

# HackMaster

Basic



## Wrath of the Vohven

A jungle setting and excursion into the heart of darkness







# Wrath of the Vohven

## Credits

Author: Jerimy Grafenstein

Editing and Development: David S. Kenzer, Steve Johansson

Artists: Mark Pennington (cover) and George Vrbanic, with Anthony Carpenter, Caleb Cleveland, Talon Dunning, Steve Johansson, Jonathan Kirtz, Rich Longmore, and Jean-Francois Trudel

Layout and Art Direction: Steve Johansson, Mark Plemmons

Cartography: Jonathan Tinio and Jerimy Grafenstein

HackMaster Design Team: Jolly R. Blackburn, Steve Johansson, David Kenzer, Brian Jelke

## Table of Contents

<b>Adventure Background</b> .....	<b>3</b>	Level Two Detail Maps .....	51, 55, 65, 67
<b>Chapter One: Svimohzia</b> .....	<b>7</b>	Mine Level Three .....	71
Regional Map .....	10-11	Level Three Map .....	73
<b>Chapter Two: New Recruits</b> .....	<b>14</b>	<b>Chapter Five: From Anavim to Lizard Men</b> .....	<b>75</b>
Location A: First Camp .....	19	Location F: Anavim Trade Camp .....	75
Location B/B1: Zarzha Ruins/Mavovo's Lair .....	20	Location G: Lizard Man Camp .....	83
<b>Chapter Three: Into the Jungle</b> .....	<b>25</b>	<b>Chapter Six: Stirrott and the Spire</b> .....	<b>85</b>
Location C: Orakh .....	33	Location H: Stirrott .....	85
Orakh Area Map .....	34	Location I: Miznoh Spire .....	89
Location D: Sir Malvar's Camp .....	39	Conclusion .....	95
<b>Chapter Four: The Nonesh Copper Mine</b> .....	<b>42</b>	<b>Appendix</b> .....	<b>96</b>
Mine Level One .....	44	Svimohzish PCs .....	96
Level One Map .....	45	New Monsters .....	100
Mine Level Two .....	47	Player Aid .....	112
Level Two Aggregate Map .....	49		

Manufactured in the U.S.A.

Kenzer and Company  
511 W. Greenwood Avenue  
Waukegan, IL 60087



In association with:



Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

Email: [questions@kenzerco.com](mailto:questions@kenzerco.com)

Visit our website at

[www.kenzerco.com](http://www.kenzerco.com)

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks: HackMaster and Knights of the Dinner Table are registered trademarks of Kenzer and Company. HackMaster Basic, the Kenzer and Company logo, the HackMaster logo and the Hard 8 Enterprises logo are trademarks of Kenzer and Company.

© Copyright 2011 Kenzer & Company, Inc. All Rights Reserved.

## Introduction

*Wrath of the Vohven* is a mini-campaign set in the *Kingdoms of Kalamar* campaign setting. More specifically, this adventure focuses on the island of *Svimohzia*, thus exposing the characters to an ancient world. Ideally, a party of 4-6 novice characters should begin this adventure. As they complete the missions assigned to them, they will advance several levels in experience and be prepared to face the greater challenges towards the end of the book. This adventure can easily accommodate players varying in number or experience with a little work by any competent GameMaster.

Those souls brave enough to explore the Vohven Jungle find many obstacles and dangers await them. Included in this adventure is a series of interlocking adventures and encounters to challenge your players as well as numerous NPCs for them to interact with. *Wrath of the Vohven* offers the characters a unique view into the Ancient Isle, allowing even the most ignorant northerner to gain some insight into the lost secrets hidden herein.

Even when the players overcome the provided encounters, the ancient isle is more than ready to serve as the stage for future adventures to come — both from your own fertile imagination and from the companion volumes to this work to follow.

You'll find a wealth of detail in this book and enough interesting Non-Player Characters and adventure hooks to keep both you and your players busy for many months (or even years) of campaign play. If you already have an established campaign in a different setting, any competent GM should be able to drag and drop the town, woodland and river into his own world with only a few modifications.

*Wrath of the Vohven* assumes you've read the *HackMaster Basic* rules and have a basic understanding of how role-playing games work and how to run prepared adventures. Fortunately, if you're still cutting your teeth as a GameMaster and need help, we encourage you to visit the online HackMaster community at [www.kenzercos.com/forums](http://www.kenzercos.com/forums). Both the designers and other GameMasters there will be happy to answer questions and give advice and guidance to new GMs and players.

Before delving into this book, however, there are a few things you should know.

## How to Use This Book

*Wrath of the Vohven* has been organized with the GM and ease of reference in mind. Each major location has its own section with area descriptions, NPC statistics and so forth. The *Svimohzish Isle*, the Vohven Jungle and even the native peoples are also described in enough detail even for GMs unfamiliar with the *Kingdoms of Kalamar* setting. The appendices are mostly devoted to discussing Svimohzish characters and monsters. We suggest you peruse the entire tome to get familiar with the adventure before running your campaign.

## Non-Player Character Statistics

Most NPC and creature statistics are presented in an abbreviated format designed for basic interactions and easy combat resolution. GMs familiar with the rule system should easily understand the entries. For instance, the ToP listing (x/y) merges the opponent's Threshold of Pain (x) and Trauma check (y).

Notable NPCs likely to figure more prominently in the campaign may include additional information, such as notable skills, equipment and combat statistics. Of course, not every single person in a town is detailed, just the ones the PCs are most likely to meet.

Every NPC encountered is a potential source of information. That information may come in the form of rumors, popular myths and lore, detailed information about the inner workings of the Jade Lion trading company itself or even in the form of deliberate lies. Some information might prove to be useless, misleading, fabricated or otherwise inaccurate. Feel free to use any NPC to set lost players on the right track or teach overly-confident players a lesson about trust and preparedness.

## Bonus Downloads

Several items in this book (maps and player aids) are replicated as free downloadable PDFs available on the [Wrath of the Vohven](http://www.kenzercos.com) product page at [www.kenzercos.com](http://www.kenzercos.com) (<http://tinyurl.com/4vepwrn>). These PDFs are typically full color and allow you to distribute material to your players without the need to photocopy pages from your book.





# ADVENTURE BACKGROUND

*“Balan? Balan Pateris? Aye, I know of him... The rat-bastard killed my brother, in a manner of speaking. Heard he went south some years ago. Took up work down there and spent his time exploring the jungle. The Vohven! Most likely dead now.”*

*So it was, the same story as the last person I asked. They all knew Balan – the displaced son of a once-prominent family that fled south, leaving in his wake those he had wronged. I have chased this ghost for the last three years and am no closer than I was when I started. Like those I meet I too am a victim.*

*My trail now leads me to Emosvom, a backwater city cowering in the sweltering heat and the shadows of the Vohven Jungle. They say Balan can be found there, that he took up work for a trading company. I have heard it all before. Likely I am chasing a memory, but I must go. Like those before me I have a score to settle with Balan. I must know why he led my sister to her doom. With any luck I will find him in Emosvom...*

*-Frana Gult*

Even at a young age, Balan Pateris knew he was different. Growing up with much of his family in close proximity meant that he never lacked companions, blessed to have a number of children his own age with which to play. His family was closely knit, highly successful, wealthy and well-known for their influence in Bet Kalamar’s political circles. Several members had prospered in popular and powerful organizations throughout the world. His cousin Folikar even rose to prominence with the Golden Alliance merchant’s guild, gaining the title of “Gem.”

With his family’s prominence and influence came opportunity, and Balan was able to convince his moth-

er that his future lay in the realm of the arcane arts. His family name allowed him to study with the finest tutors, and Balan spent even his free time cloistered in dark libraries searching for arcane power.

Where other men lusted after women or gold, Balan craved only power and prestige. He insisted he was smarter and more talented than everyone else, and his ego inflated proportionately with each success in the field of magic. After years of study, Balan determined his mentors could teach him no more. He knew the only way to grow as a mage and unlock ancient and lost magics was to go in search of them. When most men were well settled in their career and raising children, Balan set out into the world in search of the power he longed.

His path to glory wasn’t as easy as he thought it should be. Balan struggled to make friends and his arrogant attitude often caused rifts and tension among those with whom he traveled. Knowing he would be forced to travel far and wide in search of lost magic, prestige and glory, he took up treasure hunting.

Over the years he founded ten different bands of treasure seekers, some more successful than others but each sharing a tragic end, for Balan’s greed often led him to take great risks with the lives of his companions. Much of the time this led to increased tension and even conflict between his remaining companions. Complicating matters was the fact that Balan always seemed to survive unscathed. In truth, he always had a backup plan, just in case events went awry.

As a result, most of his traveling companions died or were left behind, as the mood suited him. Balan began to develop a bit of a reputation – and it wasn’t a good one. It didn’t take long before his former companions’ family members, friends and lovers began to search for



the mage, all of them looking for answers to the whereabouts of the people he abandoned.

Fearing reprisal, and with his options dwindling, Balan turned his attention south toward Svimohzia. In addition to being a good place to hide, it also offered him many opportunities to explore and plunder the ancient ruins that were rumored to litter the continent. He was particularly interested in the Vohven Jungle and the legends surrounding lost magic of the ancient serpent races.

Along with his only remaining companion, a halfling named Kavalt, Balan traveled south and eventually made his way to Emosvom, the city also known as the Doorway to the Past.

After several years of exploring, he was hired by the Jade Lion Trading Company and quickly worked his way up to the position of Kaga, or captain. Balan concealed his magical abilities from his employer. He was hired purely for his organizational skills and his ability to enter the Vohven and return mostly unscathed.

As a kaga, his job was simple. He, along with six other kaga, were charged with leading groups of scouts, warriors and laborers into the Vohven Jungle in order to establish trading posts and villages. Once these trading posts were secured, the kaga were to scour the area in search of precious minerals, spices, exotic hardwoods and animals. Of the seven kaga, Balan proved to be the most capable. He alone was able to found several bases and scout out resources where the others had failed.

Unbeknownst to anyone, Balan often sabotaged his co-workers and set them up for failure. Through the use of guile, magic and carefully placed rumors he was able to lure his fellow captains into exceedingly dangerous areas or so far off course the likelihood of their return was slim at best.

With several safe trading locations and base camps established, Balan pushed deeper into the jungle searching for the ancient magic and lore that he so coveted. To further his success, Balan charmed natives to guide him. He even managed to build a trade relationship with several tribes of lizard men. This allowed him access to new areas of the jungle, and with each successful excursion Balan's reputation grew among the natives.

It was on one of these journeys that Balan acciden-

tally stumbled into a series of ruins that the lizard men believed to be haunted. When Balan emerged unscathed, the lizard men thought the human must be blessed by the gods and in possession of great power. Balan quickly noticed the change that came over his trading partners; after several more trips into the ruins he was able to extract ancient lizard man artifacts (mostly worthless religious icons and crude jewelry). These he gifted to the various tribes as a show of support and good faith. The lizard men began to view Balan as something more than a common man – in their eyes he had been sent by the gods to lead them.

It didn't take long for the opportunist in Balan to realize he could exploit the situation. With several small tribes of lizard men at his command, Balan began to test the depth of their devotion and the strength of his magic. He instructed the lizard men to clear the debris from the Minzoh Spire (a ruined fort) and turn it into a new home for him. To his delight, the lizard men succeeded, and it was then he knew they would continue to do his bidding.

While Balan moved into his new home he gave a directive to his followers to search the jungle for the precious minerals and resources sought by the Jade Lion Trading Company. Again the lizardfolk were successful as they unearthed rare finds and led the mage to even more ruined locations hidden deep in the jungle. As his followers swelled in number, Balan knew it was time to enact the second phase of his plan.

All along, Balan's primary interest lay in the secrets the ruins would reveal. However, he also saw the chance to line his pockets with great wealth, building a nest egg for his inevitable return to the north. At some point the wizard would need vast resources of money if he was to rise in Kalamar's political structure, but for the time being all of his base needs were met by the lizard men. Balan began to skim money, minerals and resources from the finds, storing it away for future use. Yet there remained a concern the trading company would eventually discover his treachery and hunt him down.

In order to maintain appearances, Balan decided he would only siphon a portion of the wealth and send the rest back to the trading company, so as to keep up the appearance that he was furthering the interests of the company. Still, Balan was loathe to leave the jungle so he sent his loyal halfling torchbearer, Kavalt, back and forth up the river to deliver news and the

precious resources he pulled from the jungle. Kavalt also delivered a letter to a contact in the Golden Alliance, establishing an account in Balan's name for a percentage of Balan's profits. In this manner Balan was able to build a sizeable amount of money without the knowledge of the Jade Lion.

At first, Balan's faithful servant stopped at each trading outpost to gather metals, woods, intelligence and animals before returning to Emosvom, but as the lizard men pulled ever more from the jungle, the need to stop at these smaller, less effective and often out-of-the-way trading locations waned. Cut off from civilization, these small communities were left on their own, many of them leaderless. The jungle soon reclaimed many of these settlements and, since all communication with the trading company was limited to what Kavalt told them, it took some time before anyone realized something was amiss.

To further confuse matters, small groups of men working for the Golden Alliance (at least in name) were seen removing some of the same resources from the Vohven. Furthermore, of the several bands of men sent into the jungle to determine what happened at Balan's established colonies, none returned. Whispers of a new power in the jungle began to circulate through the towns and villages. The trading company was worried, for they had no communication from their men in the jungles and their commander, Balan, seemed to have disappeared.

Months later, after failed expeditions to gather information and trail the halfling into the jungle, Kavalt arrived in Emosvom, and the trading company captured him and brought him in for questioning. They soon learned the halfling was quite mad, babbling about his great Lord Balan and strange jungle powers.

They released Kavalt and let him go back into the jungle, hoping to follow him and learn more. What they didn't know was that Kavalt could travel the jungle path in safety because he was always accompanied by a large group of lizard men. Once he drew near the city, the lizard men waited in the jungle until his return. The men sent to follow Kavlat never returned.

