wipe out their masters. Those that have gone feral under such circumstances have had centuries in which to carve out a niche in the wild. They're too menacing for natural animals to see as prey – even lions and tigers avoid them! Only whole *packs* of dire wolves, giant *mutant* tigers, and dragons regularly hunt them for food (the latter having a special fondness for warhog pork).

<b>ST:</b> 24	<b>HP:</b> 24	<b>Speed:</b> 6.50
<b>DX:</b> 12	<b>Will:</b> 12	<b>Move:</b> 6/12
<b>IQ:</b> 5	<b>Per:</b> 10	
<b>HT:</b> 14	<b>FP:</b> 14	<b>SM:</b> +1
<b>Dodge:</b> 10	<b>Parry:</b> 10	<b>DR:</b> 2

**Trample (12):** 2d+3 crushing. Only legal defense is a dodge. Used on SM 0 or smaller targets that are knocked down. See *Slams, Tramples, and Overruns (Exploits, p. 40)* for important rules – notably, the "free" trample after a slam or overrun doesn't call for attack or defense rolls, but does half damage. Reach C.

## RIDERS ON THE SWINE

Opponents riding giant pigs only *seems* silly – the reality is terrifying. An orc warrior (*Monsters*, pp. 34-35) weighs 155-245 lbs. and carries less than 60 lbs. of gear. With basic hardware for controlling the warhog (another 30-40 lbs.), the beast is carrying at most 345 lbs. and is at Medium encumbrance. This gives it Move 3/7.

Hog-riders use the rules under *Riding (Adventurers, p. 87)*, elaborated as follows:

- Orc has Riding (Warhog)-13, so combat skills aren't limited by Riding skill.
- Orc and hog move on *the orc's* turn (Speed 5.50) at *the hog's* Move (Move 3/7).
- If the hog takes just a step, it may attack normally. If it moves faster, it can only slam. Either way, its rider may attack, too – but on turns when the warhog attacks, the orc's attacks have -2 to hit.
- If the hog is at a full charge (Move 7), the orc's melee attacks have -1 to hit but +1 damage.

Normally, hog-riders *either* charge at Move 7, attacking with their falchion at -1 to hit and +1 damage, *or* command their mount to gore while swinging their falchion at -2 to hit and normal damage.

Orc and warhog use their active defenses against attacks on themselves; they cannot defend for one another. If the orc is downed before the hog, the beast *will* press the attack. Once it's riled up, it's in the fight to the end.

### Heroes on Hogs?

The GM decides whether orcs are willing to sell battle-trained warhogs (and riding lessons) to non-orcs; they're most likely to bargain with half-orcs. A trained hog will cost a delver *at least* \$10,000 – a significant investment! The price is firm; *Getting Stuff Cheap (Exploits, pp. 13-14)* never applies. Even then, a deal is likely only after the buyer has done an orc warlord a favor or when such a general needs funds to raise an army, either of which is likely to result in trouble in town.

To fight effectively from hog-back calls for Riding (Warhog) skill. Even if the GM doesn't charge for training in general, *Training Expenses (Exploits, p. 93)* should apply here – *at least* \$80 to be able to invest a character point, perhaps much more.

Wild warhogs and warhogs gone feral after leaving orc service can't be ridden – they're vicious monsters.



diagram on p. 42 of *Exploits* as attacks from behind. A trained goblin-kin mount technically lacks Wild Animal, but that merely means it includes its master in its ideas of needs, threats, and dominance. Females are *slightly* smaller and weaker (ST and HP 22, no extra DR on the skull and neck, 2d+2 damage), but in the wild show up in sounders of 1d+4 beasts, who *will* cooperate in a fight.

## Warhog Adventure Seeds

*A Pig In A Poke.* If a PC is hell-bent on buying a trained warhog, they'll have to deal with an airtight orcish monopoly . . . and the orcs *will* exploit the situation! Reducing the \$10,000 price tag (see *Heroes on Hogs?*) to \$5,000 or even "free" is certain to tempt,

but what the orcs want in return is just as sure to cause trouble. Examples include betraying the battle plans of a civilized, powerful opponent (who's at least nominally a good guy) and opening the city gates at night to let orcish raiders in. In the dungeon, it might take the shape of helping the orcs defeat another delving party. Adventurers who attempt a double-cross will learn that while ordinary orcs aren't famed for their brains, orc *leaders* can be canny, and won't turn over the warhog until they've defeated whomever they're out to defeat – with the delvers' aid. In effect, the tradeoff is accepting Social Stigma (Criminal Record) (*Adventurers*, p. 66) or worse in return for a cool mount.

*Going Hog-Wild.* Not every warhog is an orcish mount. Wild ones are dangerous monsters that aren't afraid of armed or even *mounted* opponents, and that will eat almost anything, including crops . . . and farmers. Hunting them for a bounty is a common quest for adventurers near town – so common that it has a name: "picksticking." The rewards are unlikely to be princely, while the risks aren't negligible, but even fledgling delvers should be able to manage the mission if they're careful. Where things get dicey is during mating season, as the males are more aggressive (self-control for Bad Temper drops to 6) and develop thicker natural armor (+1 DR). Boars fighting over mating privileges won't cooperate, but as they don't tend to cannibalism, they may decide that their hunters look tasty and are worth a break in hostilities, in which case the heroes can find *themselves* stuck.

**Tusk Gore (12):** 2d+3 cutting. Treat as weapon, not as body part, both to attack and parry! Reach C, 1.

**Traits:** Acute Hearing 2; Bad Temper (9); Cast-Iron Stomach; Combat Reflexes; Discriminatory Smell; DR 2 vs. attacks on neck and skull only; Enhanced Move (Ground); Gluttony (12); High Pain Threshold; Quadruped; Resistant to Poison 2; Restricted Vision (see notes); Temperature Tolerance 1 (Cold); Wild Animal.

**Skills:** Jumping-12; Tracking-14.

**Class:** Giant Animal.

**Notes:** Restricted Vision means the warhog has three front hexes around its head, as in the diagram on p. 28 of *Exploits*, but no left or right hexes – treat all hexes other than those front hexes as back hexes, and handle ranged attacks made from within the gray or black areas in the



*Ever seen a dire wolf? Too small and too slow to ride. But a warhog? Nearly as fast as a warhorse, just as strong, and far tougher.*

*– Grükuk Kzaash, Knight*

# CHAPTER THREE

# VILLAINS!

In *Dungeon Fantasy*, *monsters* are the usual adversaries. They rarely enjoy speaking roles. They may vary a little, but they're mostly racial stereotypes – even sapient races, like orcs.

Yet not all “civilized” folk fit the stereotype “good guys.” Many of fantasy's greatest antagonists are *people*. Some are consumed by envy, hate, madness, or rage; others steal, betray, or *murder* for personal gain; still others practice forbidden arts or serve evil gods, performing unspeakable rituals to acquire supernatural power. A few are just too amoral or apathetic to stop these crimes.

Interestingly, that describes many delvers. With the exception of the noblest (mostly clerics and holy warriors), adventurers constantly chase superior equipment and magic. They aspire to greater personal power, whether in the form of sneaking, spellcasting, or swordsmanship. And they realize these goals by slaying and looting. They're “good” only because they victimize *monsters*.

It isn't just monsters that provide worthy challenges and possible loot, though. Rare is the adventurer who hasn't eyed an ally, coveting possessions or wondering who'd win a duel. The journey from thought to action is short; taking it is often all that distinguishes villain from hero.

Which suggests another source of adversaries for delvers: fellow humanoids.

## CREATING VILLAINS

The speediest way to create a villain is to start from a professional template. Add any *other* advantages, disadvantages, or skills that fit your vision, too – even ones not on the template! When adding special professional traits, be sure to meet their prerequisites; see *Custom Professions (Adventurers*, p. 14). Optionally, select a nonhuman racial template; anything from *Adventurers* works, as do forgelings (*Monsters 2*, p. 19), centaurs (pp. 24-25), and *this* chapter's templates.

When doing all this, be sure the villain has the capabilities needed for the role they're to play. An opponent intended to fight the heroes should approach them in damage and skill. A social manipulator requires Influence skills (*Exploits*, p. 10). The servant of evil gods needs nasty cleric abilities. And so on.

If you're *really* going for speed, don't bother counting points – you aren't creating a fair, balanced PC! Just write down traits and their effects. For instance, you mightn't care that ST 20 costs 100 points, but it's important to note Damage 2d-1/3d+2 and BL 80 lbs.; you needn't price IQ 15 and Magery 6, but levels of IQ-based skills shouldn't fall below what 1 point buys (e.g., 14 for IQ/Average skills, 19 for IQ/Hard spells).

Character points have their uses, however. Comparing the villain's point total to the heroes' average point total offers some idea as to whether the bad guy is fodder (say, at most 50% of the PCs' points), a boss (at least 50% *more* points), or worthy (anything in between); see *Exploits*, p. 86. This is rough because points can buy many things of little use in encounters with delvers! Still, it's better than having no idea at all.

A point budget also compels you to *craft* your villain. If you add whatever you like, the NPC is liable to be powerful but unfocused. Respecting a budget forces hard calls and tradeoffs – and always making the *villainous* choice will yield a more memorable baddie.

For *real* crafting, start from scratch! Forget professional templates, although special professional traits still need their prerequisites. Just pick and choose the attribute levels, advantages, disadvantages, etc. that fit your concept. This is slower than using a template – especially when working with a budget – but results in unforgettable adversaries.

Regardless of how you build your villain, give them villainous disadvantages. These provide motivation, guiding your hand when you're unsure how the NPC would behave. Good (meaning *nasty*) options include Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Fanaticism, Greed, Intolerance, Jealousy, Obsession, Odious Personal Habits, Paranoia, and Social Stigma.

Finally, equip your villain. A cash budget isn't important – just be sure the adversary can play their role: a dishonorable knight needs good armor and weapons; an assassin, poison; an evil cult leader, a high (un)holy symbol. For spellcasters, designate a high-value object as a power item. Remember that the PCs may loot these possessions, so avoid gear you don't want them to inherit.

## USING VILLAINS

There are many ways to put villains into adventures. Some are game-mechanical:

- String-pulling villains use their skills to broker back-room deals, forcing the heroes to be equally convincing to make headway. Use the bad guy's skill levels instead of the generic ones in Quick Contests against Gambling, Merchant, Streetwise, and so on in town. Simple rolls against Carousing for tavern tales, Propaganda to seek work, Savoir-Faire to petition for backing, etc. become Quick Contests vs. the villain's Intimidation, Propaganda, Savoir-Faire, or Streetwise, as the baddie undermines the delvers' support. Losing a Contest means failing; winning provides a clue to the villain's identity.

● Villains playing mind games with the heroes use *Influencing PCs?* (**Exploits**, p. 10).

● Sneaky villains use Pickpocket, Shadowing, Stealth, etc. against the *adventurers'* Perception, Observation, Streetwise, and so forth. If things turn violent, the delvers are likely to be on the receiving end of *Surprise Attacks* (**Exploits**, pp. 26-27) and *Roguish Skills in Battle* (**Exploits**, pp. 57-58).

● Villains who lash out use the standard rules for combat (and magic), but enjoy *all* the options the heroes do – *Dumb Monsters* (**Monsters**, p. 7) never applies! In a pitched battle, *Tactics* (**Monsters**, pp. 6-7) applies to monstrous people as well as to monsters.

Alternatively, put story ahead of rules! A hireling might seem trustworthy until the very end of the adventure; then the weasel steals out of camp with the loot at night. A shady sponsor could send the party to fetch something and conceal the treasure's true value or the job's full ramifications. An *evil* sponsor may put their cards on the table, forcing the *players* to decide whether their alter-egos are sellouts.

If there's deception afoot, the kind GM might permit *one* Detect Lies roll against the villain's Acting or Fast-Talk (schemers are skilled liars). Winning doesn't reveal, say, "He's the evil cult leader!"; it just lets the players know the NPC has an ulterior motive. To learn more, they'll have to engage in spying, or risk casting magic like Mind-Reading or Truthsayer, which is Resisted and would give a socially connected villain grounds to bring charges of *Scum and Villainy* (**Exploits**, p. 14) against the heroes!

If the delvers' investigative talents aren't good enough – or the *players* don't suspect anything – the heroes might never learn the NPC is villainous. Adventurers who ferret out the truth or catch the villain red-handed aren't obliged to care. If they do, justice might not be served. And if they take justice into their own hands, "dead" may be *Playing Dead* (**Exploits**, p. 57). The best villains recur!

If the PCs decide to make sure the villain is dead, they should be circumspect. Slaying *monsters* is a social service; killing *people*, even villainous ones, is murder that can mean Social Stigma (Criminal Record) and/or

being pursued by bounty hunters who are easily the party's equals. The most tarnished, baby-sacrificing dark lord is still entitled to legal process in civilized parts, and has retainers and subjects to defend him – or resurrect him. Recur!

Which raises a final point: Cowardly or calculating villains stack the deck with allies; brave or impassioned ones inspire followers. Many aren't *that* different from delvers – these could band together into an adventuring party that wouldn't hesitate to do whatever it takes to beat the heroes to the prize or *take* a prize they've won.

## READING VILLAIN STATS

This chapter's villains use the following format (numbers in brackets [] are point costs):

**Name:** The villain's common name. If the players have access to this book, consider changing this. The GM might cook up a few aliases in any event – bad guys are devious that way!

**Point Total, Race, Profession:** These details appear under the name; e.g., "350-Point Human Swashbuckler." As these characters aren't starting PCs, point totals vary widely and serve as a rough rating of power level (and the GM may adjust abilities to change this); professions aren't exact but what comes closest.

**Description:** A *brief* biography. The *Encountered* and *Adventure Seeds* sections offer *much* more detail.

**ST, DX, IQ, HT, HP, Will, Per, FP, Basic Speed, Basic Move:** These scores *already* include any racial adjustments.

**Damage:** *Already* reflects any Striking ST or Mantis Strike.

**BL:** *Already* accounts for any Lifting ST.

**Move:** Figured from Basic Move, adjusted for the encumbrance of the listed gear.

**Dodge, Parry, Block:** Dodge reflects Basic Speed; Parry and Block, combat skills. Values *already* include any bonuses for Combat Reflexes or Enhanced Block, Dodge, or Parry; encumbrance penalties to Dodge, and to Judo, Karate, and fencing Parry; and Parry modifiers for weapons. They *don't* include Defense Bonus (DB) – be sure to add this when cloaks, shields, spells, etc. are in use.

**Advantages:** An alphabetical list of advantages – including languages and special professional or racial abilities.

**Disadvantages and Quirks:** An alphabetical list of disadvantages – including racial ones – followed by a list of quirks.

**Skills:** An alphabetical list of skills – including special professional ones – with levels. Permanent modifiers for advantages and disadvantages are *already* factored in; see the footnotes.

**Spells:** As **Skills**. Levels *already* reflect spellcasting talent (Magery or Power Investiture).

**Footnotes:** Statistics adjusted for advantages or disadvantages bear footnote marks. The meanings of those marks appear after all traits, before gear.

**Equipment:** Gear, listed alphabetically. Some entries note count, contents, or important stats. All give cost and weight – *totals*, for multiple, identical articles. These goods are the spoils of villainy; starting money and extra money bought with points are irrelevant here.

**Total Cost, Total Weight, Encumbrance Level:** The total \$ value and weight in lbs. of all listed gear appears under the **Equipment** heading. Encumbrance level rates total weight against BL; Move and Dodge *already* include its effects.

**Design Notes:** Anything interesting or unobvious about the character design.

# DÚBELTHOR

## 450-Point Half-Elven Wizard

Adventurers are often contracted to hunt necromancers, liches, and other troublesome archmages. Dúbelthor does something similar, except that they go after those who most often award delvers such quests: the Wizards' Guild. Though hardly saintly, the Guild *is* lawful and supports the King, which has led to a bounty on Dúbelthor's head. The truth gets back to the Guild's motives: Dúbelthor is stealing their victims' magical power and the Guild wants the secret of *how* . . . you know, to keep the world safe.

Dúbelthor's fine, elven mail shirt is their power item. It holds 25 FP.

**ST** 10 [0]; **DX** 13 [60]; **IQ** 16 [120]; **HT** 12 [20].  
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [0]; Per 13 [-15]; FP 15 [9].

Basic Speed 6.00 [-5]; Basic Move 6 [0]; Move 6.  
Dodge 9; Parry 11 (Sword); Block N/A.

### Advantages

Energy Reserve 20 (Magical) [60]  
Improved Magic Resistance 4 [20]  
Language: Elvish [6]  
Magery 6 [65]  
Spirit Empathy [10]  
Unfazeable [15]  
Wild Magic 2 [42]

### Disadvantages and Quirks

Callous [-5]  
Jealousy [-10]  
Loner (12) [-5]  
Obsession (Become the world's most powerful wizard) (9) [-15]  
Social Stigma (Half-Breed) [-5]  
Defines "powerful" quite narrowly as "magically gifted." [-1]  
Likes the moon and wears it as a personal emblem. [-1]  
Never reveals their gender. [-1]  
Not cowardly per se, but never attacks groups – or frontally. [-1]  
Would never consider teaching Trap Magical Essence. [-1]

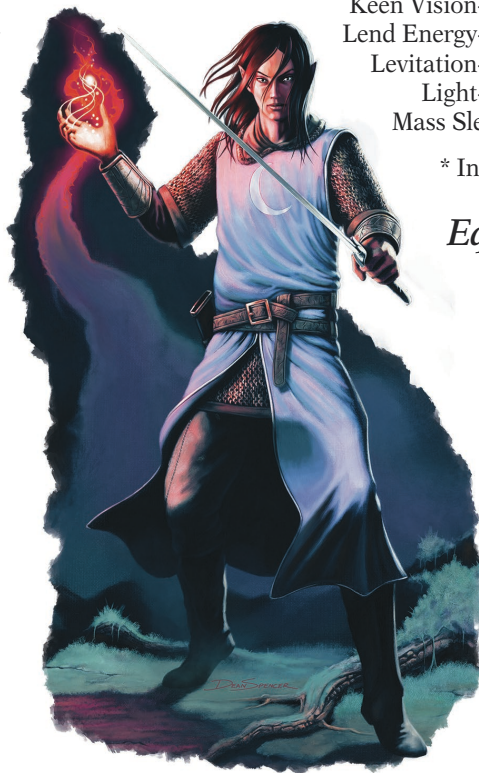
### Skills

Alchemy-16 [8]  
Fast-Draw (Potion)-14 [2]  
Hazardous Materials-15 [1]  
Hidden Lore (Spirits)-16 [2]  
Hidden Lore (Wizards' Guild Secrets)-16 [2]  
Meditation-14 [1]  
Occultism-16 [2]  
Poisons-14 [1]  
Research-15 [1]  
Shortsword-16 [12]  
Speed-Reading-15 [1]  
Stealth-14 [4]  
Thaumatology-19\* [1]  
Throwing-14 [4]  
Writing-15 [1]

### Spells\*

Agonize-20 [1]  
Appotation-20 [1]  
Astral Block-20 [1]  
Astral Vision-19 [1]  
Aura-20 [1]  
Banish-20 [1]  
Command Ghosts-20 [1]  
Dark Vision-20 [1]  
Daze-20 [1]  
Death Vision-20 [1]  
Detect Magic-20 [1]  
Entrap Spirit-20 [1]  
Fear-20 [1]  
Flight-20 [2]  
Foolishness-20 [1]  
Infravision-20 [1]  
Itch-20 [1]  
Keen Vision-20 [1]  
Lend Energy-20 [1]  
Levitation-20 [1]  
Light-20 [1]  
Mass Sleep-20 [1]  
Mind-Reading-20 [1]  
Mind-Search-19 [1]  
Missile Shield-20 [1]  
Pain-20 [1]  
Recover Energy-20 [1]  
Repel Spirits-20 [1]  
Scryguard-20 [1]  
See Invisible-20 [1]  
Sense Emotion-20 [1]  
Sense Foes-20 [1]  
Sense Spirit-20 [1]  
Sensitize-20 [1]  
Shield-20 [1]  
Sleep-20 [1]  
Spasm-20 [1]  
Stun-20 [1]  
Summon Spirit-20 [1]  
Test Food-20 [1]  
Trap Magical Essence-20 [2]  
Truthsayer-20 [1]  
Turn Spirit-20 [1]

\* Includes +6 for Magery.



