

The Mere of the Mud Man

An encounter for Lejendary Adventures

By Brant Bollman

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The following encounter can be used to enrich any subterranean or cavernous adventure. Due to the difficulty of the encounter, it is recommended for a party of at least four avatars of 6th rank or stronger. The encounter begins with the discovery of a glimmering pool. Note that the GM can alter the magical item contained to fit the circumstances as needed.

In a recessed cavern at the end of a dark passage there lies a shallow pool. A faint golden aura radiates from the water drawing the party near. Occasional dips of mineral water fall from a glistening white stalactite into the mere producing a chime like echo in the cavern.

If examined closer the following will be detected:

A metallic glint catches the eye of the inquisitive party member. A ring of gold sits in the clear pool submerged in three feet of water.

If the water is disturbed an encounter begins with the following passage:

The lucid clam is suddenly broken. The clear water darkens like a threatening sky at the onset of a thunderstorm. Rising from the sediment is an eight-foot tall man-like form made of quivering mud. It opens a hideous maw and prepares to strike those that broke its slumber.

Mud Monster “wild golem”(1)

H: 98	P: 48	S: 8
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Attacks: Two clubbing attacks that deal 1-10 Harm that ignores all but Supernatural Armor. Every four ABCs, the golem can throw a ball of mud up to 20 feet which will inflict 1-2 Harm that disregards armor protection and leaves the victim stunned for a like number of ABCs.

Defense: 14 points of Supernatural protection. Immune to Acid- and Fire-based attacks. Attacks of pressurized water deal full Harm.

This golem was not constructed by normal means. No spell caster played a hand. Instead it is the result of an extraordinary item accidentally dropped into the pool. The eldritch power of the ring slowly leeches off into the surrounding water. The resulting creature is free willed and only wishes to sleep undisturbed in its pool. The ring must remain in the water for the creature to exist. If the item is stolen, the golem's power will slowly wane. It will suffer 10 points of Harm per day to its Health until reduced to zero. At that time it will disintegrate and become normal mud once more. The golem knows of the ring's significance and will battle to the death to keep its prize. The ring is a Shielding Ring: Major as described on *LML81*.

New Creature

Wild Golems in General

In a few very rare cases, extraordinary items can inadvertently create a construct or automaton. The item must be in contact with a large quantity of the material that will form the construct for many decades for the enchantment to take place. These creatures are very rare and each one is unique to its own circumstances.

The incubation might take place in a mound of straw, a wallow of mud, a pit of clay or so on. The resulting creature gains the benefit of the powers stored in the lost item. These creatures have free will but usually possess only a base survival instinct. They are dependent on the continued power supplied by the misplaced item and will slowly disintegrate if the extraordinary item is removed.

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