Fearing they had lost the halfling forever, they began to seek other options. Three boats and a dozen scouts were sent into the jungle but, like those before them, they disappeared. It was pure luck that they again caught Kavalt a few months later in Emosvom.

Upon learning that the trading company had begun to question his actions, Balan instructed the halfling to cut the trading company off and only enter Emosvom to deposit money and items for sale with Balan's private contacts in the Golden Alliance. On Kavalt's second trip into the city, however, he was spotted and detained. Since that time he has been held while the leaders of the Jade Lion work on a new plan. When Kavalt didn't return, the lizard men returned home and notified Balan of the situation.

### Getting There...

The most direct way for a GameMaster to introduce this adventure is simply to wisk up the player characters and drop them off in the city of Emosvom on the edge of the Vohven Jungle.

This is particularly easy for new characters who aren't already established in some other location (see [Appendix One](#) for more on Svimohz characters). Of course, you can also do this with existing player characters, even those who are hundreds of miles away. Simply preface the adventure with a few words like *"Your long journey comes to an end as you finally take your first steps into the city of Emosvom..."* and you're all set. If you'd like to start in Emosvom, simply familiarize yourself with the introduction, then turn to *Chapter Two: New Recruits* and begin reading.

On the other hand, many [published HackMaster adventures](#) take place in the city-state of P'Bapar, and so it may be the case that the player characters are based in this region. However, since Emosvom lies roughly 1,500 miles south of P'Bapar over land and sea, getting there requires a lengthy bit of travel.

If explanation is required, the most likely eventuality was that the characters took on the roles of caravan guards, protecting a merchant shipment travelling by road to Daresido. From there, they found further work aboard a ship sailing all the way downriver to Baneta, a large port city on the Elos Bay. Once there, the lure of adventure (and ship captains always in need of crew) continues to draw them further south to Sobeteta, then over the waves to the Svimohzish Isle and, finally, overland to the city of Emosvom and the Vohven Jungle.



Realizing that the halfling seemed to be the only person with the ability to travel safely up and down the northern portion of the river unmolested, the leaders of the Jade Lion formed a plan. They would send the halfling back into the jungle at spear point, and lead a team of hired mercenaries to discover exactly what happened to the men and trading posts inside the Vohven.

And so enter the player characters.

## Player Introduction

The adventure begins in [Emosvom](#), where the characters are hired by the [Jade Lion Trading Company](#) with the hopes of investigating the company's interests in the [Vohven Jungle](#). The options are limitless as to how and why the characters can come into the employ of the trading company, though several ideas are presented here. The GameMaster should decide how and when the characters arrived in Emosvom and by what method they come into contact with [Izvor Yahul](#).

This adventure works equally well if the characters are natives to Svimohzia or northerners in town for some other purpose. The Jade Lion Trading Company employs hundreds of workers at various times during each calendar year and it isn't uncommon for them to hire men and women to search the jungle. Nothing about going to work for the trading company is out of the ordinary for the characters or the people of Emosvom.

- Characters could start the adventure having already come into the employ of the Jade Lion Trading Company or as members of [House Inawhil](#). In this case it is extremely easy to integrate the characters into the adventure as they already have a familiarity with their employer.

- The characters could be novice mercenaries seeking work. The trading company is in search of brave men and women to plumb the depths of the Vohven Jungle in search of Balan. Most locals wouldn't be too excited at the prospect of traveling deep into the jungle but brave, young (or extremely stupid and gullible) characters hoping to make a name for themselves may not be able to resist the opportunity.

- GameMasters wishing to incorporate the politics of the region could suggest some characters begin play as members of House Inawhil. Svizhor noble houses are

descended from the former Svizhor caste and comprise a group of warlords and dukes that vie for rulership of Zazahni.

House Inawhil is the true power behind the Jade Company Trading Company and they have many enemies including House Ewheshosvehz and House Ogohly.

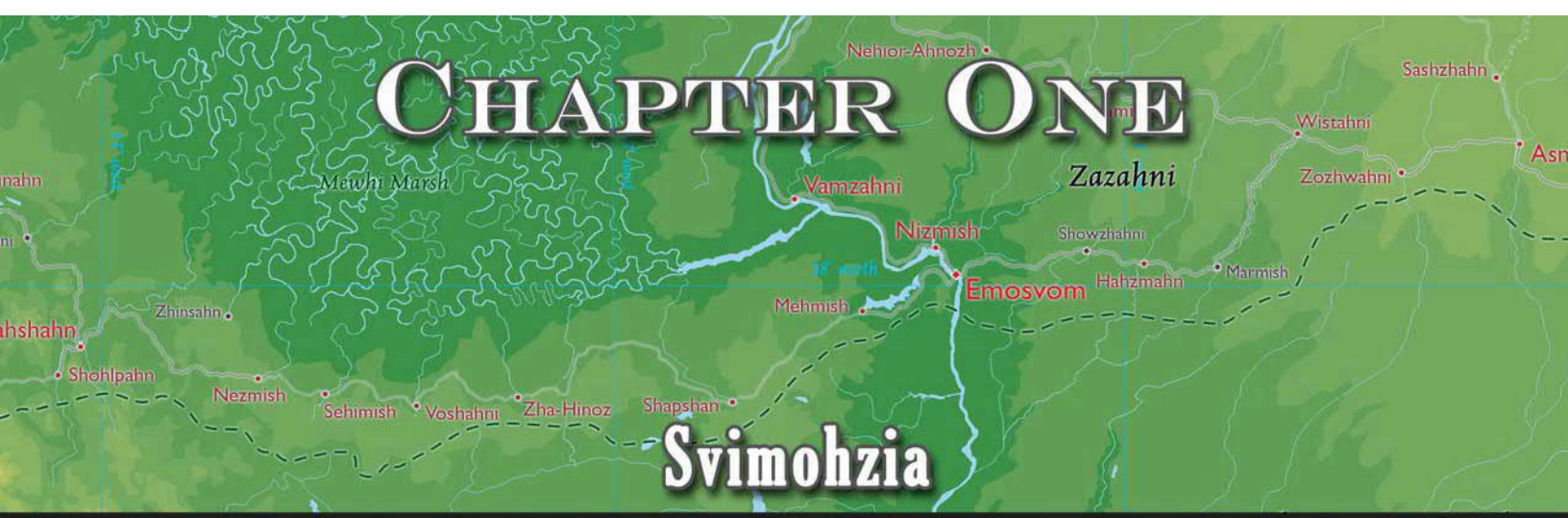
- Characters could also come to Emosvom seeking Balan for the things he did in the past. Balan could have wronged the character or his family and they could have heard rumors that he began working for the trade company several years back. Revenge is a powerful motivator.

- The characters could catch wind of opportunities being offered on a job posting board or through rumors while in town and be directed to Izvor and the Jade Lion Trading Company.

No matter what method is used to draw the characters in to the adventure they should be brought before Izvor Yahul at some point (see [Chapter Two: New Recruits](#)).



# CHAPTER ONE



This chapter provides a variety of information about the Svimohzish Isle, the Kingdom of Zazahni and its city of Emosvom, where the adventure begins. Details on the Jade Lion Trading Company are also included here.

## Ancient History

The clans of Svimohzia lived predominantly in small villages, each with an elder who acted as tribal leader. Eventually, however, a village allied with dwarven warriors (and their secret of iron) rose to power and conquered much of the Isle. The first king, Miznoh I, set up his court in the land of Meznamish, claiming rulership over a Meznamishii Empire. Aside from Meznamish itself, the Empire contained three duchies (Ahznomahn, Ozhvinmish and Zazahni) owing allegiance to the King.

After fifteen generations of relative peace, an army of hobgoblins swept out from the southwest, conquering all in their path. In response, then-current King Vhohmi III commanded his dwarven allies, as well as the dukes of Ozhvinmish, Zazahni and Ahznomahn to engage the hobgoblins. Zazahni responded quickly, as did half of the Ozhvinmishii troops (the other half became distracted by the beer and women at the undefended forts of northern Zazahni and began what they called “protective occupation”). Meanwhile, Ahznomahn responded by declaring its independence and seceding from the Kingdom. Although the hobgoblins were eventually pushed back to the southwest (where they remain today as the Kingdom of Ul-Karg), all was not at peace.

The surviving dwarves cut mining production in half and raised prices, and the Meznamish economy began to tumble. Distant Ahznomahn, with its new sea markets, became the new economic power of the island.

With Meznamish in tatters, Ozhvinmish declared itself independent and elected its own king. Zazahni remained loyal to Meznamish for four more years before also declaring independence.

Today, the kingdoms of Ahznomahn, Meznamish, Ozhvinmish and Zazahni still maintain their borders, while the dwarves keep much to themselves, deep within the mountains. However, the hobgoblin Kingdom of Ul-Karg rules much of the southwest, and two Brandobian colonies (Bronish and Vrandol) can be found on the Isle’s western edge.

## Zazahni

This central nation of the Svimohzish Isle is a feudal state with the land divided into various duchies and has been in the midst of a civil war for almost 70 years. Over two-dozen noble families still compete to place a new ruler on the throne. The lure of adventure attracts many characters to Zazahni, whether with dreams of kingship and an empire of their own, outrageous wealth earned from selling the hides and eggs of creatures in the adjacent Vohven Jungle or merely spreading blood and destruction in the great civil war.

**House Inawhil.** Ruling Emosvom, independent city-state and former center of government of early Zazahni, is Duke Inawhil. Inawhil relies on popular perceptions regarding his city’s value, that is to say it is worthless, for it allows him to rule uncontested and does not draw him into other disputes.

In truth, he is by far the wealthiest lord in all Zazahni, perhaps even in Ozhvinmish and Meznamish. However, he does not advertise his resources (much of it gained from selling exotic creatures culled from the Vohven) and watches the events unfold in the nation. Some speculate that Inawhil will



## Pronunciation Word Sampler

**Ahznomahn (ähz nO män):** A small confederacy on the island of Svimohzia.

**Emosvom (E mOs vOm):** Zazahni city located on the Izhoven River and bordering the Vohven.

**Izhoven River (iz hO ven):** Large river flowing south from the Imomena Hills through the Vohven.

**Izvor Yahul (iz vôr yä hool):** The PCs' main contact with the Jade Lion trading company.

**Mezh-Vowmi Isle (mez vO mE):** Island where the Ahznomahnii capital, Zha-nehzmish, resides.

**Meznamish (mez näm ish):** Kingdom whose borders reach from the Whizvomi Forest to the Menamo Hills.

**Ozhvinmish (Oz vin mish):** Kingdom and largest of the Svimohzish nations that runs along the entire Svimohzish coast from Meznamish to Ahznomahn.

**Svimohzia (svim Oz E uh):** The massive island dominating the southwestern portion of the continent of Tellene.

**Svizhor (sviz hôr):** Members of a caste descended from great warlords; it is from them that kings are crowned. Their descendants vie for control of Zazahni.

**Vohven Jungle (vO ven):** The massive jungle covering the southern portions of the isle.

**Zazahni (zuh zä nE):** Kingdom in central Svimohzia. Kingless and in a state of civil war.

**Zha-nehzmish (zä nez mish):** Capital of Ahznomahn.

**Zurena (zuh rE nu):** A member of Ahznomahn's parliamentary body.

### Pronunciation Guide

A - as in grape, flay, sail	oo - as in boot, crew, tune
a - as in cap, sat, carrot	ou - as in cow, shout, hour
ä - as in father, hot, heart	yoo - as in cure, curious
E - as in street, honey, even	U - as in use, few, cute
e - as in where, health, berry	u - as in mud, ton, blood
l as in ice, sky	u - as in word, her, sir
i - as in rich, mirror	uh - as in agent, collect, focus
O - as in go	'l - as in paddle, cattle
ô - as in corn	'n - as in sudden, sweeten
oi - as in boy, oil, royal	

emerge from the ashes of the other powerful lords to sweep all of Zazahni, but none know for sure.

Secretly, unlike the other (more than two dozen) warlords, Duke Inawhil has no interest in ruling Zazahni; he wants to hold what is presently his. He reduced his armies to present less of a threat to his neighbors, and does not resist when raiders loot his nearby fields for food. Interestingly, Inawhil is still the second most powerful lord.

Inawhil's life and comfort are more important to him than the state of the nation, the contentment of his people or the developments of the island. Although selfish, he is an efficient ruler. He supports the acquisition and sale of exotic monsters from the Vohven, keeps tariffs low to attract merchants and, when possible, forms alliances with Vohven Jungle natives.

Inawhil is a short man with bland and unspectacular features, who dresses in simple and comfortable clothing. Having such an innocuous bearing, he moves through his city with ease, never drawing attention to himself. Emosvom is home for this petty duke, his oft-ignored wife and one small child.

### Emosvom, Doorway to the Past

**Location:** 28°0'N, 11°15'W

**Population:** 7,800 Svimohz and 200 elves.

**At a Glance:** Instead of building bridges across the wide Izhoven, the people rely on barges and ferries. Boats in the sluggish river hardly require mooring, and travel across its brown waters is commonplace and uneventful.

The city reeks of garlic, and the pungent herb makes its way into nearly every item of food. The Emosvomi attribute to the garlic everything from strong nails and teeth to longevity to magical potency.

**Government:** Despite its trade value, few outsiders ever considered Emosvom important enough to care about. Even during the civil wars, it was hardly considered a place worth fighting over, and the local duke, Inawhil, never fully committed to anyone else. The result has been that Emosvom is virtually independent.

**Economy:** The Emosvomi collect rare woods, spices, and exotic animals for sale as pets from the Vohven Jungle. They grow barley, but their beer is delicious only to themselves; they cannot export it. They do send, however, barley upriver during years of bad har-

vest. While other cities report light crops sometimes from blight or fire, Emosvom rarely has a bad barley crop.