### Equipment

**\$32,740, 18.98 lbs.**  
**(No encumbrance)**

Clothing. \$0, 2 lbs.  
Light Mail Armor, Shirt (Body and Arms), Elven, Fine w. Fortify +2, Lighten 50%. DR 5. \$17,075, 6.98 lbs.  
Magebane x4. Acc 0, Range 20, Bulk -2. \$5,600, 4 lbs.  
Paralytic Slime x4. \$2,000, 2 lbs.  
Personal Basics. \$5, 1 lb.  
Potion Belt. Holds magebane. \$60, 1 lb.  
Shortsword, Very Fine. 1d+2 cut (reach 1) or 1d+1 imp (reach 1). \$8,000, 2 lbs.

### ENCOUNTERED

As megalomaniac wizards go, Dúbelthor is a strange one. They don't desire artifacts, lore, riches, rulership, etc. Dúbelthor is preoccupied with accumulating as much *personal magical potential* as possible – apparently for its own sake.

The reasons for this lurk in Dúbelthor's origins: At some point in the past (half-elves live for a long time), Dúbelthor was a gifted spirit-magic specialist – reflected in their Spirit Empathy advantage, Hidden Lore (Spirits) skill, and knowledge of every standard spell for dealing with spirits.

The Wizards' Guild didn't value this subject at the time, which led to Dúbelthor being overlooked in favor of generalists with flashy raw power. Jealous, Dúbelthor left the Guild, privately vowing to "show them all."

In the ensuing decades, Dúbelthor developed a ritual for transferring magical power to the caster (Trap Magical Essence; see boxed text). Unsurprisingly, given Dúbelthor's specialty, this targeted spirits. But it had a slight flaw: It worked only on the ghosts of wizards freshly slain by the caster. Oh, well!

Since then, Dúbelthor has developed a workable strategy for racking up more power: Use knowledge of the Guild to identify aging-but-powerful wizards; approach sneakily, using Dark Vision, Flight, and Scryguard to float undetectably into bedrooms at night; use homemade magebane to render victims unable to cast spells; incapacitate them with a spell that targets the body (i.e., resisted by HT), usually Sleep, or with paralytic slime; and murder the magic out of them, ideally by suffocation. Time and energy permitting, Dúbelthor uses Mind-Search beforehand or Summon Spirit afterward to stay up to date on the Guild.

That's what Dúbelthor is likely to be encountered doing. Dúbelthor *won't* bother a group of delvers, but *might* stalk an unaccompanied wizard in town. The wizard's allies had better act quickly once their friend disappears! If Dúbelthor expects trouble, Missile Shield and Shield are likely, plus Flight for a quick escape.

In any case, note Dúbelthor's extensive energy supply: FP 15, Energy Reserve 20, and a 25-FP power item. Every spell that matters is at skill 20, meaning halved casting time and a two-energy-point cost reduction, rendering many of them free to maintain. Finally, Wild Magic lets Dúbelthor cast *any* two wizardly spells at skill 22 – a capability reserved for hasty escapes.

## ADVENTURE SEEDS

*Magic And Murder.* In recent months, six elderly Wizards' Guild members have suffocated on their own pillows after being paralyzed by stroke. What are the odds? The Guild suspects murder, but the guilty party has eluded them, suggesting Scryguard is at work. The heroes' job is to track down the serial killer *without* using magic. The trail leads to Dúbelthor – who flees if the delvers aren't careful. Strangely, the wizard's identity is enough to earn a reward.

*More Magic, More Murder.* After the previous quest, the Guild has an odd request: Forget about the killer, if still at large. Find Dúbelthor's base and bring back all magical writings there. If Dúbelthor fled, the lair is a haunted house where the wizard commands the ghosts (treat as specters; *Monsters*, pp. 50-51) and has access to endless poisons and potions. If the delvers slew Dúbelthor, it's the same, but add Dúbelthor to the ghosts (a specter with Magery, an Energy Reserve, and spells).

## New Spell: Trap Magical Essence (VH)

Regular; Resisted by Will + Magery

Permanently transfers part of a *living* being's "magical essence" to the caster. The caster must touch the subject throughout the casting and *kill* them at its culmination, or the spell fails (roll anyway, to check for critical failure). In most cases, *A Running Man Can Cut a Thousand Throats* (*Exploits*, p. 60) applies.

At the instant of death, roll the dice. The victim's spirit resists with Will, plus a bonus equal to their Magery. If they fail to resist, total their character points in these wizardly traits: Energy Reserve (Magical), Improved Magic Resistance, Magery, and Wild Magic. For every *full* 30 points, the caster gains one point to spend on those advantages only. They must spend the points *at once*, but may supplement them with unspent points. Points insufficient to buy anything are lost.

If the victim is resurrected, they'll be missing character points equal to what the caster stole. Details are up to the GM. This needn't involve the abilities noted above – wizards might return without random spells, or with new problems like Unnatural Features.

*Example:* Dúbelthor successfully casts Trap Magical Essence on somebody with Energy Reserve 7 (Magical) [21], Magery 4 [45], and Wild Magic 1 [21]. That's 87 points in applicable traits – two but not quite three increments of 30 points – conferring 2 character points. That isn't enough to raise *any* permitted trait, but Dúbelthor adds 3 unspent points and spends all 5 on a level of Improved Magic Resistance. If the victim is resurrected later, they'll be down 2 points.

Critical failure with this spell costs the caster a level of Magery *permanently*.

*Duration:* Instantaneous. Points transferred are permanent.  
*Cost:* 30. Cannot be maintained.

*Time to cast:* 1 hour.

*Prerequisites:* **Wizardly:** Magery 3, Mind-Search, and 10 Necromantic spells, including Command Ghosts and Entrap Spirit.

## Design Notes

For the most part, Dúbelthor is a typical half-elf wizard who uses the standard professional and racial templates, with a lot of added potential as a consequence of using the Trap Magical Essence spell (above), which definitely is *not* standard. Hidden Lore (Wizards' Guild Secrets) is also unusual; it doesn't cover *spells*, but things like passwords for enchanted portals and traps in the Guild's major halls, the location of covert Guild facilities and residences of important members, and the true identities of several secretive wizards. The listed gear is just a possibility – Dúbelthor preys on archmages, and could have captured any magic item the GM wants in the campaign!

# FAIR KILARI

## 375-Point Elven Thief

Adventurers often see thieves as team players, saving allies' lives by disarming traps, and risking their own by reconnoitering alone. So they pocket some extra loot . . . don't most delvers? And unlike barbarians, knights, scouts, and swash-bucklers – professional killers, all – thieves have a proper guild that frowns upon murder: Scalawags who don't kill don't draw attention the way bloodthirsty assassins and cultists do. Yet the Thieves' Guild are *criminals*, and hardworking folk view the leaders, especially – even charming rogues like Kilari – as *villains*.

**ST** 9 [-10]; **DX** 16 [120]; **IQ** 15 [100]; **HT** 11 [10].  
 Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 15 [0]; Per 15 [0]; FP 11 [0].  
 Basic Speed 6.00 [-15]; Basic Move 9 [15]; Move 9.  
 Dodge 9; Parry 11 (Knife); Block N/A.

### Advantages

Animal Companion (Owl) [4]  
 Appearance (Beautiful) [12]  
 Catfall [10]  
 Elven Gear [1]  
 Flexibility [5]  
 Forest Guardian 2 [10]  
 High Manual Dexterity 6 [30]  
 Honest Face [1]  
 Language: Cant (Spoken) [3]  
 Language: Elvish (Spoken) [3]

Luck [15]  
 Magery 0 [5]  
 Perfect Balance [15]  
 Wealth (Very Wealthy) [30]

### Disadvantages and Quirks

Callous [-5]  
 Code of Honor (Outlaw's) [-5]  
 Greed (12) [-15]  
 Post-Combat Shakes (12) [-5]  
 Sense of Duty (Nature) [-15]  
 Sense of Duty (Thieves' Guild) [-10]

Likes animals and isn't Callous toward them. [-1]  
 Preferentially targets delvers because they have loot. [-1]  
 Sees the Guild as superior to street folk, not as their champions. [-1]  
 Still enjoys the thrill of hands-on theft. [-1]  
 Threats and torture make her as uncomfortable as combat. [-1]



### Skills

Acrobatics-15\* [1]  
 Acting-15 [2]  
 Carousing-12 [2]  
 Climbing-19\*† [1]  
 Connoisseur (Art)-14 [1]  
 Connoisseur (Luxuries)-14 [1]  
 Connoisseur (Weapons)-14 [1]  
 Counterfeiting-13 [1]  
 Crossbow-16 [1]  
 Current Affairs-15 [1]  
 Detect Lies-14 [2]  
 Escape-17† [1]  
 Fast-Draw (Arrow)-16 [1]  
 Fast-Draw (Knife)-16 [1]  
 Fast-Talk-15 [2]  
 Filch-16 [2]  
 Forced Entry-16 [1]  
 Forgery-13 [1]  
 Gambling-14 [1]  
 Gesture-15 [1]  
 Heraldry-14 [1]  
 Hidden Lore (Magic Items)-14 [1]  
 Holdout-14 [1]  
 Lockpicking-22‡ [2]  
 Main-Gauche-16 [2]  
 Merchant-15 [2]  
 Observation-14 [1]  
 Pickpocket-22‡ [4]  
 Propaganda-14 [1]  
 Savoir-Faire-15 [1]  
 Search-14 [1]  
 Sex Appeal-14§ [1]  
 Shadowing-16 [4]  
 Sleight of Hand-20‡ [1]  
 Smuggling-15 [2]  
 Stealth-20¶ [8]  
 Streetwise-17 [8]  
 Traps-14 [1]

### Spells

Climbing-13 [1]  
 Haste-13 [1]  
 Keen Vision-13 [1]  
 Measurement-13 [1]

\* Includes +1 for Perfect Balance.

† Includes +3 for Flexibility.

‡ Includes +6 for High Manual Dexterity.

§ Includes +4 for Appearance.

¶ Includes +2 for Forest Guardian.

### Equipment

**\$28,370, 15.6 lbs. (No encumbrance)**

Bolts, Fine w. Penetrating Weapon (3), Puissance +2 x5. Damage becomes 1d+4(3) imp. \$905, 0.3 lb.  
 Delver's Webbing. Holds bolts, nageteppo, potion, lockpicks, personal basics. \$160, 3 lbs.  
 Flash Nageteppo x2. \$80, 0.4 lb.  
 Invisibility Potion. \$2,250, 0.5 lb.  
 Lockpicks, Fine. +2 to skill. \$1,000, 2 lbs.  
 Long Knife, Very Fine w. Penetrating Weapon (2). 1d(2) cut (reach C, 1) or 1d(2) imp (reach C, 1). \$7,400, 1.5 lbs.  
 Ninja Slippers. +1 to Stealth. \$100, 0.5 lb.

### Design Notes

Kilari uses the elf racial template and thief professional template, adjusted for her being an urban – and urbane – rogue rather than a delver. She has the new Animal Companion advantage (p. 39): an owl, Iniani, with Filch-13 and Stealth-14. Further noteworthy traits are the ability to speak Cant (the secret language of master thieves) and a Sense of Duty to the Thieves' Guild (as significant as any religion or nation). Racial Magery lets her learn spells. The gear is an *example*, not a firm list.



Personal Basics. \$5, 1 lb.  
Pistol Crossbow (ST 11). 1d+1 imp, Acc 1,  
Range 165/220, Shots 1(8), Bulk -4. \$150,  
4 lbs.  
Smoke Nageteppo x2. \$80, 0.4 lb.  
Stylish Clothing w. Fortify +3. DR 3. \$16,240,  
2 lbs.

## ENCOUNTERED

Kilari learns what delvers are up to in “her” town on a roll vs. Current Affairs-15. If she dislikes that, all the PCs’ rolls to trade, find work, and so on (Carousing, Merchant, Propaganda, Streetwise, etc.) become Quick Contests against her Streetwise-17 as she mobilizes the Thieves’ Guild to interfere. She’s wealthy, good-looking, and assumed to be a “noble elf,” so even high society isn’t safe – it merely limits her to Savoir-Faire-15.

If Kilari *really* dislikes the delvers – say, they rebuff the Thieves’ Guild for another quest-giver – the consequences become more direct. First, dishonest merchants jack up prices. Second, cutpurses target the heroes aggressively; check for wandering monsters (*Exploits*, p. 85) in town, with “success” indicating a pickpocket attempt or other theft.

If the delvers discover that Kilari is their problem and try words instead of weapons, they might be surprised when they meet her: She isn’t from the street, but is a highborn elf who equates her Guild position to legitimate social status. The PCs can deal with her, but she has enough social skills (Acting, Detect Lies, Fast-Talk, etc.) to make that tricky, and won’t be tempted by bribes smaller than \$20,000 *per party member*.

Opting for violence is declaring war on the Thieves’ Guild – and self-defense isn’t murder. The GM shouldn’t prevent *clever* schemes to confront Kilari directly, but ham-fisted ones ought to fail. She hates fighting and is no combat challenge, but she is always guarded, can afford costly defenses like Bless spells and Wish items, and won’t hesitate to expend an invisibility potion or many nageteppo and then flee at Move 9.

## ADVENTURE SEEDS

*Faerie Godmother.* Posing as an elven noblewoman, Kilari offers a quest that *seems* reasonable. Undertaking it means getting into bed with the Thieves’ Guild – lawful folk *will* raise a stink. When this happens, searching for the “noble” to demand an explanation (or a payoff!) is an adventure in itself, as nobody knows who the delvers are talking about.

## NEW ADVANTAGE: ANIMAL COMPANION

4 points

A pet costs *money*. Roll against Animal Handling to give it commands. Make reaction rolls for its behavior.

An Animal Companion cost *points*, but differs in important ways:

- It obeys *simple* commands (“fetch,” “play dead,” “stay,” etc.) without Animal Handling rolls. You *can* say “attack,” but these beasts are no match for dungeon denizens; if it dies, you lose the points you spent.

- It’s automatically loyal. But make a reaction roll if you *deliberately* betray or harm it – or order it to fight anything more dangerous than it! “Very Bad” or worse means it leaves; again, you lose the points. “Poor” or “Bad” means it won’t obey commands; roll *daily* until you get “Good” or better (it returns to its old self) or “Very Bad” or worse (it leaves).

- It’s *smart*. The IQ scores below are a level higher than average.

- Its master may buy extra skills for it, subject to GM approval; examples are Acrobatics, Escape, Filch, Jumping, Observation (for watch-beasts), Pickpocket, Search, Stealth, and Tracking. Using these takes a “simple command.”

Below are typical companions. The dog, falcon, owl, and parrot are all larger types. In all cases, HP = ST and FP = HT.

*Cat* (SM -3). ST 4; DX 14; IQ 5; HT 10; Will 11; Per 12; Basic Speed 6.00; Basic Move 10; Catfall; Combat Reflexes; Flexibility; Night Vision 5; Quadruped; Sharp Claws (1 point cut); Sharp Teeth (1 point cut); Brawling-16; Jumping-14; Stealth-14; **16 points of extra skills.**

*Dog* (SM 0). ST 9; DX 11; IQ 5; HT 12; Will 10; Per 12; Basic Speed 5.75; Basic Move 10; Chummy; Discriminatory Smell; Quadruped; Sharp Teeth (1d-2 cut); Brawling-13; Tracking-13 (17 by scent); **8 points of extra skills.**

*Falcon* (SM -4). ST 3; DX 14; IQ 4; HT 10; Will 10; Per 12; Basic Speed 6.00; Basic Move 2; Acute Vision 3; Flight (Winged; Air Move 24); No Fine Manipulators; Sharp Beak (1 point pi+); Sharp Claws (1 point cut); Stoop; Brawling-16; **16 points of extra skills.** *Notes:* Stoop allows *full* Air Move when clawing (1d cut) or grappling.

*Owl* (SM -3). ST 4; DX 12; IQ 4; HT 10; Will 12; Per 12; Basic Speed 5.50; Basic Move 2; 360° Vision; Acute Hearing 3; Flight (Winged; Air Move 22); Night Vision 5; No Fine Manipulators; Sharp Beak (1 point pi+); Sharp Claws (1 point cut); Silence 2; Brawling-14; Observation-13; **12 points of extra skills.**

*Parrot* (SM -4). ST 3; DX 12; IQ 5; HT 10; Will 12; Per 12; Basic Speed 5.50; Basic Move 3; Acute Hearing 4; Flight (Winged; Air Move 16); One Arm (Beak/Tongue); Sharp Beak (1 point cut); Sharp Claws (1 point cut); Brawling-14; Mimicry (all)-12; **20 points of extra skills.**

*Whodunit?* Kilari still steals when the rewards are worthwhile. With Climbing-19, Lockpicking-22, and bonuses from the best gear, delvers are hard-pressed to keep her out of their rooms. With Stealth-20 and Pickpocket-22, pockets are no safer. And if they’ve annoyed her, she might use either method to *plant* contraband – or Sleight of Hand-20 to drop it strategically – and frame the heroes. Whatever happens, the adventure becomes an exercise in detective work.

# GEOFF IRONSHIELD

## 375-Point Minotaur Knight

Geoff worked as a farmhand until he was falsely accused of multiple murders. He fled rather than face the torches and pitchforks of folk who would judge him for his race. The *actual* murderer – a sorcerer sacrificing villagers to The Devil – exploited the situation to engage Geoff as muscle. That worked until, quite by accident, Geoff learned the truth, at which point he flipped out and slaughtered his boss and everyone who got in the way. He now really is a killer – and one who formerly served Evil – which limits his employment options to “monster for hire.”

**ST** 22 [120]; **DX** 14 [80]; **IQ** 9 [-20]; **HT** 16 [60].

Damage 2d+1/4d+2; BL 97 lbs.; HP 22 [0]; Will 13 [20]; Per 11 [10]; FP 16 [0].

Basic Speed 7.00 [-10]; Basic Move 7 [0]; Move 7. Dodge 11\*; Parry 14\* (Halberd), 12\* (Horns); Block 16\*† (Shield).