**Military:** Mizovohr Arhomven takes the soldierly vices to extremes. He is intoxicated when not on duty, gambles recklessly at cards and dice, spends too much time and silver in brothels, and never, ever backs down from a fight. This crude, earthy man leads the militia, drawing on his experience from fighting rogue beasts in the Vohven.

Arhomven's militia includes footmen (armor, shield and spear), cavalry (armor, shield and sword or pole arm), and a growing number of men in heavier armor trained to fight in close quarters (usually scalemail, with large shield, and sword or axe). Arhomven constantly nags Duke Inawhil for stronger armor, more horses and better weapons.

**Temples:** While the Home Foundation, the Assembly of the Four Corners, Raconteur and the Church of Everlasting Hope are popular, the most revered faith in the city is the Conventicle of the Great Tree (located in a thick grove of trees a few miles east of the city). Temples tend to be empty except on the holiest of days. The people of Emosvom are faithful, pay their tithes and follow their faith's decrees, but they rarely attend services.

**Mages & Sages:** Miznamvho the Elder visits the city often enough that he owns a cozy home just outside the city wall. He brings back stories of the explorers who set out for fame and fortune in the Vohven Jungle. Since Miznamvho's stories frequently include the final fate of the explorers, some people wonder if he stands and watches them die without rendering aid. Miznamvho claims that helping the strangers in his forest is not his mission, and he brings back news for friends and family out of kindness. Miznamvho's main reason for visiting town is to sell the dangerous herbs that he harvests, strong herbs used in both medicines and poisons. He trades them for supplies such as clothing and tools.

**Underworld:** Exotic and dangerous monsters from the Vohven make expensive pets for the wealthy and powerful. The lure of wealth attracts many mercenaries to Emosvom to attempt to procure monstrous beasts, eggs and other objects that fetch outrageous prices among nobility in Zha-nehzmish, Zenshahn, Svowmahni or foreign ports.

**Interesting Sites:** The city includes a large and secure prison dedicated to holding dangerous rebels or insurgents. In addition to housing some criminals held for civil crimes, nobles and common military leaders, informants and spies languish in the dark prison. The Emosvomi people dislike the burden the prison places on them because feeding the additional mouths reduces even their substantial food supplies.

**Special Notes:** The city is known as the Doorway to the Past because treasure hunters and merchant companies stage expeditions from there into the massive and unknown Vohven Jungle. These parties typically stock up on food, tents, rope and other supplies and then travel by boat along the Izhoven River. Natives serve as guides up to a point known as Three Kings Bank. This shore of the river has a small forest of totem poles mounted in the sand and supposedly marks the borders of a tribe of very xenophobic elves.

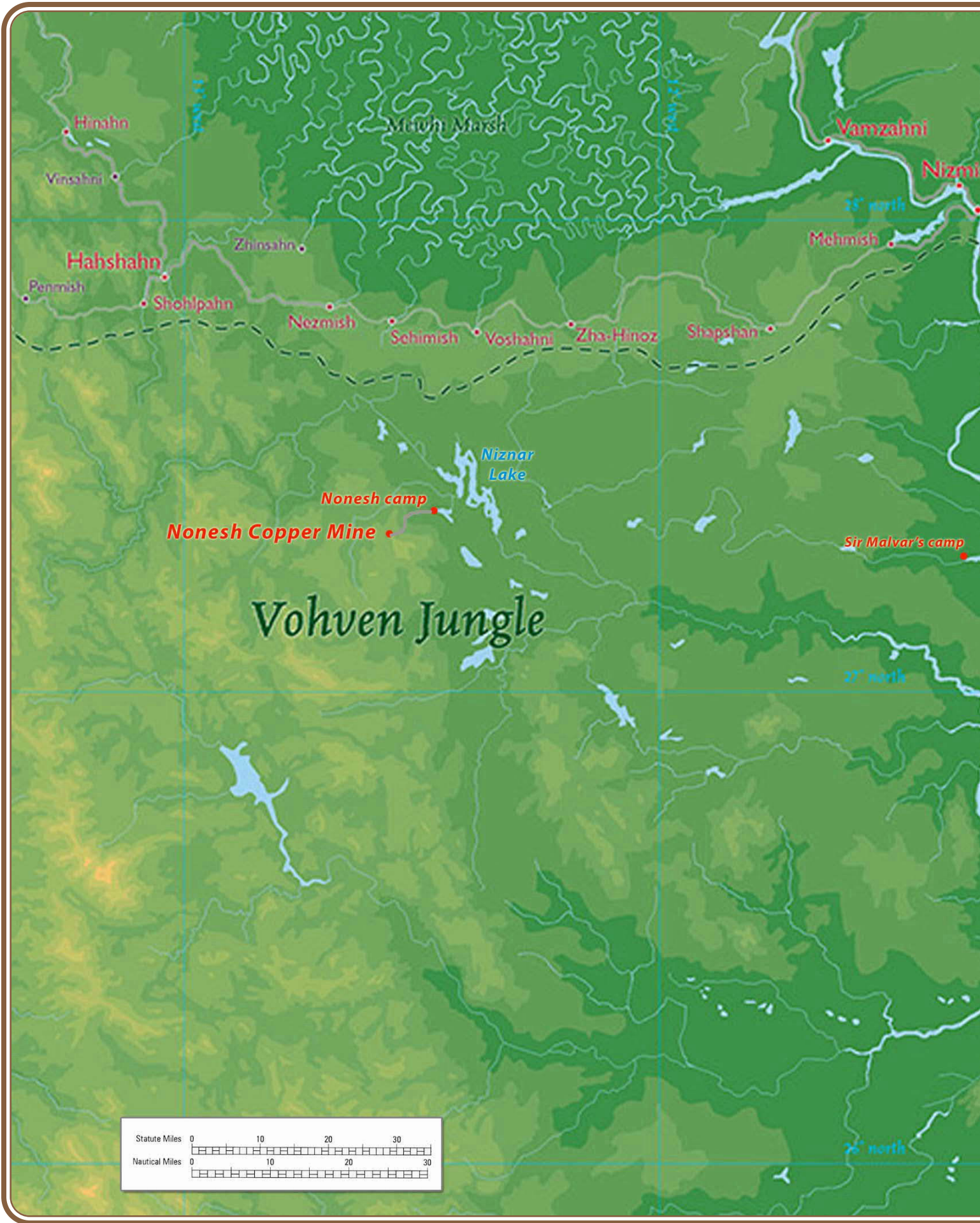
Crocodiles, lions, zombies, ghouls, trolls and giant toads are but a few of the dangers that guides and scouts report on the edge of the Vohven Jungle, the river or deep therein.

**Residences:** During the course of their stay in Daresido, the characters may find themselves searching for rooms. Thus, the following is a short guide to the most prominent Riverfront District inn, the Hanging Vine.

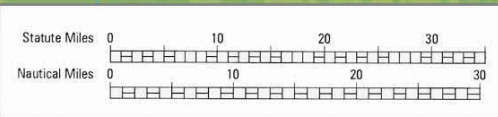
The Hanging Vine Inn is a two-story building and one of the most prominent of its kind within the Riverfront District. The inn can accommodate about forty people on any given night, while the tavern can serve a similar number during the day and evening (though food will not be served at night, people are served drinks while others flop on the benches). The tavern is on the ground floor and consists of a kitchen, storeroom, and common room with a side room with a two-seater that leads to the sewers; a large wooden bathtub also sits in the side room.

The second floor has four rooms for the inn, two servants' rooms (one for men and one for women), a sitting room (with a table for playing cards) and a storeroom. There is a cellar for vegetables and beverages, accessible only through the tavern storeroom. There is a set of double doors to the tavern on the south wall, a set of double doors to the storeroom on the east wall and a door to the kitchen on the north wall. Torches light the common room and hallways at night but are





# Vohven Jungle







Click on location name to go to description

not allowed in the inn rooms due to the hazards of fire.

*Regulars:* The Hanging Vine is a popular tavern and inn for merchants and mercenaries. Local merchants also stop in to see if they can make any new contacts or deals. Zhan Ardarozh (Svimohz male) is often found at the bar; he buys drinks for promising newcomers. There is a 50% chance that Vamgohl Shen, (Svimohz male) will be in any one evening; he is always interested in goods from the Vohven.

*Tavern Quality:* Good. Specials include good local beer and grilled fish at a cost of 3 cp.

*Inn quality:* Average. Common room flop space 1 cp, semi-private room (share with up to 5 others) costs 5 cp each, and a private room runs 5 sp. There are six rooms that can hold six people each, and 20 can flop in the tavern (on a bench for early arrivals, or the floor for late ones).

*Staff:* The owner/proprietor is Hilzhan Noh, a 41 year old widower assisted by his son Movazh (21). He has two serving wenches (his nieces), Ehno (17) and Nomi (20); Ehno is “available for companionship,” for a price (minimum 2 sp per visit); her sister is chaste, and disapproves of her activities. The sisters serve as maids each morn. Hilzhan frowns on ladies soliciting save for a few regulars: Lasha, Savazha and Sharresh come in most evenings.

*Strongbox:* The strongbox is hidden under a floorboard in Hilzhan’s room, under a thick carpet.

### **The Jade Lion Trading Company**

The Jade Lion Trading Company operates out of Emosvom and is a subsidiary corporation under the direction of House Inawhil. While the other ruling houses of Zazahni focus their attention on military strength and power through physical force, House Inawhil prefers to build a vast war chest of riches through trade and economic might.

The Jade Lion was the first attempt by House Inawhil to conceal vast quantities of wealth coming into and leaving the noble house. Originally, the trading company was merely a method to disguise the activities of Inawhil in order to prevent sabotage or other actions from rival warlords. However, the trading company experienced such success that they soon branched into a full fledge corporation that nearly rivals the Golden Alliance in Zazahni.

Even though the trading company is under the direction of House Inawhil, it still operates as an independ-

ent organization with its own goals and agendas. Most employees have no clue that a noble house runs the organization – and leaders of both House Inawhil and the Jade Lion prefer to keep it that way.

The Jade Lion specializes in buying, growing, acquiring and selling local trade goods to the residents of Zazahni while simultaneously importing trade goods from far off regions for a substantial markup. Local commodities include sheep, cattle, spices, barley and rice, but many of these products are kept within for local consumption and use.

Where the Jade Lion differs from many merchants is its willingness to venture into the Vohven and extract precious metals, stones, exotic hardwoods and rare and dangerous creatures. These items are highly sought, not only within Zazahni, but also throughout the known world. Exotic creatures fetch high prices, especially in the north, and on occasion the Jade Lion will seek out specific creatures at the buyer’s request. Lowland gorillas are popular, particularly young ones, for their trainability as pack apes.

The trading company does its best to remove itself from the interests of House Inawhil in order to maintain the appearance of a separate entity. This holds true from the lowest lackey to the highest member of the organization, a man named Suvar Vezdor. Suvar runs the trading company with an iron fist. Suvar oversees the books and ledgers and only he reports to House Inawhil. Financial information about the trading company is a closely guarded secret.

Working below Suvar is Izvor and then the ‘kaga.’ These men are responsible for overseeing the day-to-day operations of the trading company. Duties include purchasing or acquiring assets for the company to trade, organizing expeditions into the jungle, securing cargo and shipments, hiring guards and workers and establishing contracts with farmers, merchants and tradesmen. The kaga, along with Izvor and Suvar, hold all the power in the company.

Below these leaders are the laborers, guards, scouts, explorers and workmen that perform the day-to-day operations of the company. Their duties include loading cargo, working the warehouse, guarding caravans and shipments, scouting the jungle for new finds and performing manual labor.

Turnover is high among the workers, especially those that venture into the jungle. Workers receive bonuses



for rare and large finds and sometimes even for surviving multiple excursions into the Vohven. Entering the Vohven is volunteer duty, which keeps morale relatively high while providing some additional incentive for the high risk involved.

The number of people in the trading company's employ fluctuates on a regular basis. When large deposits of metal or other precious resources are discovered, the trading company has been known to hire hundreds of men to extract these finds. Those that live through the expeditions are rewarded and anyone that performs admirably may be hired on full time.

At the very least, these people are told to expect more work in the future. Thus, over time, the trading company has managed to achieve a stable of brave men and women who possess the ability to push deep into the Vohven Jungle in search of the precious resources the company covets.

The Jade Lion's secondary purpose is to establish secure trading locations, such as villages and base camps, while carving out trading routes through the dense jungle. These locations serve as a home base for expeditions to re-supply and recuperate between forays. In addition, goods harvested from the jungle can be stored at these places until such time that they can be transported to Emosvom.

Lately, the trading company has lost contact with several of the "colonies" (as they are called) and attempts to establish a line of communication have ended in failure. So far these issues have been kept quiet but Suvar has begun to worry that something has gone terribly wrong.

## **The Vohven Jungle**

The Vohven remains a mysterious threat, even today. After many ill-conceived plans to exploit the jungle for its resources, to conquer it as any other land, it and its inhabitants have always emerged the victor, repulsing colonization. For a century, the jungle stood quietly, with the occasional trader emerging from its depths to trade wondrous relics and artifacts uncovered from vine-choked cities in the jungle's depths. No longer did the terrible lizards emerge to destroy civilization. The serpent men and their legions became a distant nightmare, forgotten by the warring kingdoms.

However, that quiet is no more. The northern Vohven natives, particularly the elves, enjoyed peace with their Zazahni and Ahznomahnii neighbors, trading exotic woods and herbs for finished products of civilization. Then, greedy slavers turned to this tree-shrouded land. With each raid, villages fell to sword and fire. The slavers rounded up the survivors and marched them the long distance to Ahznomahnii ports, where elven slaves carried high prices. Peace gave way to anger as the tribes worked together to destroy their human neighbors, and the resentment and hatred spread throughout the jungle as far west as the Zhano-mewhi Bay.

### **New Proficiencies**

**Skinning/Tanning (2 BP):** This proficiency involves removing the skin from a creature with a minimum amount of damage. The character must have a sharp knife and the dead creature in order to perform this act.

A character can also tan hides with this proficiency, provided that he has appropriate tools (e.g., knives, mallets, vats, etc.), the various noxious tanning materials and solutions required (e.g., animal brains, lime, cedar, alum, dung, urine and water) and enough time. It often takes hours or days just for the cleaning and soaking alone.

**Taxidermy (4 BP):** A character with this proficiency knows how to stuff and mount dead creatures in a realistic display (usually as hunting trophies). The taxidermist can perform this work on all types of vertebrate amphibians, birds, mammals, reptiles as well as monsters that generally fit into one or more of these categories. Average completion time depends on the size. (As a rough guide, small creatures take about 3 weeks to prepare while something as large as a grizzly bear may take a month and a half.)

*Prerequisites:* The character must have the Skinning/Tanning proficiency, at least Novice mastery in the Carpentry skill and at least Advanced mastery in Leatherworking.



### Chapter Two Synopsis

Experience Yield: up to 1500 EP (though random encounters may add to this total)

Treasure Yield: ~267 sp

The GameMaster should run this scenario (or some version of it) for the players regardless of the method used to introduce the characters to this adventure. Several important plot points appear in this initial introduction, including the PCs' main contact in the Jade Lion Trading Company, a man named Izvor Yahul.

Izvor is an important NPC as he is the one who sends the characters into the jungle after Balan Pateris. In addition, the characters gain much information from Izvor and, once they prove they can be successful, his trust. This allows them access to later opportunities. Making Izvor happy certainly makes life easier for the characters.

At the onset, Izvor tests the characters and is vague about details of the trading company's plans outside of the initial scenario. He needs to trust the characters before he can send them after Balan. In order to gauge their abilities, he needs to see that they can survive an excursion into the jungle while protecting the Jade Lion's interests.

Izvor makes sure the first meeting occurs at his offices. Even if he first approaches the characters in the streets, he only does so to schedule a meeting elsewhere. More likely, Izvor sends a representative to bring the characters to him. This is entirely by design. Izvor likes to make certain everyone knows he is in charge, even in situations where he is not. This complex makes him an unlikable person on most levels and, unfortunately, this attitude carries over into every facet of his life. Yet, Izvor is an important NPC and serves as an essential contact for the characters.

When the time comes for the characters to meet Izvor they should be instructed to find him at the Jade Lion headquarters in Emosvom, located in a large warehouse near the Izhoven River. Izvor emphasizes clearing his schedule to accommodate the characters, even going so far as to make them wait for a half hour prior to the actual meeting. Once Izvor deems the time appropriate, he graces the characters with his presence and informs them why he summoned them to his office.

If the characters sought him out, Izvor is curious but standoffish until he knows what they want. When the characters indicate they are inquiring about employment opportunities, his demeanor softens somewhat.

After introductions are made and the purpose of the characters' visit or summons has been established, read the following to the players.

Izvor Yahul stares at you from across the desk in his office. He steeple his fingers together, flexing them in thought before addressing you. Sweat beads on his dark forehead and his deep brown eyes seem to penetrate your souls as he gazes from one person to the next. Finally he speaks.

*"You have been indeed lucky to be brought before me today. I alone have the power to begin or end your career and reputation within this company. You would be wise to remember this."*

Izvor allows you a moment to digest his words before he continues.

If the characters do not interrupt, continue.



If the characters still do not interrupt, continue.

*“Our company has many interests in this area. One of our main sources of revenue comes from exploring and plundering places that others fear, in search of valuable resources to bring to market. This includes the Vohven, of course. Over the years we managed to establish several trading posts and secure settlements within the jungle. We take great pride in this accomplishment.”*

Again Izvor pauses a moment letting the weight of these deeds sink in.

*“Yet these great achievements were not without danger. The Vohven holds many secrets and perils for the unwary. Those men courageous enough to call the jungle home must be brave, alert and ready at all times. So it is with sadness I tell you that some of our established settlements have experienced more than their fair share of trouble. The specifics of these incidents are not of any importance at this moment. I tell you this only because it is relevant. Before we can discuss why and how this situation came to be I must know that you are people on which we can rely.”*

Izvor reaches into his robes and removes a gold medallion. Formed into the shape of a lion's head the small pendant sparkles and gleams. Set into the lion's eye is a beautiful piece of jade.

*“This necklace is a symbol of respect and power. Remember it, for these items are rare and only a small number of them exist.”*

Izvor replaces the necklace beneath his robes and continues.

*“South, some two days walk into the Vohven lies the remains of one of our trading posts. Three months ago this settlement was burned to the ground by a band of wild savages. During the attack most of the residents fled, hoping to escape the carnage. Afterward, the survivors returned and scoured the village for signs of life – there were none. Before they returned to Emosvom, they buried the dead. Among the bodies buried was the leader of the village, a man in our employ called Nomaz. Only months later did we come to learn that Nomaz was interred while still wearing a medallion identical to mine.”*

Izvor again pauses and rubs his chin in thought for a moment.

*“Our company has need of stalwart mercenaries to venture into the Vohven, to the ruins of Zarzha, and to recover the medallion from the grave of Nomaz.”*

*Despite the simplicity of this task, it is vital that it be completed. Success in this endeavor will show us that you possess hearts of lions and the strength of will to enter the jungle and accomplish the task at hand.*

*Once completed, we can discuss other matters of a more serious nature that require our attention.”*

Izvor finally finishes speaking and waits patiently for your answer.





► Izvor knows more about the matter at hand than he leads the characters to believe. Those that wish to pry more information from him may attempt to do so by making an opposed Diplomacy skill check against Izvor's Resist Persuasion mastery (39%). Izvor resists telling the character's too much, not as a way to harm them, but in order to see how thorough they are. Those that accept the job without asking any questions are viewed in a less favorable light than those that pry for more information. Besting Izvor in an opposed check allows the characters to extract any of the information below (assuming they ask about each item).

### **What Izvor Can Tell**

- Zarzha was one of the first trading posts established in the Vohven by the Jade Lion Trading Company. For several years the people there lived peacefully with few problems.
- Zarzha had a permanent population of 41 people but dozens of migrant workers came and went on a regular basis depending on the demands of the current jobs in the area. As such the village had a large transient population.
- The settlement was burned out by a marauding band of wild jungle natives. These overly-aggressive and warlike tribes are common in the Vohven. The trading company is under the assumption the natives have left the area and currently pose no danger to the characters. Historically, the area where Zarzha is located has been relatively safe but no one has traveled to the ruins in several weeks, so he doesn't know who or what lives in the area at this time.
- Izvor tells the characters that time is of the essence. While he won't elaborate on why it is so important, he makes it clear they should complete the task as quickly as possible. (Though there is no immediacy to the specific task at hand, there is some haste required in regards to Balan. The faster the characters complete this first task, the faster they can begin to investigate the mage.)
- Once the medallion is recovered and returned, Izvor awards the group 200 silver pieces. Additional support in terms of food or minor supplies can be arranged, but requests for weapons, armor or other expensive items cannot be fulfilled. Izvor also makes it clear that the real reward comes from the future work the trading

company can offer the characters. They can also keep any additional wealth they recover on their journey.

### **What Izvor Keeps Secret**

At this time, Izvor discloses no information about Balan, Kavalt or what is transpiring further down river. Furthermore, Izvor omits several details about why he wants the characters to travel to Zarzha for him.

The first reason is to gather information for the trading company. After months of organization, the decision has finally been made to send a band of men back into the jungle to re-inhabit the ruins of Zarzha. Yet there is a small fear the natives, or someone worse, remains in the area. The information the characters bring back about the area determines when, and if, the re-settlement takes place.

Secondary to scouting out the area is Izvor's desire to learn how well the characters handle a foray into the jungle. He wants to be able to trust them with the sensitive knowledge of Balan and the trading company's troubles. Success in this first task goes a long way toward establishing that trust.

With the preliminary information out of the way, Izvor instructs the characters that a guide will lead them to the trail at the edge of the Vohven. This trail leads to the ruins of Zarzha. Once arrangements are made Izvor excuses himself and leaves the characters to their own devices.

### **Izvor Yahul**

At a young age Izvor Yahul showed a penchant for leadership and commanding others. When the Jade Lion Trading Company was founded, Izvor quickly signed on and worked his way up into his current position. Izvor is a brutal, callous man who cares little for the petty trials and tribulations most people face on a daily basis. On a good day he believes himself to be far more important than everyone else. When dealing with lesser beings, as he thinks of most people, Izvor can be cruel and arrogant. He speaks condescendingly to almost everyone – with the exception of Suvar, whom he believes gained his a position of leadership through luck over skill.

Izvor accepts no excuses for failure and may dismiss employees over the smallest offense. His duties include hiring guards for caravans and shipments, organizing expeditions and coordinating the extraction of precious

metals, hardwoods and exotic animals. He deals with many movers and shakers throughout the region and serves as a point of contact for those wishing to hire the trading company for a specific purpose. This increased contact with government officials, wealthy merchants, powerful warlords and other meaningful people furthers Izvor's already high opinion of himself.

Izvor is a tall man with skin the color of dark chocolate. He favors robes of silk in bright, bold colors though on particularly hot days he prefers neutral colored linen. He keeps his head and face clean shaven and has a bad habit of rubbing his chin or pressing his fingers together while in thought or conversation. Izvor typically wears sandals and several pieces of expensive jewelry on his fingers and around his neck.

**Izvor Yahul:** LN Svimohz human merchant, HP 23, Init +2, Def +1, DR 0, ToP 6/5; administration 54, appraisal: precious metals & stones 65, diplomacy 76, language (Svimohzish 87, Merchant's Tongue 65, Kalamaran 54), mathematics 57, resist persuasion 39

## Into the Darkness

When the characters are ready to leave, they meet up with their guide, Svowna, who leads them south of town toward the edge of the Vohven. During their short journey, Svowna does not engage the characters in conversation.

Once the characters reach the jungle read or paraphrase the following:

A short distance from Emosvom rests the dark line of trees that heralds the edge of the Vohven. There you discover a thin trail that cuts through the undergrowth and disappears into the shadowy jungle. Without words your guide lifts his spear and points at the trail indicating that is the direction you should go.

Although Zarzha is only 15 miles away as the crow flies, it requires a day and a half of walking to reach the ruins of the settlement. The path twists and turns through the jungle and the undergrowth has grown over the path in many places forcing the characters to hack and slash a path through the vegetation in order to stay on the trail. The likelihood of anyone becoming lost is minimal as long as no one ventures too far off the path.

**Svowna:** N Svimohz human fighter 2; HP 31; Init +2; Spd 8; Rch 2'; Atk +1; Dmg 2d6p+1 (machete); Def +1; DR 0; ToP 11/7

Notable Skills: Language (Svimohzish 74, Vohvish 32, Kalamaran 27), Observation 36, Rope Use 32, Survival 47, Tracking 40, Swimming 39

*Svowna is an experienced guide familiar with the jungle south of Emosvom. He travels light wearing no armor. At no time will he join in combat save to defend himself and will actively avoid being put into a position requiring the latter. His manner is generally taciturn (especially if forced to rely upon his broken Kalamaran) speaking only as required to lead the group to their destination.*

**Motivation:** Svowna's interest is in successfully guiding the party to their destination so as to be paid by Izvor and be chosen for other such jobs. He does not want the mercenaries complaining about him to his employer so will be cooperative if asked for reasonable assistance. He won't volunteer the extent of his skills.

Traveling in the Vohven is a dangerous task not without risk. When the player characters are passing through the jungle toward the Zarzha encampment, check for random encounters three times a day, once in the morning, once during the day and once at night.

## Random Wilderness Encounters

Random encounters occur on a roll of a "1" on a d10. If a random encounter is rolled consult the entries below to determine what the characters encounter (roll another d10).

### 01-03) Monkeys

On this result, the characters notice two or more monkeys following them from a distance. The monkeys will approach having learned that humans are often in the habit of offering them food. Precluding any sudden moves on the part of the explorers (which will startle the monkeys and send them running), they walk right up with their little hands outstretched chattering all the while.

If permitted to approach, they will gladly accept offerings of food. Once within close proximity though, they will grab at any small shiny object or small pouch a character has in plain sight attempting to steal it.

► This pilfering attempt is considered a Pick Pockets skill check. Each monkey has a skill mastery of 30. Success is determined by an opposed skill check with the victim's Observation skill mastery. The grab should be considered difficult (+0%) though a character voicing suspicions prior to the attempted theft

may increase this to very difficult (-10% to monkey's skill check). If successful, a monkey grabs the item and quickly flees into the underbrush.

---

**2-8 Rhesus Monkeys (4 EP each):** 3 HP each, Init 0, Spd 6, Rch 1', Atk +1, Dmg 0, Def +2, DR 0, ToP 2, Size T, Move 10 ft./sec.

---

## 04) Giant Wasps

Several giant wasps have established a nest close to the trail. Every aggressive, they view the characters as a threat and attack!

---

**5 Giant Wasps (20 EP each):** 10 HP each, Init 0, Spd 10, Rch 2', Atk +4, Dmg d4p (poison VF 9), Def +4, DR 1, ToP n/a, Size T, Move 15 ft./sec.

---

## 05) Gibbon Noises

The characters hear several high-pitched screams and a sudden rustling in the jungle trees. This is nothing more than a few gibbons fleeing in terror at the sight of a perceived threat (the characters).

A high-pitched cry rises from the jungle underbrush followed by the thrashing of several bushes and trees. The noise and the rustling stop abruptly after only a moment.

## 06) Natives

A group of jungle natives cross the characters' path some distance ahead (or behind) on the trail. These natives are not aggressive unless attacked. There are 10 natives in total (six men and four women). Each is armed with a spear and shield and they wear only loincloths.