### Advantages

Absolute Direction [5]	Peripheral Vision [15]
Acute Hearing 2 [4]	Signature Gear (Iron Shield) [1]
Armor Mastery [5]	Striking ST 2 [10]
Born War-Leader 4 [20]	Thick Skull [3]
Combat Reflexes [15]	Tough Skin 2 [6]
Enhanced Block 2 [10]	Weapon Bond (Iron Shield) [1]
High Pain Threshold [10]	
Long Horns [13]	
Magic Resistance 3 [6]	

### Disadvantages and Quirks

Appearance (Hideous) [-16]	Greed (12) [-15]
Bad Temper (12) [-10]	Ham-Fisted 2 [-10]
Berserk (12) [-10]	Illiteracy [-3]
Code of Honor (Outlaw's) [-5]	

Assumes all humans are prejudiced against minotaurs. [-1]



Considers ranged combatants cowardly. [-1]  
 Hopes to clear his name, but doesn't pursue it obsessively. [-1]  
 Insists on payment in quality combat gear (he can't count coins!). [-1]  
 Takes a “don't ask, don't tell” stance on what his hirers are up to. [-1]

### Skills

Armory (Melee Weapons)-10 [4]  
 Brawling-16 [4]  
 Carousing-16 [1]  
 Connoisseur (Weapons)-12‡ [1]  
 Forced Entry-15 [2]  
 Hiking-15 [1]  
 Intimidation-12 [1]  
 Leadership-12‡ [1]  
 Polearm-20 [24]  
 Shield-19/20§ [16]  
 Stealth-13 [1]  
 Strategy-11‡ [1]  
 Streetwise-10 [4]  
 Tactics-12‡ [2]  
 Wrestling-14 [2]

\* Includes +1 for Combat Reflexes.  
 † Includes +2 for Enhanced Block.  
 ‡ Includes +4 for Born War-Leader.  
 § Use higher skill for Iron Shield (+1 for Weapon Bond).

### Equipment

\$4,945, 97 lbs.

(No encumbrance)

Clothing. \$0, 2 lbs.  
 Dueling Halberd, Dwarven, Fine. 4d+7 cut (reach 1, 2\*) or 4d+6 imp (reach 1, 2\*) or 2d+5 imp (reach 1, 2\*). \$1,680, 10 lbs.  
 Personal Basics. \$5, 1 lb.  
 Segmented Plate Armor, Suit. DR 4 (total DR 7). \$2,700, 72 lbs.  
 Small Shield, Dwarven, Fine (“Iron Shield”). DB 1; 2d+2 cr (bash). \$560, 12 lbs.

### Design Notes

Geoff is a knight (more or less) – although strictly a melee fighter – with the minotaur racial template (p. 41) and near-maximum ST for his profession and race. His damage stats already reflect his Striking ST, which brings his effective ST to 24. His weapon of choice is a dueling halberd, which he uses one-handed without a readiness penalty thanks to having twice its required ST 12 – and it's dwarven, so it can attack and parry every turn! Geoff's DR 7 includes DR 1 from Armor Mastery and DR 2 for Tough Skin. Blows to the *skull* have to chop through DR 11 (not DR 9). Geoff is usually encountered at work, where he doesn't make a habit of carrying around noncombat gear.

## ENCOUNTERED

Geoff exemplifies the “impressive specimens” of minotaurs that *Monsters*, p. 42 talks of. As noted for such paragons, he enjoys the patronage of wealthy bosses who give him “better weapons and armor.” But that isn’t what makes him interesting.

Geoff is a veritable genius among minotaurs. While not as bright as even an average human, his iron will and Magic Resistance make it difficult for mundane and spellcasting manipulators alike – whether foes or potential employers – to exploit him. He also has an honor code that amounts to “stays bought,” meaning he’s unlikely to betray a master on his own.

Moreover, Geoff is what’s often called (behind his back!) a “natural herder”: He has a gift for command (Born War-Leader). The heroes might first encounter him in his role as gatekeeper for a powerful boss: evil wizard, lich, dragon, etc. If none of his employer’s *other* retainers have better Leadership and Tactics than he does (both 12), he’s probably their captain.

As a guard, remember that Geoff isn’t easy to avoid. He has an excellent Hearing roll (13). More important, he has Combat Reflexes *and* Peripheral Vision, making ambush or surprise *extremely* unlikely.

Geoff loves treasure but can’t count – though he tells people that his hands are too big for tiny human coins. Thus, he asks patrons for payment in arms and armor. That’s how he has amassed the gear on his character sheet. A given master may well provide *better* equipment!

The adventurers will eventually fight Geoff. He’s strong (ST 22 plus Striking ST 2), *skilled* (20 with both halberd and shield), excellent on the defensive (he blocks at 16, parries with his halberd and his horns, and gets DB 1 from his prized Iron Shield), and hard to neutralize (DR 7, HP 22, HT 16, and High Pain Threshold). His horns are *deadly*; the innate per-die bonus and that from Brawling give 2d+5 impaling!

Exploiting Geoff’s racial Berserk disadvantage is risky. Inflicting injury over HP/4 (6 HP) is tricky on such a tough foe. He’s *fast* (Move 7 in full armor) – and once berserk, can’t be knocked down, stunned, or slowed. With +4 to HT 16, he may need to be beaten down to -5xHP (132 HP of injury). Indeed, he may *willingly* exploit his high Will to run amok . . .

## ADVENTURE SEEDS

*By The Horns.* The heroes receive a quest to recover some artifact-grade weapon or armor from a lich, mind-warper, or other serious boss. This villain has decided that the best place to store the treasure is *on Geoff*, who’s free to use it. This gives Geoff a huge power-up! And of course he’s fighting alongside a powerful patron.

*We Have A Beef.* Geoff is a redeemable villain. For all his rage, he *isn’t* deranged, fanatical, hateful, obsessed, or a True

## NEW RACIAL TEMPLATE: MINOTAUR

**Racial Cost: 40 points**

Minotaurs (*Monsters*, p. 42) lack the numbers and intelligence to develop an organized, militarized society – like that of goblin-kin – that other races fear. And unlike dinomen, lizard men, and ogres, most aren’t man-eaters. This has earned them guarded acceptance in civilized lands, where they put their strength and endurance to work on farms. Sages have conjectured that minotaurs often get a pass as “cattle.”

That theory is best not voiced around minotaurs, who are ill-tempered and prone to berserk rage, not to mention strong and armed with lethal horns. Add physical features that other races regard as unbecoming anywhere outside of a paddock and it’s easy to understand why some folk consider these creatures monsters. Exiled minotaurs usually become exactly that.

Minotaurs can be PCs. They aren’t *inherently* monstrous. Racial cost is low enough to let them squeeze into any profession – although they should avoid brainier occupations!

**Attribute Modifiers:** ST+3 [30]; IQ-2 [-40]; HT+3 [30].

**Secondary Characteristic Modifiers:** Per+2 [10].

**Advantages:** Absolute Direction [5]; Acute Hearing 2 [4]; Long Horns [13]; Peripheral Vision [15]; Thick Skull [3]; Tough Skin 2 [6].

**Disadvantages:** Appearance (Hideous) [-16]; Bad Temper (12) [-10]; Berserk (12) [-10].

**Features:** Bull’s face and shaggy neck. Can’t wear most humanoid helmets.

### Special Minotaur Traits

**Appearance (Hideous):** -4 on reactions and -8 to Sex Appeal.

**Long Horns:** Can attack in close combat (reach C) or into the front hex *directly ahead* (reach 1). Count as weapon requiring no free hand, not as body part. Use DX or Brawling to hit, and 3 + *half* of (DX or Brawling) to parry. Damage is thrust impaling at +1 *per die*, plus Brawling bonus. Helmets with holes don’t cost extra. Existing ones can be modified; roll as in *Fixer-Uppers (Exploits*, p. 15), with an extra -1.

**Thick Skull:** Skull has +4 DR instead of the usual +2 (*Exploits*, p. 54). Cumulative with Tough Skin.

**Tough Skin:** Identical to barbarian ability of the same name; see *Adventurers*, p. 16.

Believer in some dark god. He’s no greedier than most delvers, and more honorable than many. Settling the bad blood between him and the village that accused him of murder would be a challenging *social* adventure with a potent reward: Geoff’s allegiance!

# GUITORE THE RELENTLESS

## 350-Point Halfling Thief

Guitore is the stereotypical halfling who exploits his race's innate sneakiness to earn a dishonest living. Instead of the traditional career in thievery, he chose bounty-hunting. He isn't picky about employers – past clients include cultists searching for prophesied sacrifice victims and a demon seeking revenge for banishment – and he takes a “dead or alive” approach unless ordered not to. Those who'd laugh (“That squirt wants to capture *me*?”) rarely do so for long; he's a virtual colossus among halflings, the student of dark-elf scouts rather than urban thieves, and utterly implacable.

**ST** 11 [10]; **DX** 16 [120]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d-1/1d+1; BL 24 lbs.; HP 13 [4]; Will 13 [0]; Per 16 [15]; FP 12 [0].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Move 5.

Dodge 9; Parry 11 (Shortsword); Block 11 (Buckler).

### Advantages

Expert Backstabbing 10 [20]  
Flexibility [5]  
Halfling Marksmanship 4 [20]  
High Manual Dexterity 1 [5]  
Honest Face [1]  
Language: Demontongue (Spoken) [3]  
Night Vision 5 [5]  
Nondetection 5 [25]  
Perfect Balance [15]  
Silence 4 [20]

### Disadvantages and Quirks

Bloodlust (12) [-10]  
Callous [-5]  
Gluttony (12) [-5]  
Greed (12) [-15]  
Kleptomania (12) [-15]  
Loner (12) [-5]  
Stubbornness (12) [-5]

Dislikes town; goes there only for business. [-1]  
Hunts and traps game for fun, hungry or not. [-1]  
If eluded once, takes things personally the next time. [-1]  
Likes to surprise victims using “impossible” climbs and attacks from above. [-1]  
Utterly indifferent to who hires him. [-1]

### Skills

Acrobatics-15\* [1]  
Brawling-16 [1]  
Camouflage-14 [2]  
Climbing-20†\* [2]  
Escape-17† [1]  
Fast-Draw (Potion)-16 [1]  
Fast-Draw (Sword)-16 [1]  
Filch-15 [1]  
Forced Entry-16 [1]  
Hiking-12 [2]  
Holdout-12 [1]  
Knot-Tying-18‡ [2]

Lockpicking-16‡ [1]  
Merchant-14 [4]  
Observation-15 [1]  
Poisons-12 [2]  
Search-15 [1]  
Shadowing-14 [4]  
Shield (Buckler)-16 [1]  
Shortsword-16 [2]  
Sleight of Hand-15‡ [1]  
Sling-20§ [4]  
Smuggling-14 [4]  
Stealth-19/23/27¶ [12]  
Streetwise-14 [4]  
Survival (Woodlands)-15 [1]  
Throwing-19§ [1]  
Tracking-17 [4]  
Traps-14 [4]

\* Includes +1 for Perfect Balance.

† Includes +3 for Flexibility.

‡ Includes +1 for High Manual Dexterity.

§ Includes +4 for Halfling Marksmanship

¶ Silence gives +4 vs. Hearing if moving, +8 if still.

### Equipment

\$22,657, 48 lbs.

(Light encumbrance)

Baton. 1d+1 cr (reach 1) or 1d-1 cr (reach 1). \$20, 1 lb.  
Blanket. \$20, 4 lbs.  
Clothing. \$0, 2 lbs.  
Coins. 3 gold. \$1,200, 0.06 lb.  
Elven Rations, 18 meals. \$90, 3 lbs.  
Giant-Spider Silk Cord, 10 yards. \$100, 0.5 lb.  
Heavy Leather Armor, Feet, Fine w. Lighten 25%. DR 2. \$720, 2.36 lbs.  
Heavy Mail Armor, Body, Fine, Elven w. Lighten 25%. DR 5. \$17,080, 10.63 lbs.



### Design Notes

Guitore uses the thief template with a dash of the scout template. He also has the new Nondetection ability (p. 43). He acquired his elven rations, spider-silk cord, boots (fine heavy leather boots with Lighten), and vest (fine, elven heavy mail shirt with Lighten) from the dark-elf scouts who were his mentors.

Lead Bullets ×20. Damage becomes 1d+2 pi; Range 132/220. \$2, 1.2 lbs.  
 Lockpicks. \$50, 0.1 lb.  
 Long Knife. 1d cut (reach 1) or 1d-1 imp (reach C, 1). \$120, 1.5 lbs.  
 Paralytic Slime. \$500, 0.5 lb.  
 Personal Basics. \$5, 1 lb.  
 Potion Belt. Holds sleep potions. \$60, 1 lb.  
 Pouch. Holds lead bullets. \$10, 0.2 lb.  
 Pouch. Holds rations. \$10, 0.2 lb.  
 Shackles. \$200, 2 lbs.  
 Shortsword. 1d+1 cut (reach 1) or 1d imp (reach 1). \$400, 2 lbs.  
 Sleep Potions ×4. \$2,000, 4 lbs.  
 Sling. 1d+1 pi, Acc 0, Range 66/110, Shots 1(2), Bulk -4. \$20, 0.5 lb.  
 Small Shield, Buckler. DB 1; 1d-1 cr (bash). \$40, 8 lbs.  
 Wineskin. 1 quart water. \$10, 2.25 lbs.

## ENCOUNTERED

Guitore is likely to be hired by scarier villains to capture or assassinate PCs or good-guy NPCs. With 350 points and gear comparable to that of someone Very Wealthy, he's more capable than starting delvers. He works alone, so he needs this edge.

While Guitore isn't tough in a fair fight, that's the last place he'll be met! He follows victims until he can strike from surprise. He prefers to do so outdoors, making use of his Tracking-17; forced to operate in town, he'll use his thief skills to break into his targets' lodgings and lie in wait. If stalking an individual, he'll ambush that person when they're alone; if pursuing a group, he'll pick them off one at a time.

To achieve surprise, Guitore relies on his high Stealth skill – ideally boosted to 27 by Silence. He uses Climbing-20 to get *above* prey, giving them -2 to Vision; see *Attacking from Above* (**Exploits**, p. 38). The GM should inflict this on anyone with lesser Climbing skill, as they think “Nobody could get up there!” Even with full gear, encumbrance gives him just -1 to Stealth and Climbing. His Night Vision 5 lets him ignore -5 to Vision for darkness, so victims usually face that as well. Nondetection means abilities like Danger Sense and Sense Foes are at -5, too.

Guitore's surprise attack varies. Against a lone mark, he uses *Backstabbing* (**Exploits**, pp. 57-58). Expert Backstabbing lets him strike using ST 21. His “less lethal” baton can't benefit from more than ST 20, and does 3d+2 cr/2d-1 cr; he'll target the skull at a net 13. If he's out to kill someone, he favors his shortsword, for 4d-1 cut/2d+1 imp. More rarely, he uses his blade for capture instead, in conjunction with paralytic slime.

Against a group, he snipes from afar with his sling (at skill 20!). If he must start closer, he'll use Throwing-19 to throw sleep grenades to neutralize multiple targets. He won't hesitate to Fast-Draw and toss one after the other – his clients pay for those. With time to prepare, he's likely to set traps; see *Talented Trapping* (**Exploits**, p. 58).

## NEW SPECIAL THIEF TRAIT: NONDETECTION

5 points/level

You've learned to minimize your magical and psychic “signatures.” Attempts to discern *you*, *your actions*, or *your motives* using magic (including Information-class and Knowledge-college spells, crystal balls, scrying mirrors, and anything else the GM feels works similarly) or entirely supernatural senses (e.g., Danger Sense, the clerical Detect Evil ability, the martial artist's Blind Fighting skill *if the user cannot hear*, and many monsters' Dark Vision and Detect advantages) are at -1 per level of Nondetection. This penalizes the Sense roll for senses, the skill roll for spells or skills. It also extends to being targeted – if you're “seen” only because your opponent successfully used such a capability, that enemy still has -1 per level to hit you.

Warmth, vibrations, noise, and other mundane emissions aren't supernatural! Thus, Nondetection *doesn't* penalize such capabilities as Infravision, Sonar (including the bard's Song of Echoes), Subsonic Hearing, or Vibration Sense – nor Blind Fighting, if the user can hear. To avoid *those* things, use Stealth.

Nondetection has no effect on *your* abilities or items. Nor is it supernatural – it cannot itself be sensed.

Anyone Guitore beats unconscious, puts to sleep, or paralyzes comes to their senses bound. He has shackles for his strongest captive, giant-spider silk cord for the others. Those attempting to use Escape must beat his Knot-Tying skill of 18.

If cunning fails, Guitore won't stand and fight. His elven mail vest is wonderful (DR 5) but no match for serious counterattacks. He'll use Fast-Draw to get his sword, grab his shield (DB 1), and use *Speed Is Armor!* (**Exploits**, p. 58) to fight a retreating battle and then flee.

## ADVENTURE SEEDS

*Villain For Hire.* Guitore is hired to grab a delver who wronged a recurring villain. He meticulously tracks the party and waits to ambush his victim alone. If he kidnaps his target, the quest becomes pursuing Guitore, who sets traps and uses Tracking to *hide* his trail; see *Adventurers*, p. 92. If he fails, he bolts – and then harasses the PCs from afar, aiding other foes and interrupting the heroes' rest with the aim of rendering them weak enough to defeat.

*Who Catches The Catchers?* Guitore speaks Demontongue because cultists pay well for sacrifice victims, no questions asked. This time he's grabbed someone important and the bounty is on *his* head. What the heroes don't know is that this was the plan all along, and they're the *real* sacrifice victims – as they'll learn when they “corner” Guitore and find him backed by an entire coven.

# ITHYLYSSYA ATHI

## 450-Point Dark-Elven Wizard

Ithyllyssa is a scheming, power-hungry evil sorceress. She embodies almost all the stereotypes about dark elves. She does not, however, assume that every delver lives up to all the stereotypes about heroes, and is perforce an enemy to attack on sight. She puts the “wise” in “wizard,” and prefers manipulation to murder. This still often takes the form of casting noxious spells – just spells that control minds rather than ones that blast people.

Ithyllyssa’s Glimmering Sphere is her power item. It holds 25 FP.

**ST** 9 [-10]; **DX** 12 [40]; **IQ** 17 [140]; **HT** 12 [20].  
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 17 [0]; Per 14 [-15]; FP 16 [12].  
Basic Speed 6.00 [0]; Basic Move 6 [0]; Move 6.  
Dodge 9; Parry 9 (Smallsword); Block N/A.

### Advantages

Cultural Adaptability [10]  
Dark Gift 4 [20]  
Energy Reserve 20 (Magical) [60]  
Improved Magic Resistance 5 [25]  
Language: Ancient [6]  
Language: Demontongue [6]  
Language: Elvish [6]

Magery 6 [65]  
Night  
Vision 5 [5]

### Disadvantages and Quirks

Callous [-5]  
Jealousy [-10]  
Obsession (Control the world’s rulers from behind the scenes) (12) [-10]  
Overconfidence (15) [-2]  
Stubbornness (15) [-2]

In combat, “leads” from the rear and flees if losing. [-1]  
Less awful toward fellow elves, even surface elves. [-1]  
Prefers manipulation to murder. [-1]  
Reacts poorly to remarks about demonic spider goddesses . . . [-1]  
. . . but likes spiders. [-1]

### Design Notes

Ithyllyssa combines the wizard professional template with the dark-elf racial template (p. 45). She’s a studious archmage rather than an adventurer, though – her skills are shifted away from the rough-and-tumble, toward the cerebral. Her equipment list reflects “everyday carry”; between her long career and prodigious Alchemy skill, she could have *any* mundane gear or stock magic item the GM wants, especially potions.