If spoken to (Svowna the guide can offer a limited translation), they can provide the characters with the location of Zarzha but offer no other aid.

▶ The language group of most native tribes of the Vohven is Dejy not Svimoish. Centuries of isolation have resulted in this tongue becoming a distinct spoken language unintelligible to continental speakers of Dejy. Numerous dialects of this Vohvish language exist throughout the jungle.

---

**10 Natives (30 EP each):** N human men-at-arms, HP 28 each, Init +2, Spd 12 (8), Rch 10', Atk +1, Dmg 2d6p+1, Def +1 (+7 with shield), DR 0, ToP 9/ 7

*Notable Skills:* language (Vohvish 75), survival 65; *Profs:* dagger, spear, shield

*Equipment:* bamboo shield and spear

---

## 07) Boa Constrictor

A large boa constrictor drops down from the branches above into the midst of the party hoping for an easy meal. It attacks small creatures first.

---

**Snake, Boa Constrictor (100 EP):** HP 28, Init 3 (first attack with d3 Initiative die), Spd 10, Rch 2', Atk +4, Dmg 2d4p+3 (constriction), Def -4, DR 1, ToP 12/ 4, Size M, Move 5 feet/sec

---

## 08) Rotting Corpse

The party stumbles upon a rotting corpse covered with flies, lying in the underbrush roughly 10 feet off the trail. The corpse belongs to a tribal scout that was attacked, killed and partially eaten by a jungle predator.

Anyone brave enough to inspect the rotting and half eaten body finds that he wears a crude loincloth and carries a bamboo spear (as a normal spear, but useless after one battle).

He also wears an agate bracelet worth 5 cp.

## 09) Striges

Three bloodsucking striges swoop out of the trees to attack the party. With an attack, a strix latches on and deals d4p points of damage per 10 seconds attached. A knock-back or Feat of Strength (*vs. d20p+12*) removes it.

---

**3 Strix (67 EP each):** HP 18, Init -1, Spd 10, Rch 2', Atk +7, Dmg d4p, Def +1, DR 0, ToP 8/ 5, Size T, Move 1 ft./sec., 20 ft./sec. (fly)

---

## 10) Campsite

A small circles of stones surrounds a pile of ash suggesting that someone camped off the trail here the night before.

If the PCs spend too long investigating the area, perhaps hunting for clues or treasure, a band of primitive lizard men also stumble upon the campsite.

---

**5 Primitive Lizard Men (45 EP each):** HP 30 each, Init 0, Spd 10 (6) (spear) or 7 (scimitar), Rch 10' (spear) or 3' (scimitar), Atk +3, Dmg 2d6+2 (spear) or 2d8+2 (scimitar), Def 0 (spear) or +6 (scimitar and medium shield), DR 2, ToP 12/6, Size M, Move 10 ft./sec or 10ft./sec. (swim)

*Equipment:* 2 wield spears, 3 wield scimitars and medium shields.

---



## Location A: First Camp

**Encounter:** Hava Mizani the **Haunt** (275 EPs if slain)

**Potential Yield:** none

**Potential Story Award:**

- Avoiding Possession by Haunt (100 EPs)
- Parleying with Haunt (150 EPs)
- Volunteering to serve as Haunt's mortal host and successfully facilitating her final mission (200 EPs)

After the first day of travel the characters discover a camp often used by the migrant workers heading to Zarzha. Located near a small rivulet of water the open clearing is a perfect location to camp overnight. When travel to Zarzha was a more common occurrence, guards waited here with stacks of firewood and caches of food and water for weary travelers.

As darkness begins to creep into the jungle, you stumble upon a well-worn clearing.

A stack of old firewood lies near the small trickle of water that could be called a creek only generously. The wood appears to be rotting and covered in moss and vegetation. A blackened area surrounded by a ring of stones near the center of the space indicates where countless campfires have blazed. Above, vines and low-hanging branches create a canopy to shelter travelers from the elements.

No doubt this place once served as a base camp for migrant workers and travelers on their journey to Zarzha.

Characters should be able to safely establish a camp and gather wood for a fire from the fringes of the clearing. While the camp appears relatively safe, there is a hidden danger here.

*Note: This encounter only occurs the first time the characters arrive at the campsite and no other encounters occur that night. Subsequent layovers at this area should be fairly safe, though the GM should continue to roll for random encounters throughout the night.*

During the destruction of Zarzha, several groups of native warriors moved through the area wrecking havoc. Caught in this onslaught was a band of merchants, who met their demise at this campsite.

Included among the dead was Hava Mizani, a young woman carrying her sister's newborn child. Hava was returning to Zarzha to bring the child to its father after the death of the mother in Emosvom. Her hope was that the father would take the child and raise it. Unfortunately, both Hava and the child perished on the journey and the father was killed in the raid. The few survivors that stumbled upon the carnage at the campsite buried the dead bodies that remained, including those of Hava and the nameless infant. If only that was the end of the matter.

Hava's desire to give the child a good life was so great that upon her death she refused to let go of her grip on the material world. In so doing, she became a Haunt. Since that time she has lingered at the campsite waiting for someone to possess in the hope that they can complete her unfulfilled mission.

Hava waits as the characters make camp and tries to determine whom to possess. She employs her *Mind Reading* powers seeking out an individual sympathetic to her moral view (i.e. one with a neutral good alignment) but if no one in the party matches that description she targets the character with the least baneful ethical dogma (i.e. other good alignments then neutral).

When that person takes watch (or becomes isolated in some manner), she makes her move. In the instance that the person of her choice does not take watch, Hava attempts to possess the character as the group breaks camp in the morning.

As a haunt, Hava is formidable enough to attack the party but she resists taking that course of action unless the characters force her into combat. Players that prefer to approach this encounter with force have their hands full. If Hava fails at her attempts to possess a character, she lets them leave in hopes that the next group to pass through will offer her a better opportunity.

Hava is still capable of communication (albeit in an eerie whispering voice) and will immediately cease attacking if any attempt is made to parley with her. She will plead her case and request a volunteer to step forward and allow himself to be possessed so that she might perform her last mortal task. *If acquiesced, she poses the volunteer and proceeds to Zarzha but at a pace that will allow the players to easily follow. Her ghostly aura also ensures that no random encounters occur during the passage.*

Once Hava has a character in her possession, she moves to the edge of the clearing and begins digging up the corpse of the nameless child. Hava uses whatever tools or weapons the character has on hand (if none are available she digs with bare hands). Two feet below the surface is the small skeleton of the infant. With great care she wraps the corpse up in whatever material she can find (such as a cloak, blanket or robe) and proceeds on foot as quickly as possible toward Zarzha, which lies nearly five miles away.

Hava hurries down the trail with no regard for rest, food or any other distractions unless attacked. During the trip Hava does her best to protect the body she inhabits. Anyone attempting to stop the character forces the Haunt to defend her new host, with extreme force if need be. Hava's unnatural aura keeps most animals away, so ignore random encounters for the possessed character. Other characters suffer random encounters as normal.

Upon reaching Zarzha, Hava directs the host to the ruined building where the father lived and deposits the corpse on the ground. Upon completion of this task she leaves the host and goes to her final rest.

After she leaves the host, the character retains vague, blurred memories of Hava and the child (just enough to know who she was and why she felt it was important to complete her mission). The character in question is famished after the incident and immediately requires food and rest.

---

**Hava the Haunt (275 EP):** HP 32, Init -1, Spd 10, Rch 2', Atk +5, Dmg d3p and WIS save vs d20p+10 or become possessed, Def +7 (only damaged by blessed silvered weapons), DR 5, ToP n/a, Size M, Move 15 ft./sec.

---

## Location B: Zarzha Ruins

**Encounter:** 30 Rhesus Monkeys (120 EPs), 6 Giant Centipedes (84 EPs)

### Story Awards:

☐ Tracking the monkeys to Mavovo (50 EPs)

Zarzha was one of the first trading and base camps established by the Jade Lion long before Balan arrived in their employ. The small village served as a secure base camp for the hunters and scouts that prowled the northern Vohven in search of precious metals, exotic woods and rare animals. Zarzha was long considered the model for all other jungle camps. It was the success of Zarzha that encouraged the trading company to

push deeper into the jungle. Before the settlement was destroyed, it mostly consisted of various wood and bamboo dwellings with thatched roofs. Building materials were harvested from the forest and thus readily available. Later, more permanent buildings made use of local stone for foundations and the occasional accent pieces. Rumor has it that Balan once visited Zarzha and remained here for several months, studying how the small society worked so he had an idea how best to establish the trading locations he later had a hand in founding.

Recently, however, the settlement was attacked and razed by an aggressive band of jungle natives. Since that time no one has called the ruins home but several small groups of monkeys. Now all that remains of Zarzha are twenty-two blackened areas of turf and burnt wood, and the remains of several small stone foundations for the larger buildings.

Read the following to the characters when they first arrive at the ruins.

As the sun drifts lower in the sky you finally arrive at what must have once been the Zarzha base camp. A large circular clearing stands before you, maybe half a mile in diameter. Only blackened patches of ground and burnt timbers remain to indicate where some of the buildings and huts once stood.

In the center of the clearing is a small hill, and sitting on top like a broken crown are four waist-high walls comprised of stone, capped with a haphazard pile of burnt timbers and ash.

On the far side of the clearing you spy a gathering of low earthen mounds, no doubt indicating the place where the dead were buried.

A cursory investigation of the area only takes a few minutes and reveals little.

▶ A character possessed by Hava quickly moves to one of the blackened areas and gently deposits the remains of the infant there. Having successfully completed her final mission, the Haunt is freed from her indentureship and departs for the afterlife. The possessed character will regain consciousness unaware of what has transpired.

The most obvious course of action for the characters is to begin searching the graves to discover the medallion.

▶ Any character making a search of the area is permitted an Observation skill check (Easy). Success indicates that he notices several groups of monkeys loitering in the area and watching the characters go about their business. Specifically searching the burned ruins will (with a successful Average check) uncover a shovel with a broken handle – still useable if somewhat awkward.

Any attempts made to approach them or capture the skittish creatures scare them off. The monkeys are mostly harmless but if the characters finally start digging up the gravesites (or doing anything else that distracts their attention) the monkeys approach.

The monkeys will preferably steal unattended items such as bags and miscellaneous gear lying on the ground.

▶ It's worth asking your players if they intend to undertake this grisly excavation work fully laden with backpacks, sacks, armor and shields. Although this is a ploy to separate them from their gear in order to facilitate the actions of the monkeys, performing manual labor in full kit does risk heat exhaustion unless the precaution of drinking a quart or two of water is taken. Failing this, have the player(s) make a Constitution check. If unsuccessful, that character suffers a -1 penalty to Attack, Defense and Damage until he drinks at least two quarts of water and rests for an hour.

If denied easy pickings, they will approach multiple characters with their arms outstretched seemingly begging for food. If permitted to get close, they attempt to snatch an object, preferably something shiny. The monkeys attempt to grab daggers, necklaces or even a sack or pouch. Other items of interest could be small things like lanterns, holy symbols, spell books with metal corner protection, helmets or anything else of interest that contains a bit of metal. Anyone who opens a pouch or bag that contains coins may arouse the curiosity of a particularly observant primate, drawing enough interest for the monkey to try and grab the pouch.

Any character that spots a monkey in the act induces the creature to flee. However, when the PCs' attention is drawn away, another primate is likely to slink out of the undergrowth and attempt a theft.

▶ These pilfering attempts are considered a Pick Pockets skill check. Each monkey has a skill mastery of 30. Success is determined by an opposed skill check with the victim's Observation skill mastery. The grab should be considered average (+40% to monkey's skill check) if a character is distracted or very difficult (-10%) if he's aware of their motives.

While the characters work you should play up the fact that monkeys come and go, brachiating from tree branches above and scurrying into the clearing to observe the situation. In total there are thirty monkeys in the area, and it is logical to assume at some point the characters are distracted enough for the brave pick pockets to go to work. *Note that if three or more of the monkeys are killed by the players, they will cease any further attempts to approach.*

Once an item is acquired, the monkey hurries off into the bush with all haste. It is possible that the characters may not immediately realize that they are missing a pouch or some small item. Once they do, it should be obvious that the monkeys are the culprits.

▶ Characters that wish to follow the monkeys can attempt a Tracking skill check. The difficulty of the check depends on what the monkeys took from the party. A small, easy to hold item makes following the primates troublesome, as they use the trees to their advantage. This should be made as a Very Difficult check. However, if a monkey is carrying a heavy item, such as a helmet, weapon or a small pack that forces the monkey to remain on the ground make the check as an Average check. Monkeys carrying an item that is so big that it must be dragged behind them makes Tracking Easy (+80%). Following the monkeys leads the PCs to their primate leader.

Tracking isn't the only way for the characters to follow the monkeys, though. If they suspect that the monkeys are indeed the thieves, they can leave an item out for them to take and chase the bandit as he flees from the character. In this case, the monkey runs as fast as possible to the location of Mavovo the pack ape. If all else fails, the characters can also just wander through the jungle. In doing so, there is a 15% chance that they stumble into the large open area where the creatures live.

---

**20 Rhesus Monkeys (4 EP each):** 3 HP each, Init 0, Spd 6, Rch 1', Atk +1, Dmg 0, Def +2, DR 0, ToP 2, Size T, Move 10 ft./sec.

---



Digging up any or all of the 21 graves reveals little of interest to the characters. These graves are shallow (only a couple of feet deep at most) and covered with loose earth. Inside each is a skeleton of a man, woman or child that perished in the attack. The flesh of each corpse has been mostly stripped away by the earth, insects and carrion in the ground. None of the bodies have a medallion, though the behavior of the monkeys should lead the characters to the conclusion that the medallion may have been stolen. If not, you may have Svomna the guide voice this as a suggestion in order to move the plot forward.

Inside the fifth grave unearthed are six giant centipedes. These creatures are hungry and upon being disturbed become aggressive and attack.

---

**6 Giant Centipedes (14 EP each):** 3 HP ea, Init -1, Spd 5, Rch 2', Atk 0, Dmg 0 (VF5 poison), Def +1, DR 0, ToP n/a, Size T, Move 5 ft./sec.

---

## Location B1: Mavovo's Lair

**Encounter:** Mavovo the Feral Pack [Ape](#) (450 EP)

**Potential Yield:** Potion of Buoyancy, Dagger +1, ape hide (10-100 sp), ape head (2-20 sp), stash of worthless shiny items

Before the razing of Zarzha, Mavovo belonged to a local merchant who specialized in capturing and training young apes. Mavovo grew to love the attention and affection he was given so much that when the town was attacked he leaped into a burning building in a futile attempt to save his handler. Unfortunately, by that time his handler had already been killed. Mavovo carried the corpse from the hut and fled into the jungle, quickly becoming lost.

After mourning his master he found himself in an unfamiliar place and wasn't entirely sure what to do. The loss of his master had such a profound effect on Mavovo that beast became fearful of humanoids. In fact, the mere sight of a human is enough to drive Mavovo into a rage. As such, he has made no attempt to reconnect with society and instead lives his life in the jungle with his monkey friends.

Mavovo soon found an area of the jungle overrun with monkeys and other primates near the ruins of Zarzha (unknownst to him). At first the monkeys annoyed the pack ape to no end, but over time

Mavovo's desire for human affection won over and he began to interact with the smaller creatures.

The monkeys in turn learned to bring the large ape food and other prizes they captured in the jungle, in particular shiny metal objects. Used to having his needs provided for, Mavovo slowly grew complacent and settled in the area permanently, allowing the monkeys to provide his food for him. Over time Mavovo has gathered quite the collection of random junk and shiny objects. He keeps these near where he beds down and values the items very much.

Mavovo is a large, silverback lowland gorilla. He is aggressive, in particular to humans, and protects his lair with all of his might. That being said, the creature is cunning. He is perfectly willing to lure clueless humans close to him by acting benign and complacent before tearing the unsuspecting fools apart in a blind rage.

When the characters first arrive in the area, read the following text to the players.

The jungle trees give way to a rough, rocky clearing where outcroppings of stone jut up from the earth. Monkeys scamper across the broken ground, jumping and climbing the rocky monoliths and the trees.

Some distance away, where the trees once again grow thick, stands a cluster of rocks over 10 feet high. The monkeys seem to congregate in that area and well over a dozen of the creatures swarm over the rocks playing and socializing with one another.

When the characters arrive they should be allowed the freedom to investigate the area. The monkeys don't pose much of a threat to them, but if any character is left unattended they may become the target of a monkey pickpocket. Any monkey that successfully snatches an item makes great haste toward the large gathering of rocks and Mavovo's cave.

Eventually, the characters should investigate the large group of rocks. When the PCs move up the hill to do so, read or paraphrase the following text aloud.

The heat from the sun bears down on you as you move closer to the cluster of rocks that resides high on the rise ahead. Monkeys are everywhere watching your movements with curious eyes. Behind, an ever-growing band of primates follows you at a safe distance.

As you ascend the hill, you can see what appears to be dozens of the creatures on the rocks ahead, each growing more animated as you draw closer. Obviously, this is a place they call home. Rinds from fruit and feces cover the ground and rocks.

Ahead you can see a large cave in the rock formation, nestled safely away from the elements.

When the party approaches the cave, read or paraphrase the following.

Suddenly, the dark, hulking form of a large silverback gorilla emerges from the shadows of the cave entrance. He tilts his head to the side in curiosity and watches you. Tattered leather straps hang from an equally ratty belt that adorns the gorilla's waist.

The creature appears calm as he rests his hindquarters on the ground in front of the cave. There is a sort of eagerness and curiosity in his eyes as he carefully studies your arrival.

At first, Mavovo is in a minor state of confusion at seeing the characters. His memory of the attack on Zarzha haunts him and in no way will he allow anyone to approach within 5 feet of him without attacking the offender. Yet a part of him longs for the companionship and love humans once provided for him. As such, Mavovo takes no aggressive moves or actions until the characters approach close to him or attempt to enter the cave. In either instance, Mavovo quickly flies into a rage and gleefully leaps into combat.

Of course, that shouldn't deter crafty GMs from letting the characters do all kinds of stupid things to try and draw the pack ape out of the cave. Should the characters attack any of the monkeys while in the ape's presence, he instantly leaps into combat in their defense. Otherwise, Mavovo seats himself at the

entrance and watches the party in curiosity as they go about their business.

Any character naïve enough to try and approach the ape alone finds the ape receptive and almost eager for human contact, at least until he draws close enough for Mavovo to lash out at him.

Smart characters may attempt to wait the ape out, letting darkness fall and then perhaps sneaking into the cave while he sleeps. This tactic is almost bound to fail because when the characters attempt to enter the cave the monkeys go berserk and awaken the ape. If this happens, Mavovo has no qualms about rushing into combat with the first person he can get his hands on.

---

**Mavovo the Feral Pack Ape (450 EP):** HP 50, Init -1, Spd 4, Reach 3', Atk +8, Dmg 2d4p+6 (mauling with fists), Def +3, DR 6, ToP 20/ 8, Size L, Move 15 ft./sec.

---

15 seconds after a melee begins, a dozen monkeys will have gathered objects and begin to aid their ape leader by hurling them at Mavovo's foes. Each second two monkeys will hurl something at one of its attackers (roll a d6 with "1" indicating feces, "2" a piece of fruit and "3-6" a stone). Treat these ranged attacks as a throwing knife for purposes of Attack Dice and range.

The monkeys will attempt to advance to within 20 feet of their target before lobbing their missile and retreating to find another. Feces and fruit missiles are harmless but stones inflict 1-2 points of damage (no penetration).

Charging a monkey will cause it to panic and flee but this will not stop the attacks as the troop is arrayed in a semi-circle around the cave mouth. Killing an individual monkey will not cease the attacks either as one of its numerous fellows will fill in for it.

Demonstrable spell effects (e.g. *Scorch*) will cause all the monkeys to retreat in fear. However, as long as Mavovo is still alive their bravery returns 20 seconds after the attack – and so do the stones.

---

**36 Rhesus Monkeys (4 EP each):** 3 HP each, Init 0, Spd 6, Rch 1', Atk +1, Dmg 1-2 (if hurling a stone), Def +2, DR 0, ToP 2, Size T, Move 10 ft./sec.

---

Defeating Mavovo scares the monkeys to such an extent that they refuse to approach within 30 feet of the characters. Yet, as long as the characters remain in the area they are subject to random stone attacks every

so often. These attacks occur with much less frequency than before (such as every few minutes) and the objects (stones, fruit or feces) are launched from a large group of the creatures (usually when the targeted character isn't looking, making the culprit difficult to detect). Repeated attempts to attack or kill the monkeys may result in a short-term barrage of stones and feces from several monkeys at once, though this is left to the GM's discretion.

Inside the cave, the characters find Mavovo's lair. A large mass of fur, leaves, dirt and jungle foliage comprise the nest where the large ape sleeps.

Scattered amongst the nest are several personal items as well as the items brought by the monkeys in tribute. Included among the hoard are the following items:

- A wooden-fitted frame in terrible condition. This once served as Mavovo's pack frame and it allowed him to carry a wide variety of bags and cargo. During his flight from Zarzha the ape grabbed the frame and has kept it ever since, dragging it through the jungle. It is the only memory he has of his former life. Inscribed on the top of the beat up frame in Svimosish is the name "Mavovo".
- Several piles of fruit rinds and rotting (and edible) bananas, mangoes and coconuts.
- A small gold medallion formed into the head of a lion with a piece of jade in the eye.
- 12 cp and 16 sp. The monkeys scavenged these coins from the ruins of Zarzha.
- A **dagger +1**
- A halfling-sized metal helmet of poor construction.
- Metal flask with a [rusted] screw top. The monkeys have tried to pry the top loose but without success. Removing the stopper requires a Feat of Strength (*vs. d20p+6*). The flask contains pale blue liquid with a slight odor of lavender. It is a **Potion of Buoyancy**.
- Dozens of pieces of broken pottery. In most cases these are the remains of vessels from Zarzha.
- A small, charred wooden doll. This item could prove valuable later in this adventure (see *Location F: Anavim Trade Camp*) though the characters have no way of knowing that now.
- In addition, anyone willing to skin Mavovo and/or take his head could fetch a fair price at market.
  - ▶ Severing the head of the ape is easy enough, but the character must have the Skinning/Tanning proficiency to remove the hide intact. Failure means the characters cannot salvage it. If successful they are able to

sell the hide for a fair sum at market (15 sp).

If Mavovo's carcass is sold as bush meat, a butcher will pay 60 sp for the corpse (or 3 sp for the head alone). Dragging the 400 pound carcass back to Emosvom is a significant chore and lengthens the time to complete the journey back to nearly four days (resulting in a reduced story award).

## Return to Emosvom

**Potential Yield:** 200 sp

**Story Awards:**

- Returning Medallion in less than five days (500 EP)
- Returning Medallion in  $\geq$  five days (200 EP)

After the characters recover the medallion, they can make their way to Emosvom to return it to Izvor. Aside from any random encounters, the return home is relatively safe. Izvor is pleased, even more so if they managed to return in under a week, though he won't share his feelings with them. He requests to hear their story and, assuming they tell the truth, is impressed with their ability to track down the medallion.

Izvor awards the party 100 silver pieces and instructs the characters to prepare for the next leg of their mission, telling them that they will be sent much deeper into the jungle this time. Any goods they wish to purchase should be done so now. They should return in two days time to learn what Izvor needs from them.

### Surviving the Izhoven River

The waters of the Izhoven require a Swimming check (Difficult when clothed, or Average otherwise). Checks must be made every 25 seconds for those struggling for an extended period of time. Note that swimming is impossible in any metal armor and anyone that enters the water must discard it before he drowns.

Characters that cannot swim eventually drown unless rescued. Characters can hold their breath for (12+Con score) seconds. After such time, they begin to drown, suffering 1d3p points of damage every 10 seconds thereafter.

A character in water up to his waist suffers a 2-point penalty to Attack and Defense, with movement reduced by half. Deeper water imposes a 4-point penalty to Attack, Defense and Speed, a 2-point penalty to Damage, and limits movement to one-fourth normal (running and sprinting impossible). Water over shoulder height makes shields useless and the above penalties double.

Underwater combat in the Izhoven limits submerged PCs to a swim speed of 5 ft./sec., with an 8-point penalty to Attack and Defense, and effective weapons including only knives or weapons with a jab speed. Even so, weapon damage is halved before it reaches the target.



# CHAPTER THREE

## Into the Jungle

### Chapter Three Synopsis

Experience Yield: Extremely Variable

Treasure Yield: Extremely Variable

Two days after their return, the characters should return to Izvor to learn about the next task he has in store for them. If they do not, he sends a guide to find them and remind the PCs of their meeting. In this eventuality, or if the PCs delay further, Izvor becomes more irritated and less forthcoming with information beyond what the PCs absolutely need to know.

Upon their arrival in Izvor's office, read or paraphrase the following text to the players.

Upon returning to Izvor's office you find him in a good mood, a large smile splayed across his face. Several chairs are arranged around the room and flagons of ale and food are provided for your enjoyment. Izvor gestures toward the chairs.

*"Please sit, we have much to discuss and this could take a while."*

After you find a comfortable perch, Izvor seats himself behind his desk, rubbing his chin with his long, thin fingers.

*"You have shown great bravery in venturing into the jungle at my behest. Yet there is more we require of you, and this task is of a much more serious and intricate nature. In fact, this task requires you to travel deep into the heart of the jungle. I won't lie to you. What I am asking is difficult, but we have few other options before us."*

*Before we begin, it is important for you to understand the history of our organization."*

If the PCs don't want to hear it, or the players start to become restless, you may skip the history or shorten it to the bare facts. Otherwise, continue to read.

*"The Jade Lion Trading Company's primary goal is to import and export items for sale and trade in Emosvom and beyond, but our secondary purpose is to delve into the Vohven in search of valuable, difficult to find, and hard to acquire, resources."*

*This is no secret. We have found large caches of minerals and established several gold and copper mines in the jungle. We also continually extract exotic animals, spices, plants and hardwoods that fetch high prices elsewhere. Yet, in order to get to this point, we first had to send brave men into the jungle in search of these resources."*

*These men were pioneers and scouts, and many still scour the jungle today at my behest. During our initial explorations, we established trading posts and bases of operation that allowed our men to live and work inside the jungle. As these places prospered, we moved goods up and down the river with relative ease. We killed tribes of the barbaric natives when we were forced to, and made peace with others. In essence, we began to carve out a home for our men inside the jungle."*

*"For a time, all was well. Our captains pushed further away from the river hoping to expand our territory, but for all our victories there were failures as well. Many of the primitives in the jungle took umbrage to our presence. I admit we lost men and, in some cases, entire settlements. Zarzha was one of those places – burned out by a marauding band of savages."*

*"During this time of expansion, our most prominent captain was pushing farther downriver than ever before. His name was Balan Pateris and he alone has been credited with much success in furthering our interests. Where our other captains failed, he succeeded, and he brought great honor to our company.*

*Eventually, Balan proposed the idea of establishing a more permanent city deeper inside of the Vohven, a place much like Emosvon, and he volunteered to head up the operation. So Balan disappeared into the jungle in search of a prime location to establish this new camp. Meanwhile, he turned over the trade operation to his most trusted assistant, a halfling named Kavalt.*

*For a time, events proceeded without pause. Kavalt handled his duties well. Where others ran afoul with local tribes and other dangers, the halfling seemed to possess an inordinate amount of luck. He was our sole contact to several of our more isolated colonies that had virtually been cut off from us, returning with news and trade goods. We had no idea it was all a ruse.*

*Eventually, we discovered he was selling trade goods to a rival trade organization - the Golden Alliance - and the goods were coming from somewhere else other than our villages, from someplace deeper in the jungle. Thus, we believed that Balan had been killed during one of his expeditions and that the halfling had gone rogue.*

*We tried to interrogate the halfling but found he was a bit mad. He insists that Balan is still alive and that the goods are coming from the camps under his supervision further downriver. In addition, he claims to still serve his master faithfully and that for some time he was visiting these deeper camps, but he quit doing so several months ago at the behest of his liege.*

*Now we find ourselves at a bit of an impasse. The boats we sent downriver to investigate haven't reported back. The halfling laughs at our attempts, insisting that no one else can navigate the dangerous waters without being attacked. In fact, he claims to have earned the trust of several native tribes allowing him to pass without incident."*

If the PCs have no questions or comments at this time, continue to read or paraphrase the following information.