### Skills

Alchemy-20\* [4]  
Current Affairs-17 [1]  
Diplomacy-16 [2]  
Fast-Draw (Knife)-12 [1]  
Fast-Draw (Sword)-12 [1]  
Fast-Talk-16 [1]  
Gesture-17 [1]  
Hazardous Materials-20\* [1]  
Hidden Lore (Demons)-20\* [1]  
Hidden Lore (Lost Civilizations)-20\* [1]  
Hidden Lore (Magic Items)-20\* [1]  
Hidden Lore (Magical Writings)-20\* [1]  
Intimidation-17† [1]  
Leadership-16 [1]  
Occultism-20\* [1]  
Poisons-16 [2]  
Propaganda-16 [1]  
Research-16 [1]  
Savoir-Faire-18 [2]  
Smallsword-12 [2]  
Speed-Reading-16 [1]  
Stealth-17 [20]  
Thaumatology-24\*‡ [1]  
Thrown Weapon (Knife)-12 [1]  
Writing-16 [1]

### Spells‡

Blackout-21 [1]  
Blur-21 [1]  
Bravery-21 [1]  
Charm-25 [12]  
Command-21 [1]  
Continual Light-21 [1]  
Darkness-21 [1]  
Daze-21 [1]  
Fascinate-21 [1]  
Fear-21 [1]  
Foolishness-21 [1]  
Forgetfulness-21 [1]  
Hide-21 [1]  
Invisibility-21 [1]  
Lend Energy-21 [1]  
Light-21 [1]  
Loyalty-21 [1]  
Mass Daze-21 [1]  
Mass Sleep-21 [1]  
Mind-Reading-21 [1]  
Mind-Sending-21 [1]  
Missile Shield-21 [1]  
Persuasion-21 [1]  
Recover Energy-21 [1]  
Sense Emotion-21 [1]  
Sense Foes-21 [1]  
Shield-21 [1]  
Sleep-21 [1]  
Soul Rider-21 [1]  
Terror-21 [1]  
Truthsayer-21 [1]  
Weaken Will-21 [1]



\* Includes +4 for Dark Gift.  
† Includes +1 for Callous.  
‡ Includes +6 for Magery.

### Equipment

\$52,370, 15.3 lbs. (No encumbrance)  
Bladeblack x3. \$3,000, 1.5 lbs.  
Clothing. \$0, 2 lbs.  
Glimmering Sphere.\* \$37,000, 0.02 lb.  
Light Leather Armor, Body, Arms, Hands, Legs, and Feet, Fine w. Lighten 25%. DR 1. \$3,170, 9.28 lbs.  
Small Throwing Knives, Very Fine x2. 1d-1 imp, Acc 1, Range 7/13, Shots T(1), Bulk 0. \$1,200, 1 lb.  
Smallsword, Very Fine. 1d+1 imp (reach 1). \$8,000, 1.5 lbs.

\* A radiant gem that hovers yet has weight in the hand. Its power-item capacity is 25 FP. Its price reflects potent magic: It prevents incoming *basic damage* from attacks and spells from reaching its owner!

Keep a running total; at 50 points, the Sphere is full and offers no further protection (including against excess damage from the attack that filled it). It “heals” 1 HP of absorption capacity per day.

## ENCOUNTERED

Ithylsyssa has townsfolk in her service through magic (like free-to-maintain Charm), social influence (bribery, mutual back-scratching, threats, etc.), or a combination of the two (the Persuasion spell helps). She could easily inspire people to stonewall the PCs, or guide the group toward or away from her. The heroes must overcome her Diplomacy or Propaganda of 16, or Intimidation of 17 – not just the NPCs’ Will – to make headway. Among the high and mighty, she exploits Savoir-Faire-18.

If the adventurers eventually come looking, they’re expected. Ithylsyssa has spied on them via other NPCs’ eyes, thanks to her free-to-maintain Soul Rider spell. And she has agents (average Loyalty 16; see *Exploits*, p. 90) everywhere.

When the delvers get close, Ithylsyssa starts to monitor them directly. Her preferred method is the Invisibility spell (free to maintain) combined with Stealth (at 17). She won’t attack or cast spells – her goal is to learn what the heroes want so she can make an irresistible offer.

Once Ithylsyssa believes she can make a deal, she sets up a meeting. Bodyguards are certain – say, a few golems (GM chooses type) and some dark-elf scouts (250+ points). Should things go bad, she has an escape plan; e.g., she drank a flight potion earlier, and zooms off as her goons advance. She counts on the Glimmering Sphere against attacks, Improved Magic Resistance to stop spells (which also grants her 17 or less to resist potions like magebane), and Command or Fascinate to halt foes until she can flee.

If the delvers press, a violent encounter is inevitable. Ithylsyssa starts with Missile Shield (free to maintain) and Invisibility, and casts an Area spell – probably Darkness to blind the heroes, or Mass Daze, Mass Sleep, or Terror to make them easy prey. That makes her visible, but she’s *behind* allies and can absorb considerable range penalties when casting Charm, which takes her just one second and 3 energy. Her weapons are poisoned with bladeblack. And she *still* has an escape plan.

The PCs might instead accept her proposal. Ithylsyssa can provide information using many skills pertaining to arcane wisdom at 20+. She can cut surprising deals with horrific entities; Cultural Adaptability erases -3 in reaction penalties and Dark Gift adds +4. She has a lair full of magical resources, including many potions. What she wants in return is usually a

## NEW RACIAL TEMPLATE: DARK ELF

**Racial Cost: 20 points**

Dark elves differ from the “wood elves” or “green elves” that most other races think of when someone mentions elves (*Adventurers*, p. 44) in three main ways: They live underground, they have a different coloration, and they have a gift for lore that many consider “creepy.” They’re also rumored to worship a scantily clad demonic spider goddess, though that’s unproven. Other elves avoid them.

**Attribute Modifiers:** ST-1 [-10]; IQ+1 [20].

**Advantages:** Dark Gift 1 [5]; Magery 0 [5]; Night Vision 5 [5].

**Disadvantages:** Callous [-5].

**Features:** Jet-black skin with cobweb-gray or white hair – or cobwebby white skin with jet-black hair.

### Special Elf Traits

**Dark Gift:** Your grasp of the uncanny is . . . uncanny. Add +1 per level to the Alchemy, Hazardous Materials, Hidden Lore, Occultism, and Thaumatology skills. Also add +1 per level to reaction rolls from truly evil supernatural beings when negotiating for artifacts, knowledge, or power. You may buy up to three more levels in play, for 5 points/level.

**Magery 0:** If you’re a wizard, this overlaps Magery; you can spend the 5 points on other professional advantages. If you belong to another profession, you can sense mana and magic items. You can also learn (and cast!) wizardly spells that don’t require Magery 1+, *if* you can find a teacher and meet the spells’ prerequisites. Spells learned through Magery 0 always obey the rules for wizards, even if you belong to another spellcasting profession.

dangerous *social* mission that increases her control of guilds, priests, nobles, or royals.

Whatever happens, bear in mind two things. First, Ithylsyssa has *piles* of energy, with FP 16, Energy Reserve 20, and a 25-FP power item. Second, even her worst spells are at 21, halving casting time and reducing cost by 2.

## ADVENTURE SEEDS

*Let’s You And Him Fight.* Mind Control spells cast by someone invisible many yards away can elicit “personality changes.” An adventure featuring Ithylsyssa could *start* with an abrupt clash between NPCs, or a PC and an NPC. She then leaves the delvers to deal with the *social* fallout until the time seems right to offer her “help” – help that doubtless strengthens her hold on important townsfolk.

*No Town? No Problem!* If the heroes avoid town, Ithylsyssa has suborned a country innkeeper or elves in the wilderness, who offer a drugged banquet. At worst, her allies strike with sleep potions and paralytic slime – or she casts Mass Sleep while invisible. Captured adventurers are disarmed and offered a “deal” enforced using, for instance, cursed Necklaces of Choking. Ithylsyssa’s *real* target? A noble in a lonely castle, or the local King’s Rangers.

# JANA SEY

## 475-Point Human Druid

Druids rarely side with *organized* Good or Evil, as the associated struggles involve rampant magic-use (healing included!) that tangles Life's skein, legions that trample and burn Nature, and settlements and strongholds that despoil the wilderness. That doesn't make druids neutral! Some merely preach against these ravages, but others actively defend wild places, and a few attack civilization with a hate that qualifies as "evil," even Evil. Jana Sey typifies the latter.

Jana usually takes leopard form. As a human, her power item is a \$20,000 ruby that holds 35 FP.

**ST** 12 [20]; **DX** 12 [40]; **IQ** 14 [80]; **HT** 14 [40].

Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0];

Will 14 [0]; Per 16 [10]; FP 20 [18].

Basic Speed 6.00 [-10]; Basic Move 7

[5]; Move 7.

Dodge 9; Parry 11 (Unarmed);

Block N/A.

### Advantages

Animal Friend 2 [10]

Energy Reserve 20 (Druidic) [60]

Power Investiture 6 (Druidic) [60]

Shapeshifting (Leopard) [120]

### Disadvantages and Quirks

Fanaticism [-15]

Loner (12) [-5]

Sense of Duty (Nature) [-15]

Vow (Never sleep indoors) [-10]

Claims to be "Chieftess of Clan Leopard." [-1]

Likes shiny bangles. [-1]

Never shapeshifts where she can be observed. [-1]

Only makes deals that garner her a blood sacrifice. [-1]

Views metal arms and armor as badges of Nature's foes. [-1]

### Skills

Animal Handling (Felines)-15\* [1]

Animal Handling (Snakes)-15\* [1]

Brawling-16 [12]

Camouflage-14 [1]

Climbing-12 [2]

Disguise (Animals)-15\* [1]

Esoteric Medicine (Druidic)-15 [2]

Herb Lore-12 [2]

Hidden Lore

(Nature Spirits)-13 [1]

Hiking-14 [2]

Mimicry (Animal

Sounds)-14\* [1]

Naturalist-13 [2]

Navigation-14 [2]

Observation-15 [1]

Pharmacy-12 [1]

Poisons-12 [1]

Religious Ritual  
(Druidic)-12 [1]

Stealth-12 [2]

Survival

(Jungle)-15 [1]

Swimming-14 [1]

Theology

(Druidic)-12 [1]

Tracking-16 [2]

Veterinary-14\* [1]

Weather

Sense-13 [1]

### Spells†

Arboreal Immurement-20 [4]

Beast Speech-18 [1]

Beast Summoning-18 [1]

Beast-Rouser-18 [1]

Beast-Soother-18 [1]

Create Animal-20 [4]

Detect Magic-18 [1]

Dispel Magic-18 [1]

Extinguish Fire-18 [1]

Forest Warning-18 [1]

Hide Path-18 [1]

Light Tread-18 [1]

Mammal Control-18 [1]

Mystic Mist-18 [1]

Pathfinder-18 [1]

Plant Sense-18 [1]

Quick March-18 [1]

Recover Energy-18 [1]

Reptile Control-18 [1]

Rider Within-18 [1]

Sense Life-18 [1]

Tangle Growth-18 [1]

Walk Through Plants-18 [1]

\* Includes +2 for Animal Friend.

† Includes +6 for Power Investiture.

## Leopard Form

**ST:** 17      **HP:** 17      **Speed:** 7.00

**DX:** 15      **Will:** 14      **Move:** 12

**IQ:** 14      **Per:** 16

**HT:** 15      **FP:** 21      **SM:** 0

**Dodge:** 10      **Parry:** N/A      **DR:** 1

**Bite or Claw (20):** 1d+2 cutting. Reach C.

**Traits:** Bloodlust (12); Catfall; Flexibility; Limited Camouflage (Jungle); Night Vision 5; Perfect Balance; Quadruped; Temperature Tolerance 1 (Heat); and all the advantages, disadvantages, and quirks above.

**Skills:** Adjusting attributes, combining skill points, and adding advantage bonuses gives Brawling-20; Camouflage-14 (16 if motionless in jungle); Climbing-20; Hiking-15; Jumping-16; Stealth-17 (19 if motionless in jungle); Swimming-15. • All *other* skills and spells are as above.

## ENCOUNTERED

Jana acts only in jungle, only in leopard form, and never head-on. She uses spells like Forest Warning and Sense Life to discover targets, and Tracking-16 to stalk them. Rider Within (free to maintain for her) and Plant Sense mean animals and plants help with this. She eventually ambushes anyone

### Design Notes

Jana uses the druid template, replacing Green Thumb with Animal Friend, buying the new Shapeshifting (Leopard) ability (p. 47), and swapping all combat skills for Brawling (as befits a leopard!). Her Fanaticism amounts to Intolerance and irresistible Bloodlust where civilization is concerned. Jana doesn't carry equipment – but if defeated, her human form appears with whatever gold and gems the GM likes.



## NEW DRUIDIC ABILITY: SHAPESHIFTING

Some druids can become large predators! Transforming either way takes 10 seconds of concentration. The druid *must* finish the transition once started and cannot act mid-change (only step as Concentrate permits). Once fully changed, all gear is “absorbed” into the beast-form – it vanishes safely but neither is accessible nor provides benefits.

Fatigue, injury, crippling, hostile spells, etc. carry over between forms, but HP and FP losses scale in proportion to the form’s HP and FP (round *down*). If the druid is knocked out or killed, they instantly revert to humanoid form.

A druid’s beast-form uses that animal’s usual stats subject to these notes:

- Apply the druid’s personal ST, DX, HT, HP, FP, Basic Speed, and Basic Move adjustments to the beast’s stats; e.g., a druid with DX 12, HT 13, and Basic Speed 6.00 uses the animal stats with +2 DX, +3 HT (and FP), and a net +1.00 Basic Speed.
- Modify damage for final ST. Remember, Brawling bonuses are *per die*.
- Use the *druid’s* IQ, Will, and Per, not the animal’s!
- The druid keeps personal advantages, disadvantages, skills, spells, etc. but *also* gains the animal’s, except for Wild Animal. For *conflicting* traits, remove the personal trait and keep the beast’s. For *duplicate* traits, add the druid’s points to those implied by the animal’s stats and use the level the total would buy.
- Adjust all skills – druid’s or animal’s – for the form’s *final* attributes.
- The transformed druid *can* speak but *cannot* use gear or do anything requiring hands, which limits spellcasting to spells known at 15+.

This ability comes in several varieties:

*Bear* (**Monsters**, pp. 16-17): 119 points.

*Dire Wolf* (**Monsters**, p. 21): 95 points.

*Leopard* (below): 120 points.

*Lion* (**Monsters**, pp. 40-41): 94 points.

*Tiger* (**Monsters**, p. 56): 119 points.

No druid may have more than one form.

Shapeshifting is a Druidic ability (**Adventurers**, p. 23). Nature’s strength alters transition time: each -1 is +1 second, and vice versa.

### Leopard

Smaller, sneakier, and more vicious than lions and tigers, leopards are expert climbers who pounce from above.

<b>ST:</b> 15	<b>HP:</b> 15	<b>Speed:</b> 6.00
<b>DX:</b> 13	<b>Will:</b> 11	<b>Move:</b> 10
<b>IQ:</b> 4	<b>Per:</b> 12	
<b>HT:</b> 11	<b>FP:</b> 11	<b>SM:</b> 0
<b>Dodge:</b> 9	<b>Parry:</b> N/A	<b>DR:</b> 1

**Bite or Claw (15):** 1d+1 cutting. Reach C.

**Traits:** Bloodlust (12); Catfall; Flexibility; Limited Camouflage (Jungle); Night Vision 5; Perfect Balance; Quadruped; Temperature Tolerance 1 (Heat); Wild Animal.

**Skills:** Brawling-15; Climbing-17; Jumping-14; Stealth-15 (17 if motionless in jungle).

**Class:** Animal.

**Notes:** Exceptional leopards might have DX 14+, Combat Reflexes, and Silence 1-4.

carrying metal armaments, setting fires, or doing other things Nature dislikes; Quick March lets her circle ahead so they walk into it.

As Jana won’t harm natural beasts, she creates four or five leopards (see box) using Create Animal – she can cast and maintain this for free for SM 0 creatures. She also prepares the battleground with a huge Mystic Mist, hiding it in regular mist (assume her Weather Sense lets her find some); she and her creations count as “native” to this. Then she waits and rests.

When her targets enter the Mystic Mist, the leopards attack, enjoying +1 to defend while their victims get -1. Jana stays up a tree in the Mist, creating replacements for dead leopards; at her level, each casting takes one second. Without defeating Jana – who can’t be seen without Mage Sight and has effective Stealth-19 – there will always be more leopards.

Jana casts Arboreal Immurement on those who get too close to her tree. Even with five or six spells active, her odds

are fair thanks to high skill – which also halves casting time and reduces cost to 6 energy. With FP 21 and Energy Reserve 20, she can afford retries!

If facing defeat, Jana leaps down and escapes at Move 12. She exploits Hide Path, Light Tread, Tangle Growth, and Walk Through Plants against trackers. Again, she can afford it!

Jana never negotiates without overwhelming backup – say, an entire cannibal tribe in awe of her juju. If driven off, she retries later. A fanatic, she’ll keep this up indefinitely.

## ADVENTURE SEED

*Prime Evil.* Primeval wilderness gives +1 to +5 to druidic capabilities. This is the sort of place Jana would call home. The bonus enhances all her spells, making them faster and cheaper (see **Spells**, p. 10). Moreover, she’s a powerful druid, so the nature spirits may take her side, making things as lopsided as the GM desires.

# KING SCROGO

## THE MUNIFICENT

### 450-Point Dwarven Knight

King Scrogo is not the King who rules humanity's largest empire, but he's genuinely *a* king of the dwarves, although not *the* king of the dwarves. Strictly speaking, he's the only surviving son of an influential clan chieftain. He went a-delving with his brothers, returned alone with vast riches, and took over as patriarch when his father heard the bad news and died of sorrow. However you feel about that, his coffers are deep enough, his followers numerous enough, and his personal skill feared enough that the wise address him as "Your Majesty."

**ST** 18 [80]; **DX** 13 [60]; **IQ** 13 [60]; **HT** 15 [50].  
 Damage 1d+2/3d; BL 80 lbs.; HP 18 [0]; Will 14 [5]; Per 13 [0];  
 FP 18 [9].  
 Basic Speed 6.00 [-20]; Basic Move 5 [-5]; Move 5.  
 Dodge 10\*; Parry 17\*† (Great Axe); Block N/A.

### Advantages

Absolute Direction [5]  
 Armor Mastery [5]  
 Born War-Leader 6 [30]  
 Combat Reflexes [15]  
 Danger Sense [15]  
 Dwarven Gear [1]  
 Enhanced Parry 3  
 (Two-Handed Axe/Mace) [15]  
 High Pain Threshold [10]  
 Language: Dwarvish [6]  
 Lifting ST 2 [6]  
 Luck [15]  
 Night Vision 5 [5]  
 Penetrating Voice [1]  
 Pickaxe Pendant 4 [20]  
 Resistant to Poison 6 [6]  
 Tough Skin 1 [3]  
 Wealth (Filthy Rich) [50]  
 Weapon Master  
 (Great Axe) [20]

### Disadvantages and Quirks

Bad Temper (12) [-10]  
 Compulsive Lying (15) [-7]

Greed (9) [-22]  
 Sense of Duty (Personal Supporters) [-5]  
 Stubbornness (12) [-5]

Favorite lie: "I am a great believer in the code of chivalry!" [-1]  
 Lets those he wants to dupe, swindle, or exploit get away with lax manners. [-1]  
 Munificent *to his supporters*, and keeps them on hand to convince others. [-1]  
 Obsessed with "wealth in the depths" beneath his halls. [-1]  
 Wears a false eye-patch for sympathy and to mislead opponents. [-1]

### Skills

Acting-12 [1]  
 Armory (Body Armor)-12 [1]  
 Brawling-14 [2]  
 Carousing-15 [1]  
 Connoisseur (Luxuries)-12 [1]  
 Connoisseur (Weapons)-18‡ [1]  
 Fast-Talk-14 [4]  
 Forced Entry-17§ [1]  
 Heraldry-12 [1]  
 Intimidation-14 [2]  
 Leadership-18‡ [1]  
 Merchant-12 [1]  
 Prospecting-16§ [1]  
 Savoir-Faire-19‡ [1]  
 Strategy-17‡ [1]  
 Tactics-17‡ [1]  
 Two-Handed  
 Axe/Mace-20§ [12]  
 Wrestling-14 [4]

\* Includes +1 for Combat Reflexes.

† Includes +3 for Enhanced

Parry.

‡ Includes

+6 for Born War-Leader.

§ Includes

+4 for Pickaxe Pendant.



### Design Notes

Scrogo's profession is technically something like "dwarf's dwarf" or "dwarven dilettante," and one that only a rich dwarven ruler's son given every advantage – training by masters of arms, an excellent education, the best diet, and perhaps genuine divine right – could hope to pursue. Look at all those one-point skills; he barely had to try. He's closest to being a knight and so has access to a knight's special abilities, and also the new Filthy Rich advantage (p. 49). His "go to" kit is impressive but his treasury contains far more! Speaking of equipment, Scrogo's great axe doesn't become unready after attacking because he has more than 1.5 times its required ST 12 – and of course it's dwarven, so it can attack and parry every turn. The damage effects of Weapon Master, weapon quality, and magic are already figured into listed weapon damage.

## Equipment

\$194,400, 64 lbs. (No encumbrance)

Epic Plate Armor, Suit, Dwarven, Fine w. Deflect +1, Fortify +2, Lighten 25%. DB 1, DR 12 (total DR 14). \$176,000, 54 lbs.  
Great Axe, Dwarven, Fine w. Puissance +1. 3d+12 cut (reach 1, 2\*). \$6,400, 8 lbs.  
Regal Clothing and Jewels. \$12,000, 2 lbs.

## ENCOUNTERED

Understanding Scrogo means knowing his story: He and his brothers Vogo and Zogo really did go delving and find great treasure – *cursed* treasure. Overcome with greed, Scrogo scratched out the warning runes. Shortly thereafter, a falling rock brained Vogo and a cave-in crushed Zogo. Danger Sense, Luck, and exceptional Pickaxe Pendant helped Scrogo evade such fates, and Absolute Direction led him home.

Scrogo donned an eye-patch to give the impression he, too, had suffered, and secretly consulted a hag about lifting the curse. She claimed the sole solution was to transfer the malediction to Scrogo's father, Zogo the Elder, for whom she bore no love (just several illegitimate children). Scrogo, greedy even for a dwarf, saw a way to keep his treasure *and* inherit more, and consented.

Everything went perfectly: Scrogo's father "died of sorrow," Scrogo inherited, and now he's a wealthy chieftain. Oh, and he pitched the hag down a well.

Scrogo is interesting today because he *could* be a credible combat encounter but can do more damage as a patron. He's convinced that even greater wealth sits deep beneath his halls. Genuine affection for his warriors means he'd never send them to get cursed, and while he has no similar care for ordinary dwarves, he knows they wouldn't succeed. So he courts delvers for the task, using his "bad eye" as his reason to stay home, praising their chivalry, even treating them as equals.

Any quest Scrogo offers is *horribly* risky. Traps claimed the life of two warriors even tougher than he (Vogo and Zogo would be 500-point heroes *without* Wealth). The loot is lethally cursed. And there are monsters. Yet a glance at Scrogo's gear – which he really did find down deep – is likely to inspire agreement.

Scrogo offers endless quests, each chancier than the last. He fronts a *little* money for gear, but the real payoff is on the back end. And sooner or later, the delvers will disagree with him over some choice artifact.

If that doesn't bring things to a head, Scrogo's subjects will. His Born War-Leader, Sense of Duty, and warlord status mean his *warriors* would die for him (Loyalty 19+); his temper and deceitfulness mean his *people* want him gone (Loyalty 7-9). Adventurers going places and doing things Scrogo and his thugs seem afraid of are invited to do the dirty work.

## MORE WEALTH!

Use these higher levels of Wealth (*Adventurers*, p. 54) for recognized rulers of communities larger than villages and more organized than hordes. All mean the possessor *controls* the market and can sell any loot they acquire at 100% of its value.

*Filthy Rich*: Typical of the greatest tribal chieftains and most nobles (including town mayors). If you decide to go adventuring tomorrow, you start with \$100,000. You indirectly command greater resources, giving you +1 on any roll made *within your realm* that the GM agrees money and title could influence. This always aids reaction rolls, Loyalty rolls (*Exploits*, p. 90), and rolls vs. Leadership, Merchant, Propaganda, Public Speaking, and Influence skills (*Exploits*, p. 10). *50 points*.

*Stinking Rich*: Typical of the greatest non-royal nobles (including city mayors). The filth of lucre is strong enough to smell. Starting money: \$1,000,000. Social rolls: +2. *75 points*.

*Crazy Rich*: Typical of autonomous viceroys, princes of city-states, and *actual* princes. The stench of wealth makes many people temporarily insane. Starting money: \$10,000,000. Social rolls: +3. *100 points*.

*Far Too Rich*: Typical of kings of true nations. Starting money: \$100,000,000. Social rolls: +4. *125 points*.

*Rich Beyond Measure*: The true ceiling! Not *typical* of anyone, but *suitable* for the King, god-kings, evil emperors, etc. Starting money: \$1,000,000,000. Social rolls: +5. *150 points*.

The GM may let PCs buy these levels if they hoard the listed amount of cash *and* spend the points. It won't break anything – the effects are overpriced for adventurers.

Delvers who tire of Scrogo or agree to work against him won't have much luck with sneakiness – he has fanatical bodyguards, Danger Sense, and Resistant to Poison. Which means a fight.

In combat, Scrogo is scary, striking at skill 20 for 3d+12 cutting, and parrying at 17, at +1 from his armor's DB and only -2 for repeated parries thanks to Weapon Master. He's also hard to take down, with DR 14 from armor, Armor Mastery, and Tough Skin; HP 18; and HT 15. And his goons are 250-point dwarven knights.

Assuming the heroes prevail, they can't loot Scrogo's body and raid his coffers. His wealth belongs to the community. There's a reward, but getting *everything* means being as bad as Scrogo and slaughtering *everyone*.

## ADVENTURE SEEDS

*Help Wanted*. Scrogo first appears as a generous, well-loved ruler. He keeps yes-dwarves around for that. His opening quest involves traps, curses, and fiends he didn't warn about. If the heroes survive, Scrogo assuages them with a reward!

*Help Wanted, Part 2*. As the heroes tire of Scrogo's insane quests or impress his enemies, the latter approach them about eliminating him. He has Strategy and Tactics at 17, so the resulting battle is going to be epic.

# LADY AIMARA

## 525-Point Human Martial Artist

Lady Aimara isn't the type of villainess who ordinarily menaces delvers, but the sort with designs on *ruling the world*. Her schemes are extensive but subtle, and well-funded – adventurers could grow rich in her service. But they'd have to be unscrupulous, as her motivation is ascension to godhood by eliminating anyone who obstructs her . . . starting with servants of the *current* gods, Good, Evil, or otherwise. Aimara is a force of chaos, hidden by deep calm, wrapped in dainty raiments.

**ST** 11 [10]; **DX** 16 [120]; **IQ** 15 [100]; **HT** 13 [30].  
Damage 1d+2/3d-1; BL 24 lbs.; HP 10 [-2]; Will 15 [0]; Per 15 [0]; FP 13 [0].  
Basic Speed 7.00 [-5]; Basic Move 8 [5]; Move 8.  
Dodge 13\*; Parry 13 (Parry Missile Weapons), 12 (Tonfa), 11 (Knife); Block N/A.

### Advantages

Appearance (Beautiful) [12]  
Chi Talent 6 [90]  
Dragon Skin 3 [15]  
Enhanced Dodge 3 [45]  
Luck [15]  
Mantis Strike 3 [27]  
Trained by a Master [30]  
Voice [10]  
Wealth (Very Wealthy) [30]

### Disadvantages and Quirks

Disciplines of Faith (Chi Rituals) [-10]  
Greed (12) [-15]  
Obsession (9) (Rule the world as a goddess) [-15]  
Xenophilia (12) [-10]

Goes to great pains never to be completely unarmed. [-1]



### Design Notes

Aimara is a martial artist who follows The Path (p. 51), explaining why she has invested points in Chi Talent rather than chi skills, and how she has Dragon Skin 3 and Mantis Strike 3. Her social gifts have no relation to that; she's charming by birth, manipulative by choice. Her gear is merely a suggestion; she loves to hurl grenades using Throwing Art-20, and adjusts the mix to suit expected opponents (e.g., more magebane vs. wizards). Her voluminous magical garb – including a wig (her *natural* hair is short) – gives DB 3 as Deflect, but with the special effect of snagging and entrapping incoming attacks.

Has an irrational dislike of clerics that she must fight to conceal. [-1]

Impeccably dressed. [-1]

Purports to be honorable (assuredly is not). [-1]

Will ally with anyone or *anything* in pursuit of her goals. [-1]

### Skills

Acrobatics-14 [1]      Jumping-16 [1]  
Acting-16 [4]      Karate-15 [2]  
Blind Fighting-18† [1]      Kiai-17† [1]  
Body Control-17† [2]      Knife-18 [4]  
Current Affairs-15 [1]      Light Walk-20† [1]  
Dancing-15 [1]      Meditation-13 [1]  
Detect Lies-13 [1]      Mental Strength-21† [1]  
Diplomacy-15‡ [1]      Mind Block-20† [1]  
Fast-Draw (Knife)-16 [1]      Parry Missile Weapons-20† [1]  
Fast-Draw (Potion)-16 [1]      Power Blow-20† [2]  
Fast-Talk-16‡ [1]      Savoir-Faire-15 [1]  
Holdout-14 [1]      Sex Appeal-18‡§ [1]  
Intimidation-14 [1]      Stealth-15 [1]  
Judo-15 [2]      Tactics-13 [1]  
      Throwing Art-20† [1]  
      Tonfa-18 [8]  
      Writing-14 [1]

\* Includes +3 for Enhanced Dodge.

† Includes +6 for Chi Talent.

‡ Includes +2 for Voice.

§ Includes +4 for Appearance.

### Equipment

**\$53,735, 24 lbs. (No encumbrance)**

Blinding Powder. Acc 0, Range 38, Bulk -2. \$300, 1 lb.

Courtly Clothing w. Deflect +3. DB 3, DR 0 (total DR 6). \$42,400, 2 lbs.

Death Potion x4. Acc 0, Range 38, Bulk -2. \$4,000, 4 lbs.

Delver's Webbing. Holds grenades, weapons *under* clothing. \$160, 3 lbs.

Large Knives, Very Fine x4. 3d-1 cut (reach C, 1) or 1d+4 imp (reach C) in melee; 1d+6 imp, Acc 0, Range 15/28, Shots T(1), Bulk -2 thrown. \$3,200, 4 lbs.

Magebane. Acc 0, Range 38, Bulk -2. \$1,400, 1 lb.

Ninja Slippers. +1 to Stealth. \$100, 0.5 lb.

Personal Basics. \$5, 1 lb.

Scribe's Kit. \$50, 2 lbs.

Sleep Potion x4. Acc 0, Range 38, Bulk -2. \$2,000, 4 lbs.

Tonfa, Fine. 3d-1 cr (reach 1) or 1d+2 cr (reach C, 1). \$120, 1.5 lbs.

## THE PATH

Chi Talent is primarily a bonus to chi skills. It does *nothing* for Dragon Skin, Mantis Strike, and Uninterrupted Flurry. For most other Chi abilities, Chi Talent matters mainly if the user messes up (Seven Secret Kicks, Spider Climb, and Unarmed Master) – or, with Regeneration, when there’s no cleric to heal them. Hardly the stuff of heroics! Only Tiger Sprint truly shines because of it.

Martial artists who find this unsatisfactory can follow The Path. This makes improving Chi Talent more important but pays off in the long term. Decide during character creation; the choice *cannot* be changed later on.

Followers of The Path have an extra limit on several advantages available on their template and as *Exceptional Abilities* (*Exploits*, p. 93): Enhanced Dodge, Enhanced Parry (Unarmed), Extra Attack, and Wild Talent. They can’t buy more levels than *half* their Chi Talent level, rounded up. That’s one level at Chi Talent 1-2, two at Chi Talent 3-4, three at Chi Talent 5-6.

Ordinary martial artists’ upper limits, regardless of Chi Talent, are Enhanced Dodge 3, Enhanced Parry 2, and Extra Attack 2, plus unlimited Wild Talent. Those

who follow The Path and have just starting Chi Talent 2 can buy only *one* level of those four advantages – but at Chi Talent 6, they could have up to *three* of each. The Path is good for those focusing on unarmed parries and multiple attacks.

Moreover, The Path boosts the Chi abilities that usually don’t benefit from Chi Talent. Followers can have up to *three* levels of Dragon Skin, Mantis Strike, and Uninterrupted Flurry. Chi Talent 3-4 enables the second level; Chi Talent 5-6, the third. Effects are as follows:

**Dragon Skin** [5/level]: DR 2 *per level*. Maximum DR 6.

**Mantis Strike** [9/level]: +2 to ST for damage *per level*. Maximum +6.

**Uninterrupted Flurry** [20/level]: +1 maneuver *per level*. Maximum *four* maneuvers in succession.

Rumors persist that The Path never ends: Chi Talent has *no* upper limit for followers, meaning there are martial artists with Chi Talent 20, Extra Attack 10, and so on. Hushed whispers claim that eventually, the adherent transcends mortality and becomes divine!

## ENCOUNTERED

Lady Aimara might never *fight* the heroes. She’s rational and charming, with natural beauty and a musical voice. She’s a real authentic noblewoman from the Mysterious East (represented by Wealth), with both Diplomacy and Savoir-Faire at 15. She can convince doubters using Acting and Fast-Talk at 16, and isn’t above exploiting Sex Appeal-18. Someone of flawless moral fiber could introduce the adventurers to her.

Missions for Aimara are enigmatic, linked not to Good, Evil, magic, and other forces delvers face daily, but to enhancing her *chi*. Her endgame is transcendence to divinity, and she sees anyone teaching mortals to honor the gods, not challenge them – *so most* clerics, holy warriors, and divine servitors – as obstacles. All of this is folded into her Obsession, and investigators without Disciplines of Faith (Chi Rituals) have -5 on rolls to divine her motivations. Those probing her mind for clues must contend with Mind Block-20.

More worryingly, Aimara doesn’t draw distinctions like “good,” “bad,” and “horrific monster” – those are mere mortal pigeonholes. If realizing her objectives means trading favors with a lich, eliminating a pesky god by inviting Elder Things into the universe, or anything similar, she won’t hesitate. Adventurers serving her often end up allied with beings they’d normally slay.

This *may* eventually lead to a showdown with moral heroes. They should be prepared to fight not just Aimara, but also her retainers (250-point martial artists) *and* whatever unspeakable Things she’s currently in cahoots with.

Aimara is reasonably tough. She hits with effective ST 17 due to Mantis Strike – and Throwing Art-20 further enhances her effectiveness with thrown weapons. She likes to Fast-Draw and pitch grenades. Those who get too near face melee attacks, often Rapid Strikes at -3 thanks to Trained by a Master, or a stunning Kiai. If permitted a second to concentrate, she’ll *double* ST to 22 with Power Blow (15 or less), and add Mantis Strike for effective ST 28 (damage 3d-1/5d+1).

Defensively, Aimara favors Dodge 13 enhanced with DB 3 from magical robes. She saves Parry Missile Weapons for thrown weapons (which give +2 or +4 to Parry). Blows that connect encounter skin as tough as plate armor (DR 6). Stealthy attackers must defeat Blind Fighting-18, while Body Control-17 and Mental Strength-21 help Aimara resist magic.

## ADVENTURE SEEDS

*Honorable Lady.* Aimara first appears as a sponsor, exotic but above suspicion. She offers a “fetch” quest, obtaining a rare *chi*-enhancing substance. The delvers’ destination proves to be *weird*, though, with “magical” effects that violate magical laws – i.e., chi phenomena. Alert heroes may find clues as to Aimara’s goals.

*Hondon Seong.* Eventually, even dullards will realize that their beautiful patron is a megalomaniac. A guild, a temple, or even the King asking them to eliminate her should do the trick. That leads to infiltrating her castle, which is as dangerous as any dungeon. Weirdness may often trip up the delvers, especially if Aimara has made steps along The Path to godhead.

# MICTECOIX

## 350-Point Lizard-Man Barbarian

Mictecoix is one of the man-eating monsters who make up the majority of lizard men. He *also* observes the beliefs of the civilized minority . . . sort of. He worships the God of Slaughter, so though he understands the idea of denying urges to attain enlightenment – specifically, the urge to eat people – that isn't his *personal* philosophy. After all, he isn't some holy warrior; he's a hunter who leads raiding parties into elven and human lands to capture sacrifice victims. Where's the harm in taking extra prey for sustenance? Hey, a lizard's gotta eat!

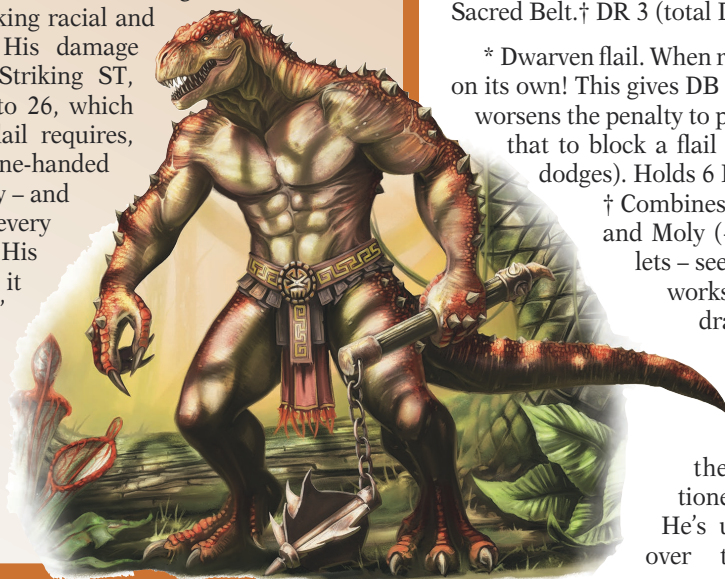
**ST** 24 [140]; **DX** 12 [40]; **IQ** 11 [20]; **HT** 14 [40].  
Damage 2d+2/5d; BL 115 lbs.; HP 24 [0]; Will 12 [5]; Per 14 [15]; FP 14 [0].  
Basic Speed 6.00 [-10]; Basic Move 7 [5]; Move 7.  
Dodge 9; Parry 13 (Lazotla), 10 (Tail); Block N/A.