Izvor stops for a few moments as he collects his thoughts.

*"I apologize for the length of my explanation, but now we come to the root of it. Our company has extensive resources tied up in these settlements and our operations at each location. In addition, we have men, women and families at some of these camps that we haven't heard from in some time.*

*We need to re-establish contact with our lost settlements and learn what is happening at each camp downriver. We also need to discover the location that Kavalt calls home and if Balan is indeed alive as he claims, or if there is something more sinister taking place. This is no easy task; it could take weeks or even months to accomplish.*

*Another difficulty is that we need the halfling boat captain, Kavalt, to lead us to each location. His presence alone may allow safe passage. We have lost six boats in the last few weeks, the crews disappearing into the trees. If the halfling can prevent these attacks, it is worth risking his treachery.*

*What I ask of you is dangerous, but I won't ask you to go alone. I am prepared to provide you with some additional help as you probe the jungle. In addition, the rewards for such a task will match the danger ahead.*

*So what say you? Do you accept the challenge to delve deep into the Vohven, re-establish contact with our camps, learn the truth behind Balan's disappearance and hopefully bring back good news?"*

Izvor waits for your decision.

Izvor has presented the characters with a ton of information, yet they likely have several questions about the mission. It is up to the characters to determine what information they need, since Izvor does not elaborate without some prodding.

In addition, he provides the characters with a document (see [Appendix Two](#)) that details the extent of their work at each location. Listed here are several answers to questions the characters may have.



**Q:** Tell us about Balan.

*A: "Balan was our best kaga. He accomplished more than all of our other captains combined. He always had more ambition than the others and his drive to succeed was unmatched by any other. Yet, in truth, we didn't entirely trust him. Balan always had his own best interests at heart. Also, some of our men claimed he scoured the ancient ruins in the jungle for long lost secrets and magic. Yes, I believe Balan had a penchant for the arcane arts, even though I never saw any solid evidence of it. Balan made no secret that he desired more power and freedom within the organization. I quickly noticed that he was drunk with the idea of attaining power and would go to any means to gain it. Still, it seems he alone could pull the resources from the jungles and he made most of us quite wealthy. It was a fine line he walked.*

*We offered him work here; in fact, he could have had my job but he insisted on remaining in the field. He was getting on in years so the decision surprised us, but we couldn't argue with the results. Balan was said to be some sort of mercenary or treasure hunter, retired from many hard years. He carried a lot of weight on his frame and his age suggested he should be interested in settling down. Still, the man had a drive that I have seen in few others. He hailed from Kalamar originally, or so I heard."*

**Q:** Tell us about Kavalt. Can he be trusted?

*A: "Kavalt is an interesting individual. We have come to learn that the halfling once served under the kaga at one point during Balan's adventuring days. He is incredibly devoted to his former employer and insists he is alive and well, though we believe Balan is lost or long dead. Without proper supervision, the halfling will certainly flee into the jungle and we may lose him forever, yet you will need him to traverse the river and lessen the chance of being attacked. The halfling is personable and charming, but he cannot be trusted. To this end, we will provide you with several guards to keep him under control.*

*Outside of this, we know little about Kavalt, though we believe him to be mad, broken by his time in the jungle and serving Balan. Surely Kavalt will do anything in his power to escape and flee, and no doubt much of what he says are lies. Part of the reason we know so little is because we cannot separate fact from fiction with him."*

**Q:** Why is Kavalt able to travel the river unmolested?

*A: "Those men that worked under Balan that came back for one reason or another claimed the kaga was able to befriend several tribes of natives in the jungles. These included tribes of men, elves and perhaps even some humanoid races. It is our belief that he barter passage for his ship by bribing these natives with favors, precious stones or some other commodity.*

*Kavalt has been of no help in this regard. His lies vary by the day but one thing is certain. Where other vessels are assaulted, his boat is left unharmed. Whatever bargain he struck seems to be working."*

**Q:** Have you tried to torture or extract the information from Kavalt?

*A: "We have indeed tried various methods to extract the information from the halfling with no success. He is quite resolute and our attempts have failed entirely."*

**Q:** What dangers will we face in the jungle?

*A: "The Vohven holds many secrets and dangers. While I cannot begin to guess what you may encounter, you should know what you may face. The jungle is home to many tribes of primitive natives; some are dangerous and superstitious, but others are friendly and trade openly with us.*

*Unfortunately, they migrate through the jungle and at times it can be difficult to detect which tribes are friendly and which are hostile. I advise you to approach all natives with caution until you can determine their intent. They know more about the jungle than you or I could even imagine, and befriending them could be of great assistance to you.*

*In addition to the tribes, there are numerous beasts that call the jungle home. These range from bears to lions, from goblins to trolls, and things beyond my worst dreams. Hopefully you will manage to avoid most of these during your travels."*

**Q:** Where will our mission take us?

*A: "Your guide can provide more information, but we wish you to stop at several established camps. Among these is Orakh, the Nonesh Copper Mine, two more trade camps farther down the Izhoven River, and the Miznoh rock spire, the last known location of Balan Pateris. "*



## The Payment.

Money is always first on a greedy player's mind and it is inevitable that they broach the question at some point or another. Izvor knows that the task he is asking is large in scope and he is prepared to compensate the characters for their efforts.

Izvor explains that the compensation depends entirely on what goals they accomplish at each location. To begin with, he is prepared to offer the group 100 silver pieces as a signing bonus up front if they agree to the job.

Final payment is completely dependant on the degree to which the mercenaries accomplish the tasks he's set for them (*distribute the [Player's Handout](#) on page 101 now*). If pressed, refer to page 95 for a [complete listing of the cash rewards](#) he is willing to pay (up to an additional 750 sp). He demands proof before payment though because he's dealt with a fair number of chislers in the past. In all payment matters, Izvor defers to Vesh's review of the expedition. Should he be killed, the PCs have lost their eyewitness...

As the characters review the list, read or paraphrase the following to them.

Izvor speaks again.

*"As you see, there is much to be done at each location aside from establishing contact. There is a chance that, like Zarzha, some of these places have been razed. We cannot anticipate what you will find, but several matters may require your attention.*

*In those camps that remain in proper working order, our representative will establish contact with the village leaders and further our interests. If, however, the village has been destroyed or conquered, your task may be much harder. There are certain items or people that we would be happy to have retrieved. Some of these objectives may not be possible to complete or require any attention at all. In all cases, you should defer to our liaison if questions arise.*

*Accompanying you on this journey are our representative, Vesh, and two guards that are assigned to keep watch and protect Kavalt. Vesh is an experienced emissary and represents our company in all respects.*

*While the specifics of the mission are your decision, Vesh holds the power to return home at any time if he feels there are problems that arise that force such drastic action. In addition, Vesh will keep an account of what transpires on this mission in order to ensure your actions are documented so that you may be rewarded for them.*

*If there are no more questions, you should prepare for your journey. You will meet Vesh on the docks at sunup where your boat, the Jade Whommash, awaits you. If all goes well you will not be back in Emosvom for some time. The boat is stocked with several weeks worth of food and water but all other items are your responsibility.*

*Good luck!"*

The following morning the characters arrive at the docks to find Vesh, Kavalt and two guards waiting for them. This is the characters' first interaction with the halfling boatman and they may be surprised to find him excited about their upcoming journey. Kavalt feels that this is the beginning of the characters' enlightenment – a long passage downriver toward an inevitable confrontation with his lord, Balan. Kavalt is slightly crazy even though it may not be apparent at first. He feels now that he is free, he is finally returning home and those that persecuted him will finally be punished.

On the docks the characters also meet Vesh who quickly takes command and begins to organize the expedition. He informs the characters that the boat has already been loaded and once introductions are made he is eager to embark.

Vesh has several rules, all of which he makes sure the characters are aware of:

- **Vesh is in charge** and he wants to make sure the characters remember that. Characters obviously have some impact on the decisions being made as to where they go and what they do but there are several stops along the way that they must make.
- **Kavalt cannot leave the boat** under any circumstances. This is non-negotiable as long as Vesh is in charge.

- **The guards watch the halfling and are not allowed to leave the boat.**
- **At times Kavalt serves as a guide** to navigate the jungle. As such, he has some input on the trip.
- **Vesh must approve all mission objectives.** He records the journey in his log-book, which is coded in a way that only Izvor and other kaga can read. All objectives must be recorded if the characters wish to be rewarded for them.
- **The characters must help row.** This is non-negotiable.

With the rules established, Vesh wastes little time on the docks, preferring to push on quickly. For the most part he leaves the decisions up to the PCs (such as when they camp and how they accomplish their goals), but the route is already set, at least for the present. Vesh informs the characters that their first stop is the village of **Orakh**, located several days downriver.

As the party boards the boat, the guards shackle Kavalt in leg irons, which are bolted to an attached iron plate. The river journey provides the characters an opportunity to speak and interact with Vesh and Kavalt on a regular basis.

**Vesh.** Vesh is a former mercenary and soldier turned employee of the Jade Lion Trading Company. He prefers the steady pay and lighter work than his former life offered him. Vesh is a hard-nosed, serious man who has come to appreciate the trading company and has their best interests at heart. He is not married and has little interest in anything but his career.

Vesh is dark-skinned and thin, with a balding head, well-muscled limbs and strong hands. Vesh is fearless and brave, but he fully understands his role and won't intrude or step on the characters' toes.

---

**Vesh (133 EP):** LN Svimohzish human fighter 2; HP 34, Init +2, Spd 7, Rch 3', Atk +3, Dmg 2d8p+4, Def +2, DR 0, ToP 11/ 7, Honor 23

*Notable Skills:* administration 34, language (Svimohzish 79, Merchant's Tongue 54), literacy (Svimohzish 65), observation 37, survival 65, tracking 21; *Profs:* scimitar (specialized), spear, dagger

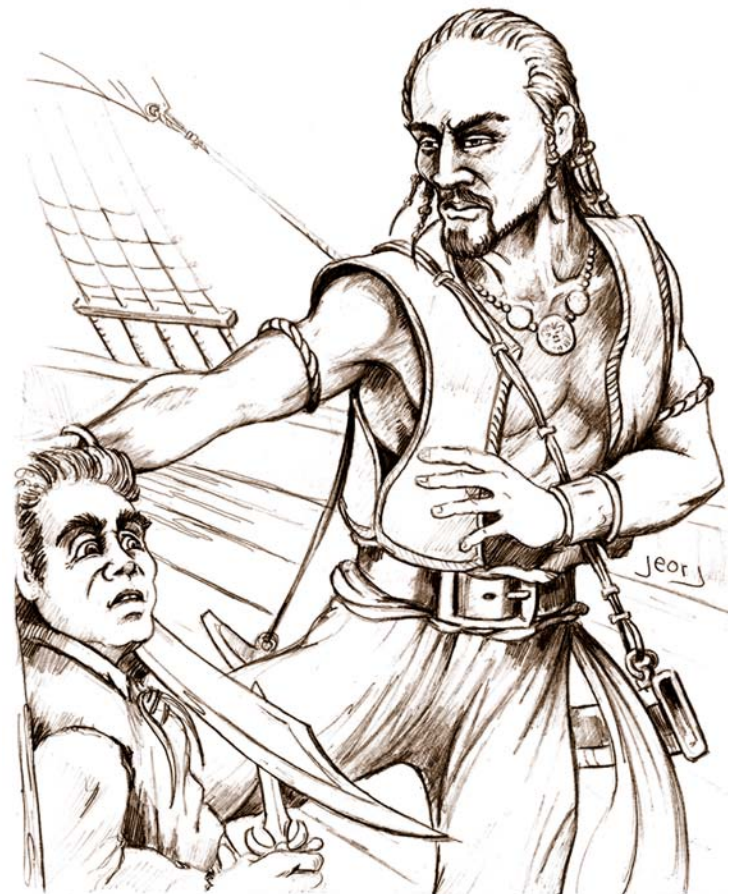
*Equipment:* scimitar, sandals, clothing, ledger, chalk, 35 sp

**Kavalt.** Kavalt once was a happy turnip farmer – until he met Balan Pateris. After a chance meeting and several drinks, the halfling found himself on a path to his new life of underling. Since that time, Kavalt underwent a radical transformation from a thrill-seeking treasure hunter to a spiteful man who hated Balan. Eventually, however, Balan was able to break the halfling's mind and turn him into the utterly loyal and brainwashed servant he is today.

Kavalt appears as a typical halfling, though his dark hair has long gone gray. He wears tattered clothing reminiscent of his time from the north and he wields a dagger. In combat, the halfling prefers to remain in the background and strike at the most opportune time.

The halfling alone can provide countless role-playing opportunities limited only by the imagination of the GM. Kavalt serves as a valuable source of information about the Izhoven and the Vohven, and no one knows more about the area than the halfling boatman. Later in the adventure, Kavalt can serve as a potential ally or enemy depending on how the characters treat him.