### Advantages

Bashing Tail [3]	Striking ST 2 [10]
High Pain Threshold [10]	Temperature Tolerance 6 (Heat) [6]
Nictitating Membrane 2 [2]	Terrain Adaptation (Swamp) [5]
Outdoorsman 2 [20]	Tough Skin 5 [15]
Peripheral Vision [15]	Weapon Bond (Lazotla) [1]
Sharp Claws [5]	
Sharp Teeth [1]	
Signature Gear (Lazotla) [1]	

### Design Notes

Mictecoix is for all practical purposes a barbarian, and uses the lizard-man racial template (p. 52). His extraordinarily high levels of Temperature Tolerance and Tough Skin are the result of stacking racial and professional advantages. His damage numbers already reflect Striking ST, bringing his effective ST to 26, which is twice the ST 13 his flail requires, enabling him to wield it one-handed without a readiness penalty – and it can attack and parry every turn because it's dwarven! His Intolerance is priced as if it read “All other religions,” because in the grand scheme of things, there's no real difference. Lazotla and the sacred belt are badges of office for the lead hunter of the cult of the God of Slaughter.



### Disadvantages and Quirks

Bloodlust (9) [-15]  
Disciplines of Faith (Ritualism) [-5]  
Disturbing Voice [-10]  
Gluttony (9) [-7]  
Intolerance (All non-lizard-man religions) [-10]  
Odious Racial Habit (Eats other sapient beings) [-15]

Battle cry: “Sss-sss-ssslaughter!” [-1]  
Doesn't see elves or humans as *people*. [-1]  
Enjoys eating horde pygmies – can be distracted by a chance to crunch them. [-1]  
Salivates in combat. [-1]  
Willing to wave back allies and go one-on-one with flail-using foes. [-1]

### Skills

Brawling-14 [4]	Observation-13 [1]
Camouflage-13* [1]	Running-13 [1]
Climbing-12 [2]	Stealth-13 [4]
Disguise (Animals)-12* [1]	Survival (Jungle)-15* [1]
Fishing-16* [1]	Swimming-14 [1]
Gesture-11 [1]	Tactics-10 [2]
Hiking-13 [1]	Tracking-15* [1]
Intimidation-12 [2]	Two-Handed Flail-19/20† [32]
Leadership-10 [1]	Weather Sense-12* [1]
Naturalist-11* [1]	Wrestling-14 [8]
Navigation-12* [1]	

\* Includes +2 for Outdoorsman.

† Use higher skill for Lazotla (+1 for Weapon Bond).

### Equipment

**\$57,515, 9.7 lbs. (No encumbrance)**

Lazotla.\* 5d+4 cr (reach 1, 2\*). DB 2. \$30,500, 8 lbs.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds personal basics. \$10, 0.2 lb.  
Sacred Belt.† DR 3 (total DR 8). \$27,000, 0.5 lb.

\* Dwarven flail. When ready in hand, whirls around on its own! This gives DB 2 like a medium shield, *and* worsens the penalty to parry a flail from -4 to -6 and that to block a flail from -2 to -4 (no effect on dodges). Holds 6 FP if used as power item.

† Combines effects of ironskin (+3 DR) and Moly (+5 Magic Resistance) amulets – see *Adventurers*, p. 118 – but works only for reptiles such as dragons and lizard men.

### ENCOUNTERED

Mictecoix exemplifies the lizard-man leaders mentioned on p. 41 of *Monsters*. He's unusual in favoring a flail over the customary polearm.

He's also *phenomenally* strong and tough, and *canny* for a lizard man (IQ 11, Will 12, Per 14 vs. the average 9).

Highly adapted to humid jungle – with Temperature Tolerance 6 (Heat) and Terrain Adaptation (Swamp) – Mictecoix is most likely to be found there. His mission is leading a band of less-impressive lizard men on a hunt. The disturbing part? They're hunting elves and humans as food and sacrifices.

While Mictecoix is likely to attempt an ambush, his relevant skills (Camouflage-13, Stealth-13, Tactics-10) aren't likely to get the better of seasoned adventurers. Still, it's dangerous to be rushed from all sides in an environment where lines of sight and lines of *fire* are measured in single-digit yards, and where the heroes suffer bad footing (-2 to hit, -1 to defend, +1 movement point per hex) while the lizard men don't. This can neutralize delvers who depend on range or mobility.

Melee is Mictecoix's forte. He's *ridiculously* strong, and Lazotla is difficult to block and nearly impossible to parry – and with skill 20, Mictecoix exploits Deceptive Attack to penalize defenses further (and don't forget the -1 for bad footing). Take away Lazotla and he claws and bites at 14 for 2d+3 cut (reach C), kicks at 12 for 2d+4 cut (reach C, 1), or bashes with his tail at 12 for 2d+6 cr (reach C) – and if he bites or otherwise grapples, his Wrestling skill gives him effective ST 26.

Defensively, Mictecoix gets DB 2 from Lazotla, boosting active defenses. He's also *tough*, with DR 8 from his scales and magic belt; even his eyes have DR 5 (Nictitating Membrane). With HT 14, HP 24, and High Pain Threshold, he's hard to stop. And that belt *also* grants Magic Resistance 5, making magic less of a solution than it seems.

## ADVENTURE SEEDS

*Lizard Attack!* During a jungle adventure, Mictecoix's posse crosses paths with the delvers. His Tracking-15 makes stalking the heroes workable; it would be reasonable to penalize the adventurers' rolls to notice this, as their rivals can exploit shortcuts too hot and swampy for those without Temperature Tolerance and Terrain Adaptation. Battle is inevitable. Winning lets the heroes free captives being led to lizard-man lands, who can be escorted home for a reward.

*Lizard Temple.* The heroes are engaged to solve a serious lizard-man problem. That means entering lizard-man territory – and the lizard-man temple, to rescue captives. The adventurers face not only the temple champion, Mictecoix, but also *many* soldiers and shamans (some equivalent to 250-point delvers).

## NEW RACIAL TEMPLATE: LIZARD MAN

### Racial Cost: 30 points

Lizard men are described on p. 41 of *Monsters*: Reptilian humanoids with long snouts, thick tails, and scales. Sapient tool-users, they're *in theory* "people," not monsters.

In practice, most lizard men visit civilization only to eat people and plunder weapons. It can still be interesting to represent them as characters rather than monsters. The template below – intended for NPC villains – allows this.

A minority of lizard men have a civilization built around a religion that swaps man-eating for intricate – if savage – rituals. The GM may permit PCs like this. Replace Odious Racial Habit (Eats other sapient beings) [-15] with Disciplines of Faith (Ritualism) [-5] and Social Stigma (Savage) [-10]. Racial cost remains 30 points, leaving all professions viable.

**Attribute Modifiers:** ST+2 [20]; IQ-1 [-20]; HT+1 [10].

**Secondary Characteristic Modifiers:** Basic Move+1 [5].

**Advantages:** Bashing Tail [3]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Sharp Claws [5]; Sharp Teeth [1]; Temperature Tolerance 3 (Heat) [3]; Terrain Adaptation (Sand or Swamp) [5]; Tough Skin 2 [6].

**Disadvantages:** Disturbing Voice [-10]; Odious Racial Habit (Eats other sapient beings) [-15].

**Features:** Armor isn't interchangeable with other races' armor. Colorful scales. Long snout gives foes +3 to hit the face (*not* skull), for a net -2, but means a bite *also* counts as a grapple even if it doesn't penetrate DR, letting the lizard roll biting damage as a free action on later turns.

### Special Lizard-Man Traits

**Bashing Tail:** Can attack in close combat (reach C). Counts as weapon requiring no free hand, not as body part. Use DX-2 or Brawling-2 to hit, and 3 + *half* of (DX or Brawling) to parry. Damage is thrust crushing at +1 *per die*, plus Brawling bonus.

**Disturbing Voice:** Identical to monster trait of the same name; see *Monsters*, p. 13.

**Nictitating Membrane:** Identical to monster ability of the same name; see *Monsters*, p. 11.

**Odious Racial Habit:** Identical to monster trait of the same name; see *Monsters*, p. 13. Gives -3 to reactions.

**Sharp Claws:** Punches and kicks inflict *cutting* damage – not crushing. Lizard-man gloves and boots expose claws at no extra cost, so blows deal cutting damage *instead of* crushing damage at +1 for gauntlets or boots.

**Sharp Teeth:** Bites inflict *cutting* damage – not crushing.

**Temperature Tolerance and Tough Skin:** Identical to barbarian abilities of the same name; see *Adventurers*, p. 16.

**Terrain Adaptation:** Identical to monster ability of the same name; see *Monsters*, p. 12. Choose sand or swamp during character creation!

# NAGASHA

## 350-Point Half-Orc Scout

Plenty of half-orcs and even a few orcs work to dispel the common stereotype of their people as savage brutes. Nagasha is the opposite of those. While her mixed blood denies her the trust needed to become her tribe's *leader*, she's definitely the *mastermind* behind countless raids and violent reprisals against the "settled races." She preferentially targets the adventurers that aristocrats and officials hire to oppress her people – ideally before they've been contracted! These acts of "preemptive vengeance" have ensured that few mercenaries visit the region and even fewer are willing to confront the orcs.

**ST** 11 [10]; **DX** 15 [100]; **IQ** 12 [40]; **HT** 13 [30].  
Damage 1d-1/1d+1; BL 24 lbs.; HP 12 [2]; Will 12 [0]; Per 16 [20]; FP 13 [0].  
Basic Speed 7.00 [0]; Basic Move 13 [30]; Move 13.  
Dodge 11\*; Parry 12\* (Spear); Block 12\* (Shield).

### Advantages

Acute Hearing 1 [2]  
Combat Reflexes [15]  
Heroic Archer [20]  
High Pain Threshold [10]

Language: Orcish  
(Spoken) [3]  
Magic Resistance 4 [8]  
Night Vision 5 [5]  
Outdoorsman 4 [40]  
Rapid Healing [5]  
Resistant to Disease 5 [5]  
Resistant to Poison 5 [5]  
Signature Gear  
(Manslayer) [1]  
Strongbow [1]  
Temperature  
Tolerance  
(Cold) 3 [3]  
Tough Skin 3 [9]  
Weapon Bond  
(Manslayer)  
[1]

### Disadvantages and Quirks

Appearance (Unattractive) [-4]  
Bloodlust (12) [-10]  
Intolerance (All races but goblin-kin and their half-breeds) [-10]  
Obsession (6) (Hunting down the latest adventuring party in the region) [-10]  
Sense of Duty (Tribe) [-10]  
Social Stigma (Savage) [-10]  
Vow (Own no more than what can be carried) [-10]  
Dislikes urbanites, even among her own people. [-1]  
Firmly believes that vengeance can be preemptive. [-1]  
Has never made a bid for leadership because she can't imagine settling down. [-1]  
Not a cannibal – but elf-flesh is *sweeet*. [-1]  
Washes to be harder to track by scent, not because she likes to be clean. [-1]

### Skills

Bow-18/19† [12]  
Brawling-16 [2]  
Camouflage-16‡ [1]  
Climbing-14 [1]  
Fast-Draw (Arrow)-17\* [2]  
Gesture-12 [1]  
Hiking-12 [1]  
Leadership-12 [2]  
Mimicry (Bird Calls)-14‡ [1]  
Navigation-15‡ [1]  
Observation-16 [2]  
Shadowing-12 [2]  
Shield-16 [2]  
Skiing-12 [2]  
Spear-16 [4]  
Stealth-16 [4]  
Survival (Arctic)-19‡ [1]  
Tactics-12 [4]  
Thrown Weapon  
(Spear)-16 [2]  
Tracking-20‡ [2]  
Traps-12 [2]  
Weather Sense-15‡ [1]  
Wrestling-15 [2]

\* Includes +1 for Combat Reflexes.

† User higher skill for Manslayer (+1 for Weapon Bond).

‡ Includes +4 for Outdoorsman.

### Equipment

**\$45,375, 23.5 lbs. (No encumbrance)**

Fine Cornucopia Quiver. Creates endless *fine* bodkin arrows; damage becomes 1d+5(2) pi (1d+7(2) pi vs. "settled races").  
\$6,010, 0.5 lb.

Horn. \$100, 2 lbs.

### Design Notes

Nagasha is a scout with a heavy dash of barbarian, and swipes abilities from *both* professional templates: the scout's Heroic Archer, Strongbow, and extreme Basic Move . . . but also the barbarian's Temperature Tolerance and Tough Skin. She further uses the half-orc racial template. Manslayer and her magical quiver are cultural artifacts entrusted to her by her tribe, not her personal property, but nobody would dare take them back.





Manslayer (see boxed text). 1d+4 imp (1d+6 imp vs. “settled races”), Acc 4, Range 300/375, Shots 1(2), Bulk -7. \$39,000, 4 lbs.  
Personal Basics. \$5, 1 lb.  
Small Shield. DB 1; 1d-1 cr (bash). \$40, 8 lbs.  
Spear. 1d+1 imp (reach 1) in one hand; 1d+2 imp (reach 1, 2) in two hands; 1d+2 imp, Acc 2, Range 11/16, Shots T(1), Bulk -6 thrown. \$40, 4 lbs.  
Winter Clothing. Prevents -5 to HT rolls for cold; DR 0 (total DR 3). \$180, 4 lbs.

## ENCOUNTERED

Nagasha becomes a problem when she decides the *delvers* are a problem. Whatever their actual plans, she assumes that any obviously capable, armed group in her people’s lands is a threat that needs killing (reflected in Bloodlust and Obsession). She’d parley only with a party consisting completely of half-orcs and half-ogres, invited by her chief. With others, negotiation is a nonstarter due to her Intolerance and tribal loyalties (Sense of Duty).

Unlike many “savages,” Nagasha never ambushes by charging into melee. She prefers to stalk her prey from afar (Tracking-20), await nightfall (Night Vision 5), and take well-aimed long-range shots. Between her enchanted bow (Acc 4), Aim maneuvers (+2), and All-Out Attack (+1), she can attack the vitals (-3) from 150 yards (-11) at a comfortable skill 12. Those hoping to retaliate must first spot her (Vision – at -5 for darkness and -11 for distance – vs. her Camouflage-16) and then hit her (the same penalties, plus at least another -2 for crouching, concealment, etc.).

What makes Nagasha scary is her cunning. She’ll keep this up to wear down her prey. If they come after her, her Move 13 means she sprints at Move 15 (*Exploits*, p. 33) and is likely to escape. In her snowy home terrain, assume that she’s on skis (she has Skiing-12) and that opponents who aren’t suffer half Move. The GM could justify all kinds of *other* wintry unfairness that adventurers can avoid only by winning a Quick Contest of Survival (Arctic) – which Nagasha has at 19! A roll against Weather Sense-15 may even let her coordinate her strike with an incipient blizzard.

A tribal champion, Nagasha is rarely alone. She’s a tolerable commander (Leadership and Tactics at 12) who avoids complex stratagems: She sets hordes of orcs (*Monsters*, pp. 34-35) on foes while remaining at least 50 yards from the melee, shooting whenever she has a clear shot. Again, she bolts if pursued.

Cunning, patient heroes may eventually corner Nagasha. She *still* won’t be alone, but she’ll be forced to engage. With Heroic Archer, she ignores Bulk -7 and has full skill if running around in melee – but her high Move lets her step *two*

## MANSLAYER

Manslayer is scarcely “artifact grade” in the estimation of men and elves – but it’s impressive work for *orcs*. The underlying item is a balanced composite bow with the “elven” property, although it has nothing to do with elves. It’s built for a half-orc scout who has ST 11, Strongbow, and high Bow skill. Any archer with effective ST 13+ (from these or other abilities) can shoot it – and it functions as though it had ST 15. It has Acc 4, Damage 1d+4 impaling, and Range 300/375.

Its magic – a blessing imbued by shamans through blood sacrifices of sapient life – is the ability to sear the flesh of members of “settled races”: dwarves, elves, gnomes, halflings, humans, etc. Against such beings, it enjoys +2 basic damage. This affects only targets that are mundane (not demons, Elder Things, undead, etc.), have IQ 6+ (eliminating most animals and plants), *do not* have an Odious Racial Habit giving -3 to reactions (excluding dinomen, lizard men, ogres, werewolves, and suchlike), and *do not* have Social Stigma (Savage) (ruling out goblin-kin, half-ogres, half-orcs, wildmen, and so on). Thus, it offers no bonus against creatures customarily considered monsters, but is perfect for murdering *people*.

Manslayer functions where there’s *either* low or better sanctity for orcish gods *or* Nature’s strength with a penalty no worse than -5. Power Investiture (any kind) can sense its magic.

*Sell Price:* \$39,000 to goblin-kin; at most half of that to “settled races.”  
*Weight:* 4 lbs.

*Power-Item Capacity:* 35 FP for goblin-kin; 17 FP for others.

hexes without resorting to Move and Attack, adding Acc 4 to Bow for skill 23. Unlimited ammo means she always hazards the -3 for rapid shooting, used in conjunction with Fast-Draw (Arrow) to shoot every turn. The spear and shield are a last resort.

Harming Nagasha isn’t *that* hard – her defenses are mediocre and she has only Tough Skin (DR 3) to absorb damage. But HT 13 and High Pain Threshold mean she’s unlikely to collapse quickly, and she can flee at Move 7 even if gravely wounded! If she escapes, she’ll lick her wounds (Rapid Healing) and be back. Magic may be tempting, but Magic Resistance 4 and the effects of distance render it unreliable.

## ADVENTURE SEEDS

*Hunter.* On a wilderness quest (Nagasha defaults to Survival-16 in non-arctic terrain), Nagasha draws first blood. The adventure becomes a gantlet of sniping and orc attacks. Here’s a chance for barbarians, druids, and scouts to shine, matching the huntress trick for trick. Catching a Move 13 harasser is another matter . . .

*Hunted.* The adventurers are hired to do what Nagasha assumes they do anyway: hunt orcs. She might be their target, or perhaps the Wizards’ Guild wants a look at Manslayer. Regardless, entering orcish tribal lands raises the stakes – the heroes face outdoorsy traps (like weakened ice on a frozen lake), goblin-kin *platoons* with ogre support, and enemies with unfair bonuses for home-ground advantage.

# OCHTAL OF THE CROSS

## 400-Point Half-Ogre Unholy Warrior

Ogres and their kin aren't famous for their links to gods and magic – largely because they're magic-resistant and none too bright – but there are dangerous exceptions. Among ogre-kind, these are often *half-ogres*, who temper ogrim savagery with wisdom. Ochtal is an example. He leads a small sect of ogres and half-ogres who worship the brutal god Kargh, who rewards (usually) nonlethal ritual crucifixion with divine support. The power so obtained is decidedly *unholy*. Ochtal uses it to pursue a crusade of destruction against the civilized races, particularly dwarves, elves, and humans.

**ST** 20 [100]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 15 [50].  
Damage 2d-1/3d+2; BL 80 lbs.; HP 20 [0]; Will 16 [20]; Per 12 [0]; FP 15 [0].  
Basic Speed 6.00 [-20]; Basic Move 7 [5]; Move 5.  
Dodge 9\*; Parry 14\* (Maul), 12\* (Longsword); Block N/A.

### Advantages

Born War-Leader 4 [20]  
Combat Reflexes [15]  
Detect Good [9]  
Fearlessness 1 [2]  
High Pain Threshold [10]  
Higher Purpose 3 (Slay Servitors of Good) [15]  
Language: Orcish (Spoken) [3]  
Legionary of the Damned [1]  
Night Vision 3 [3]  
Penetrating Voice [1]  
Resist Good 6 [6]  
Terror [27]  
Tough Skin 1 [3]  
Unholiness 2 [10]

### Disadvantages and Quirks

Appearance (Ugly) [-8]  
Bloodlust (9) [-15]  
Fanaticism [-15]  
Social Stigma (Excommunicated) [-10]  
Social Stigma (Savage) [-10]  
Fond of expensive armor, especially that taken from murdered foes. [-1]  
Goes after rival clerics and holy warriors first and worst. [-1]  
Impressed by self-mutilation and voluntary deprivation. [-1]  
Lets people *think* he's "dumb ogre-kin" so they'll underestimate him. [-1]



Nominally dutiful to followers of Kargh – but only if they obey him. [-1]

### Skills

Armory (Body Armor)-12 [2]	Poisons-12 [4]
Brawling-14 [2]	Religious Ritual-12 [4]
Broadsword-16 [12]	Riding (Horse)-12 [1]
Connoisseur (Weapons)-15† [1]	Stealth-14 [4]
Exorcism-15 [2]	Strategy-15† [2]
Fast-Draw (Sword)-15* [2]	Tactics-15† [2]
Hidden Lore (Demons)-12 [2]	Theology-12 [4]
Interrogation-12 [2]	Two-Handed
Intimidation-16 [2]	Axe/Mace-20 [28]
Leadership-16† [2]	Wrestling-14 [4]
Meditation-14 [1]	

\* Includes +1 for Combat Reflexes.

† Includes +4 for Born War-Leader.

### Equipment

**\$14,505, 119.2 lbs. (Light encumbrance)**  
Clothing. \$0, 2 lbs.  
Epic Plate Armor, Suit w. Full-Face Helm. DR 9 (total DR 10). \$12,400, 99.2 lbs.  
High *Unholy* Symbol. +2 to Exorcism. \$1,000, 1 lb.  
Longsword. 3d+3 cut (reach 1) or 2d+1 imp (reach 1, 2). \$700, 4 lbs.  
Maul, Dwarven. 3d+7 cr (reach 1, 2\*). \$400, 12 lbs.  
Personal Basics. \$5, 1 lb.

### ENCOUNTERED

Defeating members of Ochtal's cult – a mix of half-ogres in adventuring professions and typical ogres (*Monsters*, p. 44) – is the surest way to get to meet him. He runs things using Intimidation and Leadership at 16.

### Design Notes

Ochtal uses the holy warrior template converted to that of an *unholy* warrior, with Unholy abilities (see *Unholy Warriors*, p. 57). His Fanaticism takes the form of extreme religious and racial intolerance, inspiring him to purge the world of all civilizations that aren't ogre-descended faithful of Kargh, an unequivocally Evil deity. Kargh's worshipers disparage ranged weapons and shields as cowardly, and favor two-handed melee weapons; Ochtal's weapon skills reflect this. His maul (a massive two-handed mace) doesn't become unready after attacking because he has more than 1.5 times its required ST 13 – and it can attack and parry every turn because it's dwarven! He doubtless has chests of pilfered coin and all the noncombat gear he could want (food, bedding, tents, etc.), but that's in camp; he's *extremely* unlikely to be carrying it when encountered, and his character sheet reflects this.

## UNHOLY WARRIORS

The holy warrior template can be perverted to Evil:

- Higher Purpose (Slay Demons *or* Slay Undead) [5/level] becomes Higher Purpose (Slay Servitors of Good) [5/level], for +1 per level (maximum three) to rolls against angels, clerics, and holy warriors who serve Good.

- Holiness [5/level] becomes Unholiness [5/level], aiding rolls required to use Unholy abilities.

- Rest in Pieces [1] becomes Legionary of the Damned [1], permitting use of Evil artifacts without suffering their curses.

- Holy abilities become Unholy abilities.

- Replace all disadvantages with Social Stigma (Excommunicated) [-10], plus -30 points chosen from among Bad Temper [-10\*], Bloodlust [-10\*], Bully [-10\*], Callous [-5], Code of Honor (Outlaw's) [-5], Compulsive Lying [-15\*], Fanaticism [-15], Frightens Animals [-10], Gluttony [-5\*], Greed [-15\*], Intolerance ("Good" religions) *or* (All other religions) [-5 *or* -10], Jealousy [-10], Laziness [-10], Lecherousness [-15\*], Odious Personal Habit [-5 *or* -10], Overconfidence [-5\*], and Stubbornness [-5\*].

- Replace Esoteric Medicine (Holy)-10 [1], Intimidation-13 [1], Physiology-12 [4], and Psychology-12 [4] with Interrogation-12 [2], Intimidation-14 [2], Poisons-12 [4], and Stealth-13 [2].

- Exorcism desecrates blessings and casts out angels using the rules from *Exploits*, pp. 23-24.

### Unholy Abilities

Unholy abilities have Unholiness as a prerequisite. They also require Social Stigma (Excommunicated); see

*Adventurers*, p. 66. All such abilities vanish *immediately* if the possessor destroys a cursed item, slays a demon, or aids Good. Restoring them requires a blood sacrifice!

There are Unholy versions of the standard Contingency Casting [14/level], Detect Evil [18], Detect Good [9], Divine Guidance [14] ("Infernal Whispers"), Divine Omens [14] ("Ominous Signs"), and Heroic Feats [9/level] ("Dastardly Deeds") abilities. Faith Healing, Resist Evil, and Turning are *off-limits*, replaced with three new abilities.

### Dread Touch

14 points

When making an *unarmed* melee attack, you may optionally pay 1 FP. If the attack hits home, it inflicts 1d injury that bypasses all DR, in addition to its usual effects.

### Resist Good

1 point/level

The monster ability from p. 11 of *Monsters*. Each level (maximum six) counts as a level of Magic Resistance against Good clerical spells and gives +1 to resist the *innate, supernatural* powers of Good beings (e.g., angels).

### Terror

27 points

The monster ability from p. 12 of *Monsters*. Any opponent who can *see* you must roll a Fright Check when combat starts, at a cumulative +1 per attempt in the past 24 hours. Succeed or fail, they're immune for the next hour.

His disciples have an *effective* Will equal to this for the sole purpose of resisting Influence skills: Manipulators must overcome fear and blind trust!

When Ochtal gets involved, it won't be to talk. Yet with Strategy and Tactics at 15, it won't be chaos, either. He uses every trick in *Tactics (Monsters)*, pp. 6-7), notably *Castle Doctrine* and *What Army? This Army!* Penetrating Voice helps him command verbally – in Orcish, for those hoping to eavesdrop.

Once Ochtal is engaged personally, remember the Fright Check from Terror. He uses Detect Good (a Perception + Unholiness roll of 14) to identify clerics and holy warriors, whom he attacks viciously. He enjoys +3 to rolls (including *damage*) against these foes thanks to Higher Purpose, and resists their abilities at a *further* +6 from Resist Good.

Ochtal is *scary*, with both ST and skill 20, and Move 5 *despite* plate armor. While his defenses are beatable, his excellent armor and Tough Skin grant DR 10. Neutralizing his maul or one arm means he'll switch to his sword, which is only marginally less deadly. With HT 15 and Fanaticism,

defeating him may mean hacking him to -5xHP (120 HP of injury). Heaven forbid that Kargh reanimates him . . .

## ADVENTURE SEEDS

*The Few, The Fierce, The Ogres.* Ochtal's army is small, but each member is either an ogre or the equivalent of a 250-point half-ogre adventurer – a match for several ordinary soldiers. Local authorities engage the PCs to undertake "special ops" against this force. Can the brave heroes defeat multiple waves of well-organized muscle, and finally Ochtal himself, before the ogres invade?

*Kargh Cult.* Ochtal desires "cursed" artifacts. As he cannot create them, he petitions evil priests and wizards to trade: magic for muscle. This gives liches and dark sorcerers powerful troops, while Ochtal gains toys like unholy swords. Very bad for civilization! But Ochtal's Fanaticism means he'll eventually turn on his allies, who are canny enough to guess this – perhaps the pact can be broken through cunning rather than bloodshed?

# TORR DARKDEEP

## 350-Point Dwarven Evil Cleric

Many dwarven gods seem detached from mortal notions of morality, but just as many are unequivocally good, neutral, or *evil*. The latter tend to be the worst kind of capital-E Evil, associated with realms deeper than the mines of the dwarves – places that are home to fiends which periodically boil up to annihilate dwarven colonies. These deities are *not* necessary for “balance” or “Life’s cycle”; they’re renegades fed by the worship of a few power-hungry cultists. Torr Darkdeep is one of the few.

Torr uses Djúphamar as his power item. It holds 13 FP.

**ST** 13 [30]; **DX** 11 [20]; **IQ** 14 [80]; **HT** 14 [40].  
Damage 1d/2d-1; BL 45 lbs.; HP 13 [0]; Will 15 [5]; Per 14 [0];  
FP 17 [9].

Basic Speed 6.00 [-5]; Basic Move 5 [-5]; Move 5.  
Dodge 9; Parry 11/13\* (Djúphamar); Block N/A.

### Advantages

Clerical Investment [5]	Night Vision 5 [5]
Dwarven Gear [1]	Pickaxe Pendant 1 [5]
Energy Reserve 13 (Unholy) [39]	Power Investiture 6 (Unholy) [60]
Language: Dwarvish [6]	Resistant to Poison 6 [6]
Lifting ST 2 [6]	Stone Skin (DR 9) [41]

### Disadvantages and Quirks

Bloodlust (9) [-15]	Social Stigma
Fanaticism [-15]	(Excommunicated) [-10]
Greed (12) [-15]	Stubbornness (12) [-5]
Paranoia [-10]	

Acts as though light harms him, though it doesn't. [-1]  
Cold even toward fellow cultists. [-1]  
Elaborately flays and displays his victims' corpses. [-1]  
Has a very sick sense of humor. [-1]  
Mumbles unintelligibly when not trying to be sneaky. [-1]

### Skills

Axe/Mace-16/18*† [16]	Hidden Lore (Lost Civilizations)-13 [1]
Brawling-13 [4]	Interrogation-13 [1]
Climbing-12 [4]	Intimidation-15 [2]
Exorcism-14 [2]	Meditation-13 [1]
Forced Entry-12† [1]	Occultism-13 [1]
Hidden Lore (Demons)-13 [1]	Poisons-12 [1]
Hidden Lore (Divine Servitors)-13 [1]	Prospecting-15† [2]
Hidden Lore (Elder Things)-13 [1]	Religious Ritual-12 [1]
	Stealth-12 [4]
	Theology-12 [1]
	Traps-15 [4]

### Spells‡

Agonize-18 [1]	Protection from Good-18 [1]
Armor-18 [1]	Recover Energy-18 [1]
Command-18 [1]	Resist Fire-18 [1]
Control Gate-18 [1]	Retch-18 [1]
Curse-18 [1]	See Secrets-18 [1]
Dark Vision-18 [1]	Sense Good-18 [1]
Darkness-18 [1]	Shatter-17 [1]
Dehydrate-18 [1]	Shield-18 [1]
Earthquake-18 [1]	Sickness-18 [1]
Entombment-18 [1]	Stench-18 [1]
Flesh to Stone-20 [4]	Strike Blind-18 [1]
Icy Weapon-18 [1]	Terror-18 [1]
Panic-18 [1]	

\* Use higher Parry and skill for Djúphamar.

† Includes +1 for Pickaxe Pendant.

‡ Includes +6 for Power Investiture.

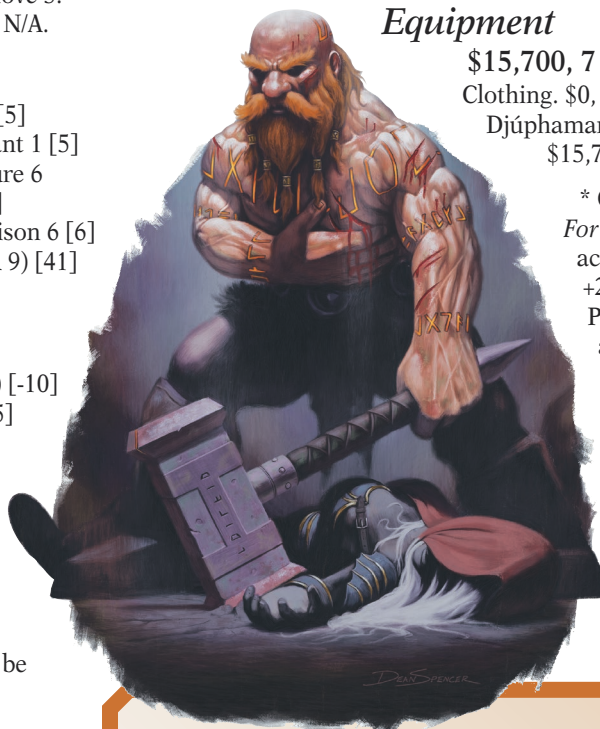
### Equipment

**\$15,700, 7 lbs. (No encumbrance)**

Clothing. \$0, 2 lbs.

Djúphamar.\* 2d+4(2) cr (reach 1).  
\$15,700, 5 lbs.

\* Orichalcum dwarven mace. For evil dwarven cultists, it acts as if it had Accuracy +2, Defending Weapon +2, Penetrating Weapon (2), and Puissance +2. It also counts as high unholy symbol. For anyone else, it gives none of these benefits and inflicts -2 to hit, to Parry, and to damage. Its price reflects resale value as a looted curiosity. Holds 13 FP if used as power item.



### Design Notes

Torr uses the dwarf racial template, along with the cleric professional template converted to evil (*Evil Clerics*, p. 59) – the latter further modified to suit his cult. In lieu of standard unholy abilities, he has the unique Stone Skin gift, which gives him DR 9, like an earth elemental, in place of a dwarf's Tough Skin; this is visible as fiery runes etched into his flesh (and explains his low DX). His Fanaticism is an unwavering oath to destroy anyone “invading” the Earth's depths, *especially* other dwarves. His sole weapon skill is Axe/Mace, for wielding Djúphamar, a relic granted by his god; this can attack and parry every turn because it's dwarven, and its damage already reflects its magic.

## ENCOUNTERED

Torr is a comparatively minor villain who *might* become a major pain in the neck for heroes adventuring deep underground. He *will* if the party includes dwarves. Torr possesses no special ability to channel wisdom from his terrifying chthonic god, but he's fanatical and highly attuned to his patron (Power Investiture 6), and often chosen to carry out Its will.

Anyone entering Torr's subterranean hunting grounds encounters abundant mundane-but-dangerous traps involving such stony surprises as falling rocks, pits, and weakened tunnel ceilings. Disarming these is a Quick Contest against his Traps-15. Torr shows up only after the adventurers run the gantlet.

Delvers who push on eventually encounter Torr. Early run-ins should involve him peeping through tiny holes in tunnel ceilings or walls for just long enough to cast nasty spells: Entombment and *especially* Flesh to Stone (which at skill 20 takes but a second and costs 8 energy) are favorites, as is Earthquake to crush everybody at once.

When combat is joined, Torr is leading his god's fiends. These should be earth- or stone-themed: rock mites (*Monsters*, p. 47), gargoyles (*Monsters*, pp. 29-30), earth elementals (*Monsters*, p. 25), or arbitrarily massive stone golems (*Monsters*, p. 54), depending on the heroes' power level. In all cases, change monster type to "Divine Servitor" and make the creature truly evil.

In combat, Torr still prefers magic. He starts buffed with Armor and Shield (Power Investiture 6 allows up to +6 DR and/or +6 DB, either costing 11 energy), and perhaps Icy Weapon. If he has enough energy left – he begins with FP 17, Energy Reserve 13, and a 13-FP power item – he strikes with Flesh to Stone. Otherwise he settles for quick incapacitation via Agonize or Strike Blind, or if he has time, Retch or Sickness. He also uses Curse and Shatter, as they aren't resisted and don't count as spells "on."

Torr doesn't balk if pressed. He has DR 9 skin (plus any Armor spell) and an artifact-grade weapon that can bash through armor. He likes to defend using the Command spell.

## ADVENTURE SEED

*Shrine Of Statues.* While exploring deep underground, the delvers enter the temple of Torr's cult. It's *full* of statues of people. More pressing are the fiends streaming through a magical gate! To avoid an endless battle, the heroes must close the gate by destroying it or using Control Gate (resisted by Torr's spell at 18). After doing that and defeating Torr, they may cast Remove Curse or Stone to Flesh on the statues. This restores grateful victims, who reward their saviors as the GM wishes.

## EVIL CLERICS

Evil clerics vary considerably. This distortion of the standard cleric template is typical:

- Power Investiture [10/level] becomes Power Investiture (Unholy) [10/level], aiding evil clerical spells (below) and rolls required to use Unholy abilities.

- Holy abilities become Unholy abilities; see *Unholy Abilities* (p. 57).

- In advantage options, replace Healer with Resistant to Poison 1-6 [1/level].

- Replace all disadvantages with Social Stigma (Excommunicated) [-10], plus -40 points chosen from among Bad Temper [-10\*], Bloodlust [-10\*], Callous [-5], Compulsive Lying [-15\*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Frightens Animals [-10], Gluttony [-5\*], Greed [-15\*], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Jealousy [-10], Laziness [-10], Lecherousness [-15\*], Odious Personal Habit [-5 or -10], Paranoia [-10], Stubbornness [-5\*], and Weirdness Magnet [-15].

- Replace Diagnosis-12 [1], Esoteric Medicine (Holy)-14 [4], First Aid-14 [1], and Surgery-12 [2] with Interrogation-14 [2], Intimidation-14 [2], and Poisons-14 [4].

- Exorcism desecrates blessings and casts out angels using the rules from *Exploits*, pp. 23-24.

- Spells are *evil* clerical spells.

### Evil Clerical Spells

**PI 1:** Armor, Aura, Coolness, Darkness, Death Vision, Debility, Decay, Detect Magic, Detect Poison, Fear, Final Rest, Frailty, Itch, Night Vision, Recover Energy, Sense Good\*, Sense Life, Sense Spirit, Shield, Silence, Stench, Thunderclap, Watchdog.

**PI 2:** Beast-Rouser, Blackout, Blur, Clumsiness, Command, Compel Truth, Dark Vision, Great Voice, Hide Emotion, Hide Thoughts, Nauseate, Pain, Panic, Persuasion, Poison Food, Protection from Good\*, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Seeker, Strike Blind, Strike Deaf, Strike Dumb, Summon Spirit, Terror, Truthsayer, Turn Spirit, Turn Zombie.

**PI 3:** Affect Spirits, Astral Vision, Cold, Command Spirit, Destroy Air, Destroy Water, Dispel Possession, Foolishness, Freeze, Icy Weapon, Magic Resistance, Paralyze Limb, Repel Animal, Repel Spirits, Retch, See Secrets, Sensitize, Sickness, Silver Tongue, Strengthen Will, Suspended Animation, Weaken Will, Wither Plant.

**PI 4:** Agonize, Astral Block, Banish, Curse, Deathtouch, Dehydrate, Dispel Magic, Flesh to Stone, Frostbite, Gift of Letters, Gift of Tongues, Shatter, Total Paralysis, Vigil, Wither Limb.

**PI 5:** Earthquake, Entombment, Entrap Spirit, Pentagram, Remove Curse.

**PI 6:** Control Gate, Possession.

\* Works as usual, but vs. Good rather than Evil.

# TRIHÉXA

## 425-Point Infernal Unholy Warrior

Trihéxa was born to the famous – and famously blood-thirsty – gladiator Métron by a succubus who went by “Hagne.” The demoness dumped the baby girl on her father’s doorstep. Perhaps predictably, Métron created a literal monster: Trihéxa was a terror as a child and grew more demonic with each passing year. Fortunately for her, though not the world, worshipers of The Devil eventually adopted her. Their high priest is a low-powered charismatic figurehead; it’s Trihéxa who oversees blood sacrifices, demon-summoning, and forced possession. She considers dispatching meddlers a job perk.

**ST** 15 [50]; **DX** 14 [80]; **IQ** 12 [40]; **HT** 14 [40].  
 Damage 1d+2/3d-1; BL 45 lbs.; HP 15 [0]; Will 14 [10]; Per 12 [0]; FP 14 [0].  
 Basic Speed 7.00 [0]; Basic Move 7 [0]; Move 7.  
 Dodge 11\*; Parry 12\* (Hell’s Hammer, Net, or Unarmed); Block N/A.

### Advantages

Ambidexterity [5]	Hooves [3]
Born War-Leader 1 [5]	Horns [8]
Combat Reflexes [15]	Legionary of the Damned [1]
Damage Resistance 1 [5]	Spirit Empathy [10]
Dark Vision [25]	Striking ST 2 [10]
Dastardly Grace +2d [18]	Tail [13]
Dastardly Might +2d [18]	Unholiness 2 [10]
Dread Touch [14]	Wings [30]
Extra Attack 1 [25]	
Fit [5]	
Higher Purpose 1 (Slay Servitors of Good) [5]	

### Disadvantages and Quirks

Bloodlust (15) [-5]  
 Callous [-5]  
 Intolerance (“Good” religions) [-5]  
 Jealousy [-10]  
 Overconfidence (9) [-7]  
 Social Stigma (Excommunicated) [-10]  
 Social Stigma (Half-Breed) [-5]  
 Unnatural Features 5 [-5]  
 Weakness (1d/minute in “blessed” areas) [-20]  
 Holds gladiatorial “games” where she kills upwardly mobile associates. [-1]  
 Leads from the air. [-1]  
 Resisting Bloodlust in combat just means the victim’s ritual death afterward. [-1]  
 Smears her tail spike with poison. [-1]  
 Speaks of both Métron and The Devil as “Pater.” [-1]

### Skills

Axe/Mace-16 [8]	Net-16 [12]
Brawling-16 [4]	Occultism-12 [2]
Exorcism-13 [2]	Poisons-12 [4]
Hidden Lore (Demons)-12 [2]	Religious Ritual-12 [4]
Hidden Lore (Magic Items)-12 [2]	Stealth-14 [2]
Interrogation-13† [2]	Strategy-12‡ [2]
Intimidation-15† [2]	Tactics-12‡ [2]
Leadership-12‡ [1]	Theology-10 [1]
Meditation-12 [1]	Wrestling-15 [4]

\* Includes +1 for Combat Reflexes.  
 † Includes +1 for Callous.  
 ‡ Includes +1 for Born War-Leader.

### Equipment

**\$69,020, 16.5 lbs. (No encumbrance)**

Bladeblack. On tail spike. \$1,000, 0.5 lb.  
 Clothing. \$0, 2 lbs.  
 Devil’s Defender.\* DB 3, DR 3 (total DR 4, DR 5 on feet). \$51,000, 4 lbs.  
 Hell’s Hammer.† 3d+2 cr, +2/+3 unholy injury (reach 1). \$17,000, 5 lbs.  
 Melee Net. See *Exploits*, p. 45. Reach 1, 2 or Acc 1, Range 20, Shots T(1), Bulk -4. \$20, 5 lbs.

\* Light segmented plate for left arm. For Evil wearers, gives *entire body* the DR 3 of light segmented plate and the DB 3 of a large shield with no drawbacks. For non-Evil folk, inflicts -3 to active defenses, provides *no* DR anywhere, and worsens any received wound of at least 1 HP by 3 HP. Holds 3 FP if used as power item.  
 † Dwarven mace. Does +2 HP of unholy injury if attack pierces DR, or +3 HP against servitors of Good (angels, clerics, holy warriors, etc).



### Design Notes

Trihéxa uses the holy warrior template converted to that of an unholy warrior (*Unholy Warriors*, p. 57), with

Unholy abilities – and the infernal racial template (p. 61), with several of *its* optional gifts. She has chosen the Axe/Mace skill but replaced Shield *and* her ranged skill with Net, using a net as both an off-hand and thrown weapon. Her mace (a spiked hammer) can attack and parry every turn because it’s dwarven. Her damage numbers already reflect Striking ST. Her two magic items are on loan; her cult would want them back if she departed.

Acts as high *unholy* symbol. Holds 9 FP if used as power item.

## ENCOUNTERED

Trihéxa considers herself a champion. Heroes need only thwart her coven a few times to send them running to her. Then she turns up, ready to rumble – leading a throng of minor goons, a few evil clerics, and a demon or two, though never hiding behind them.

Trihéxa attacks *twice* (Extra Attack) with some combination of Hell's Hammer, melee net (at no penalty thanks to Ambidexterity), hooves (skill 14, 1d+4 cr, reach C, 1), horns (skill 16, 1d+4 imp, reach C), and tail (skill 14, 1d+4 imp, reach C, 1). The net often sets up the second attack. When attacking unarmed, she invokes Dread Touch to add 1d HP of injury. Her tail starts dipped in bladeblack.

Against heroic opposition, she activates Dastardly Grace *and* Dastardly Might. The GM may assume average rolls: 10 turns at +7 to ST and DX. This gives effective ST 24 with Striking ST, for damage 2d+1/4d+2 – Hell's Hammer does 4d+5, and her unarmed attacks do 2d+5. She has skill 23 and thus Parry 15.

Trihéxa seeks every advantage. She flies overhead: +2 to melee defenses (often while retreating *upward*), -2 to enemies' melee defenses, and +2 to hit when throwing her net. She has +3 to defenses at *all* times thanks to Devil's Defender. Higher Purpose grants her +1 to rolls against Good opponents. And if total darkness won't inconvenience her allies, she exploits Dark Vision.

She isn't hard to *hurt*, with just DR 4 (from Devil's Defender and her racial abilities). But Dastardly Might gives her HP 22 (not 15) on average, and she has effective HT 15 with Fit. *Incapacitating* her isn't easy!

## ADVENTURE SEED

*Kids These Days.* The naive child of Someone Important has been coaxed into joining Trihéxa's devil-worshippers. The delvers are tasked with the rescue. But the young'un idolizes Trihéxa and won't cooperate, while Trihéxa won't hesitate to use the kid as a human shield. The heroes must secure the youngster in the opening instants of combat!

## NEW RACIAL TEMPLATE: INFERNAL

**Racial Cost:** 75 points

Infernals are the offspring of demon-mortal unions. Such liaisons are rarely willing, so some people proclaim sympathy for these beings – but most assume they're in league with The Devil. This gives Social Stigma (Half-Breed).

The GM decides whether infernals are suitable as PCs. The high racial cost means compromising standard professional templates: Choose one and spend 175 points – and up to 50 points more from personal disadvantages (which may include further levels of Unnatural Features but *not* Social Stigmas) and 5 points from quirks – on the attributes, advantages, and skills it offers or improves. All advantages and skills not presented as choices are mandatory; for an example of what this means, see *Centaur Delvers* (p. 25).

**Attribute Modifiers:** ST+2 [20]; DX+1 [20]; HT+1 [10].

**Secondary Characteristic Modifiers:** FP+1 [3]; Basic Speed+0.50 [10].

**Advantages:** Damage Resistance 1 [5]; Dark Vision [25]; Fit [5]; Hooves [3]; Spirit Empathy [10].

**Disadvantages:** Social Stigma (Excommunicated) [-10]; Social Stigma (Half-Breed) [-5]; Unnatural Features 1 [-1]; Weakness (1d HP in areas defined as "blessed," or with high or better sanctity for Good, repeating every minute) [-20].

**Features:** Counts as supernaturally Evil regardless of actions, whether this helps ("All praise the Devil-Child!") or hinders ("Injures Evil entities."). Flaming eyes, tiny horns, vestigial wings, etc. (*not* automatically unattractive).

### Special Infernal Traits

**Damage Resistance:** Your body has a Damage Resistance score! Subtract this from the damage of any physical or energy attack before applying wounding modifiers. This doesn't protect your eyes, but no other drawbacks of Tough Skin apply.

**Dark Vision:** Identical to monster ability of the same name (*Monsters*, p. 10). You *cannot* see colors in darkness.

**Hooves:** Kicks inflict +1 damage *per die*. You cannot wear footwear but get DR 1 on your feet, cumulative with DR from special abilities or spells.

**Weakness:** Identical to monster disadvantage of the same name (*Monsters*, p. 14).

Infernals may *optionally* buy additional advantages:

**Horns** [8]: Can attack in close combat (reach C). Count as weapon requiring no free hand, not as body part. Use DX or Brawling to hit, and 3 + *half* of (DX or Brawling) to parry. Damage is thrust impaling at +1 *per die*, plus Brawling bonus.

**Sharp Teeth** [1] *or* **Fangs** [2]: Bite becomes *cutting* or *impaling*, respectively.

**Tail** [13]: As Horns (above), but reach is C, 1 and attack has -2 to hit.

**Temperature Tolerance (Heat)** [1/level]: Identical to barbarian ability of the same name; see *Adventurers*, p. 16. Maximum five levels.

**Wings** [30]: Give Flight as the monster ability (*Monsters*, p. 11); Air Move is 2× Basic Speed, dropping fractions. Attacked and crippled as arms, and can't be armored. See also *Air Superiority* (*Monsters*, p. 27).

# ZELL KOSHKA

## 350-Point Human Swashbuckler

Zell is more villain-by-association than primary villain; her deeds, while unheroic, are no worse than those of many delvers. Her stock in trade is helping people who can't turn to the law for justice – who are often “people” in the loosest sense, like dragons, monster chieftains, and undead archmages – punish the kinds of self-appointed heroes who serve the legitimate authorities. Her modus operandi is to engage her targets in legal duels that are cleverly disguised assassination attempts. Nobody has seen through her stratagems to date; her reputation, quite deserved, is as a *really good* swordswoman.

**ST** 11 [10]; **DX** 15 [100]; **IQ** 12 [40]; **HT** 12 [20].

Damage 1d/2d-1; BL 24 lbs.;

HP 11 [0]; Will 12 [0];

Per 12 [0]; FP 12 [0].

Basic Speed 7.00 [5]; Basic

Move 7 [0]; Move 7.

Dodge 11\*; Parry 17\*†

(Saber), 12\* (Main-

Gauche); Block N/A.

### Advantages

Enhanced Parry 3

(Saber) [15]

Enhanced Time Sense [45]

Every One's a Critical [15]

Heartseeker (Saber) [6]

I Studied On Killin' You [5]

Luck [15]

Prepared Ground [15]

Secret Strike (Saber) [20]

Striking ST 2 [10]

Weapon Bond (Saber) [1]

Weapon Master (Saber and Main-Gauche) [25]



### Design Notes

Zell is a swashbuckler – if a slightly less flashy and more scheming one with a few thief skills – and shows off *all* of the new swashbuckler traits on p. 63. Frugal character-builders should note that Enhanced Parry, Heartseeker, and Secret Strike all effectively improve Saber skill, and add up to 41 points; that could buy +10 to skill, which would yield +5 to Parry and easily absorb -3 to target the vitals or -10 for a Deceptive Attack (though not both at once), but it would *not* serve to make envious players seek out cool new abilities. Striking ST is already figured into her basic damage stats; this as well as the Weapon Master damage bonus are reflected in her listed weapon damage.

### Disadvantages and Quirks

Callous [-5]

Code of Honor (Outlaw's) [-5]

Greed (6) [-30]

Obsession (Tracking down and killing current target) (6) [-10]

Assumes everyone is greedy and has a price – just like her. [-1]

Distinctive tribal tattoos. [-1]

Likes to be paid in powerful, valuable magic items rather than coin. [-1]

Not particularly bloodthirsty in chance battles with non-targets. [-1]

Works hard to duel only on Prepared Ground with neutral witnesses. [-1]

### Skills

Acrobatics-14 [2]

Acting-12 [2]

Brawling-16 [2]

Carousing-12 [1]

Fast-Draw

(Knife)-16\* [1]

Fast-Draw

(Sword)-16\* [1]

Fast-Talk-12 [2]

Jumping-15 [1]

Main-Gauche-16 [4]

Saber-20/21‡ [20]

Stealth-16 [4]

Streetwise-13 [4]

Tactics-13 [8]

Traps-13 [4]

Wrestling-15 [2]

\* Includes +1 for Enhanced Time Sense.

† Includes +3 for Enhanced Parry.

‡ Use higher skill for magical saber (+1 for Weapon Bond).

### Equipment

\$62,362, 22.6 lbs. (No encumbrance)

Clothing. \$0, 2 lbs.

Coins. 100 silver. \$2,000, 2 lbs.

Ironskin Amulet.\* DR 3. \$28,720, 0.5 lb.

Light Leather Armor, Body, Legs, and Feet.

DR 1. \$107, 12.9 lbs.

Long Knife. 2d cut (reach C, 1) or 1d+1 imp (reach

C, 1). \$120, 1.5 lbs.

Moly Amulet.\* +5 Magic Resistance. \$23,600, 0.5 lb.

Personal Basics. \$5, 1 lb.

Pouch. Holds coins, personal basics \$10, 0.2 lb.

Saber, Fine w. Penetrating Weapon (2). 2d+3(2) cut (reach 1) or 1d+4(2) imp (reach 1). \$7,800, 2 lbs.

\* The standard item from *Adventurers*, p. 118, but as a chunky bracelet. Worn with arm armor, would give -1 DX for layered armor. Looters can't be choosers!

### ENCOUNTERED

Zell is likely met calling out the PCs' leader for a duel. The GM picks the ostensible *casus duello* – a roll against Acting-12 can give the impression that she was shoved or insulted. This won't fool eagle-eyed delvers, but she's looking to convince *onlookers*.



Heroes with Bad Temper, Gullibility, Impulsiveness, Overconfidence, etc. might need self-control rolls to refuse a duel; those with Codes of Honor or Vows covering dueling won't get even that!

The deck is stacked. Zell has used I Studied On Killin' You (roll against Streetwise-13) to get +1 against her victim. She invokes Prepared Ground to set traps (Traps-13) – things like loosened floorboards or cobblestones, causing her opponent to suffer bad footing or trip. She never uses *deadly* traps, poison, or hidden allies; the duel must *look* honorable to witnesses.

Witnesses are key for Zell. They serve not just to confirm the kill was in an agreed duel, but also to discourage her *mark* from trying traps, poison, allies, or magic. (Her Moly amulet helps against the latter.)

The actual fight is straightforward: Zell uses Enhanced Time Sense to attack first, Heartseeker and Secret Strike to target the vitals at no penalty and -5 to defenses (worse, with Deceptive Attack), and a magic blade to pierce armor. Don't forget Every One's a Critical and Luck. If her opener doesn't kill, she has a ridiculous Parry; even multiple attacks give her just -1 per successive attempt.

Zell's weakness is that her Code of Honor and extreme Greed and Obsession mean she won't give up – her reputation and paycheck are at risk. She might go down fighting. If she doesn't, her next attempt is likely to be ill-prepared and desperate.

## ADVENTURE SEEDS

The only adventure with Zell is a duel (see above) – but who hired her? Any other villain might contract her if the heroes defeat but don't kill them. If the delvers aren't circumspect about their next mission, cunning bad guys may use Zell for a preemptive strike! Either way, Zell's Greed outweighs her Code of Honor; if captured rather than killed, she might be bribed to talk or even turn coat.

## NEW SPECIAL SWASHBUCKLER TRAITS

The GM may allow swashbucklers to begin with these advantages or acquire them as *Exceptional Abilities* (**Exploits**, p. 93).

### Heartseeker

6 points/skill

You ignore the -3 to hit the vitals with one particular melee weapon skill. This works only with attacks that *can* target the vitals; e.g., a sword's impaling thrust, but not its cutting swing.

### I Studied On Killin' You

5 points

In town, you may take a day to ask about, collect rumors on, and read up on *one specific, named* individual. The GM secretly rolls for *Recognition* (**Monsters**, p. 4). For delvers and townsfolk, use Streetwise.

This roll fails automatically if the figure is vague; e.g., "the swamp dragon." It also fails if you misjudge; e.g., use Streetwise on a secret vampire who requires Hidden Lore (Undead).

Success tells you enough about your subject's abilities, tactics, gear, and injuries to get +1 on attack, damage, defense, and resistance rolls vs. them (like Higher Purpose). This endures for *one combat encounter*. Renewing it requires another day and another roll.

You can only study on killin' one person at a time! Rolling for a new subject removes any pending bonus.

### Prepared Ground

15 points

Once per game session, you may declare that you staked out the arena of an impending fight. You must have been there at least once in play and *theoretically* be able to return without encountering locks you can't open, traps you haven't disarmed, secret doors you haven't found, etc. The GM who feels the proposed use would short-circuit the adventure should say, "Sorry, you couldn't get in." Thus, this capability is near-useless in dungeons (except for monsters!) but handy in open town and country.

When the fight starts, you may roll against Tactics to position hidden allies in order to get surprise (**Exploits**, p. 27) – and use the Traps skill (**Exploits**, p. 58) if you have suitable materials, though there's no guarantee anyone will walk in the right hex – as if you knew your foes would pass by. (Timing is too vague for effects with limited durations, like spells.) Victims with abilities that sense danger or life, see through cover, etc. *do* get rolls to avoid surprise. Whatever happens, though, your allies and traps are guaranteed present.

### Secret Strike

20 points/skill

When using one specific melee weapon skill, you may try an ultra-fast strike. This costs 1 FP – and any critical failure means a dropped weapon on top of any other results – but *you* have no skill penalty, while *your victim* has -5 on all active defenses. For 2 FP, the -5 affects Blocking spells, too! You can combine Secret Strike with Deceptive Attack. With multiple attacks, pay the FP cost for each one.

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