It is important to always remember that Kavalt is eager to journey with the characters and that he is



*Kavalt and Vesh*

excited to be returning to Balan, where he believes his master will punish the party.

As a result, Kavalt has no interest in lying to characters about anything other than Balan, about whom he is vague and misleading. If he can aid the party in any way he attempts to do so. Kavalt possesses the Needy quirk and as such he attempts to befriend the characters, especially any halflings that happen to be in the party.

---

**Kavalt (67 EP):** CN halfling thief 1, HP 17, Init -1, Spd 7, Rch 0, Atk +2, Dmg 2d4p-1, Def +6, DR 0, ToP 6/5, Luck 16, Honor 11; *Quirk and Flaw:* needy, prematurely gray

*Notable Skills:* disarm trap 16, hiding 21, identify trap 15, language (Svimohzish 78, Merchant's Tongue 45, Kalamaran 36), listening 20, pick pocket 25; *Profs:* short sword, dagger

*Equipment:* clothing

---

**The Jade Whommash.** The Jade Whommash is a 60-foot long river barge designed to navigate the muddy waters of the Izhoven. The vessel contains a single mast with a sail as well as an enclosed bunkhouse to shelter the crew during bad weather. The bunkhouse contains a footlocker to store food and water. A second storage locker is housed near the front of the boat; this one contains extra rope and repair tools. A long wooden bench can be found near each side of the boat. These benches are used when the crew is forced to row the boat upstream. Four men are able to sit on each side and row the boat with relative ease. The Jade Whommash travels at an average of 5 miles per hour when navigating the Izhoven.

---

**Guards Hezvim and Navzor (67 EP each):** N Svimohzish human fighter 1, HP 29, Init +2, Spd 9, Rch 3, Atk +2, Dmg 2d8p+2, Def +3, DR 2, ToP 10/7; Honor 18

*Notable Skills:* intimidation 24, language (Svimohzish 67), listening 34; *Profs:* club, scimitar

*Equipment:* Leather armor, scimitar, club, small shield, 40 cp each

---

## The Vohven Jungle

As noted, the majority of this adventure occurs in the Vohven. This seemingly endless expanse of dense jungle is home to pestilence and countless predators that prey on the flesh of men. It is with good reason that the Vohven has remained untouched for so long. To plunder its treasures men must brave the dark terrors that call the jungle home. This includes wild savages, goblinoid tribes, lizard men, trolls, ogres and natural predators such as wild jungle cats, bears, wolves and more. Still, there are those that have attempted to penetrate the dark trees in search of vast riches and long lost civilizations.

It is rumored that long ago an ancient race of serpents ruled the jungle, creating vast cities of ancient lore and magical power. No one knows if that is true or not, but it was only recently that the success of the Jade Lion Trading Company paved the way for others to explore the shadowy depths of the ancient wood. Travel through the jungle is not safe and those that venture in often leave with a great relief, if they leave at all. For those that are patient and willing to brave the dangers, however, the Vohven holds great riches.

## Random River Encounters

Traveling the Izhoven isn't a safe affair. During the journey the GameMaster should check for random encounters twice during the day and twice at night. A roll of 1 on a d12 results in an encounter. Consult the following list to determine the specific encounter.

Any character that enters the water may have a water encounter. Re-roll any result that would obviously take place in the water when the PCs are on land, or vice versa.

### 01) Natives

The characters spy a group of natives standing on the banks of the Izhoven; they are hunting, gathering water, foraging for food or just traveling.

Some 60% of the time they are friendly and, if approached, can help the characters in some minor way (such as pointing the character in the right direction). The remainder of the time they flee on sight.

[More details about natives](#) can be found in *Appendix One*.



**4 Natives (30 EP each):** N Svimohzish human man-at-arms; HP 28, Init +2, Spd 12 (8), Rch 10', Atk +1, Dmg 2d6p+1, Def +5, DR 0, ToP 9/ 7, Move 10 ft./sec.

*Notable Skills:* language (Dejy 75), survival 65

*Equipment:* bamboo spear, club, small shield

---

## 02) Hood's Men

The characters spy a camp along the edge of the river with three men tending to a fresh kill over a small fire. These men are from the [camp of Sir Malvar Torist](#) ("The Hood") and know enough not to attack the characters or the boat. They pretend to be explorers if questioned (though their story will break down if seriously interrogated as numerous inconsistencies surface). If attacked, they flee into the jungle. For more details about Sir Malvar's camp, see location D on page 38.

**Hood's Men (3) (30 EP each):** N mixed race human men-at-arms; HP 28, Init +2, Spd 8, Rch 2', Atk +1, Dmg 2d6p+1, Def +3, DR 2, ToP 9/ 7, Move 10 ft./sec.

*Equipment:* leather armor, short sword, club, small shield, 1d4 cp each

---

## 03) Goblins

Goblins, out hunting for food, spy the boat and decide to ambush it. They begin by launching missile fire at the passing boat from the underbrush, hoping to lure it closer to shore before springing out of their concealment to attack.

**5 Goblins (22 EP each):** HP 18, Init +3, Spd 8, Rch 1', Atk +3, RoF 12, Dmg 2d6p (arrows) or 2d6p-1 (short swords), Def +2, DR 2, ToP 8/ 6, Move 5 ft./sec.

*Equipment:* short bow, 12 arrows, short sword

---

## 04) Lion

### Objectives from the Jade Lion:

⇒ Capture a live lion and return it to Emosvom

### Potential Story Award:

Return to Emosvom with a live lion (*see conclusion*)

When this encounter is rolled, permit characters an Observation skill check (Difficult) either while on the boat or while camping. The lion is hungry and, if given the opportunity, follows the boat. Its preferred method of attack is to strike a lone victim and drag him into the jungle for a meal.

Capturing the lion alive is a serious challenge and transporting it alive back to Emosvom an even greater one. This will require adjudication on the part of the GameMaster because there are a myriad of ways the players could attempt to accomplish this task.

Lion hides currently fetch up to 100 sp in Anavim or Emosvom if properly removed by a character with the [Skinning/Tanning proficiency](#) (see page 24).

Lions attack with their claws to pin a victims then bite for automatic damage every 5 seconds thereafter. Prey may only escape by performing a Feat of Strength (*vs. d20p+14*). The lion will not fight to the death against a determined group and attempts to flee if it suffers 25 point of damage.

**Lion (492 EP):** HP 43, Init -3, Spd 5, Rch medium, Atk +9, Dmg 2d4p+4 (claws), 2d6p+6 (auto)(bite), Def +4, DR 4, ToP 17/ 6, Move 20 ft./sec.

---

## 05) Giant Wasps

A group of giant wasps feels threatened by the characters and attacks.

**4 Giant Wasps (20 EP each):** HP 10, Init 0, Spd 10, Rch 1', Atk +4, Dmg 1d4p (poison VF 9), Def +4, DR 1, ToP n/a, Size T, Move 30 ft./sec. (fly)

---

## 06) Corpses

The boat passes through an area of the river where several corpses are found floating in the water. The bodies are natives that died in a recent tribal dispute. There is nothing of value on the corpses.

## 07) Primitive Lizard Men

A band of primitive lizard men (not affiliated with Balan or Kavalt) takes offense at the presence of the boat and attempts to kill and eat the group.

**4 Primitive Lizard Men (45 EP each):** HP 30 each, Init 0, Spd 10 (6) (spear), Rch 10', Atk +3, Dmg 2d6+2 (spear), Def 0, DR 2, ToP 12/6, Size M, Move 10 ft./sec or 10ft./sec. (swim)

*Equipment:* spear

---

## 08) Striges

A band of striges attacks the party hoping for a meal. With an attack, a strix latches on and deals d4p points of damage per 10 seconds attached. A knock-back or Feat of Strength (*vs. d20p+12*) removes it.

---

**5 Strix (67 EP each):** HP 18, Init -1, Spd 10, Rch 2', Atk +7, Dmg d4p, Def +1, DR 0, ToP 8/ 5, Size T, Move 1 ft./sec., 20 ft./sec. (fly)

---

## 09) Witch Doctor

A lone jungle witch doctor is spotted on the shore, or wanders into the camp of the party (if at night). The witch doctor had a vision of the "outsiders" that compelled him to seek them out and render whatever aid he can. He will not linger longer than required. This encounter should take place no more than once per week, each time with a different witch doctor appearing for a different reason.

---

**Witch Doctor (167 EP):** NG Svimohz human cleric 3; HP 31, Init +5, Spd 13, Rch 8', Atk +4, Dmg 2d4p, Def +4, DR 0, ToP 11/ 6, Turning +4; Honor 31

*Notable Skills:* cooking/baking 45, first aid 51, language (Svimohzish 70), observation 51, survival 87

*Typical Spells:* 1st: cure trifling injury, 2nd: bless, cure minor wound, 3rd: safe haven

*Equipment:* staff, bag of herbs and bandages, dagger, mortar and pestle, small fetishes

---

## 10) Lizard Man Spies

A pair of primitive lizard man spies working for Balan gets a bit too close to the party may be spotted.

▶ When this encounter occurs, permit characters an Observation check (Difficult) in order to spot the lizard men following the boat (at a fair distance) or spying at the party through the trees.

These lizard men have no intention of being drawn into combat and will flee if any overt move is made to assault them. If no visible acknowledgement of their having been spotted is made, they will continue to pursue at a distance. Clever PCs might be able to capture one or both of these spies but interrogation will prove difficult.

---

**2 Primitive Lizard Men (45 EP each):** HP 30 each, Init 0, Spd 10(6), Rch 3', Atk +3, Dmg 2d6p+2, Def +2, DR 2, ToP 10/6, Size M, Move 10 ft./sec or 10ft./sec. (swim)

*Equipment:* spear

---

## 11) Boat

A small two-man vessel comes into view on the river. The boat is nothing more than two jungle natives out hunting. They do their best to avoid the party.

## 12) Crocodile

A lesser crocodile quickly emerges from the water, looking for a quick meal. The crocodile attacks whoever is nearest to the edge of the boat. A successful bite attack drags the victim into the water.

Lesser crocodile bites deal 4d4p+4 points of damage (break free with FoS *vs. d20p+12*) and automatic half damage every 7 seconds grasped (DR from armor and body applies).

---

**Lesser Crocodile (400 EP):** HP 53, Init -1, Spd 7, Rch 2', Atk +9, Dmg 4d4p+4 (bite), Def +4, DR 5 (3 underbelly), ToP 21/ 7, Size L, Move 10 ft./sec, 15 ft./sec. (swim)

---

## Random Water Encounters

Anyone falling into the water has a 25% chance of an encounter before he can regain the relative safety of the boat. Roll 1d4 to determine what the encounter is.

### 01-02) Crocodile

A lesser crocodile decides to sate its hunger.

Lesser crocodile bites deal 4d4p+4 points of damage (break free with FoS *vs. d20p+12*) and automatic half damage every 7 seconds grasped (DR from armor and body applies).

---

**Lesser Crocodile (400 EP):** HP 53, Init -1, Spd 7, Rch 2', Atk +9, Dmg 4d4p+4 (bite), Def +4, DR 5 (3 underbelly), ToP 21/ 7, Size L, Move 10 ft./sec, 15 ft./sec. (swim)

---

### 03) Polluted Water

The character swallows a bit of water and comes down with the chills on the following morning. He

suffers weakness, dizziness and headache as well as difficulty breathing. The game effect is a -1 penalty to Attack, Defense and Damage for the next 2d12 hours.

#### 04) Striges

The individual floundering in the water attracts the attention of a group of stridges hovering at treetop level. They swoop in for a presumably easy meal. Upon a successful attack, a strix embeds its proboscis and thereafter drains blood (d4p points of damage per 10 seconds attached). A knock-back or Feat of Strength (*vs. d20p+12*) removes it.

---

**3 Strix (67 EP each):** HP 18, Init -1, Spd 10, Rch 2', Atk +7, Dmg d4p, Def +1, DR 0, ToP 7/ 5, Size T, Move 1 ft./sec., 20 ft./sec. (fly)

---

### Location C: Orakh

#### Objectives from the Jade Lion:

- ⇒ Re-establish contact with Shafan, leader of Orakh
- ⇒ Re-negotiate trade contract (Vesh to negotiate with Shafan)
- ⇒ If unable to contact Shafan, locate the trade logbook and give it to Vesh

**Encounter:** Various Spiders

**Potential Yield:** varies

**Potential Story Award:**

☐ Finding the Orakh logbook and giving it to Vesh (200 EPs)

For some time Orakh was the most successful of the established trading camps in the Vohven. It originally was the home of a friendly tribe of natives whom Balan was able to convince to use their talents to hunt and capture the rare animals of the jungle for the benefit of the Jade Lion Trading Company. Soon after, Orakh blossomed into a larger settlement and several other tribes of natives began to trade here as well.

When Balan moved south and Kavalt's trips to the village waned, the native leadership was overthrown. The inhabitants decided to move on, abandoning their agreement with the trading company and leaving the camp, unbeknownst to anyone.

With the village abandoned, the camp became home to a large clutter of spiders that now reside in the buildings and the surrounding area.

**What Kavalt Knows about Orakh.** Kavalt shares this information if asked, unless the characters are overly abusive or cruel to him. Exactly how much Kavalt shares with the characters is up to the GM.

- Orakh is home to a friendly band of natives. This particular tribe works for the trading company and is willing to trade. Silks, salt, sugar, barley, grain and items crafted of metal were the most sought-after items.
- In exchange for these items, the natives captured exotic animals and gathered spices for the Jade Lion.
- Kavalt would stop on his trips upriver and acquire animals and skins exchanging them for items that the locals needed.
- It has been months since Kavalt was last in Orakh. He claims that Balan instructed him to halt all contact with the camp and no reason was given as to why. This is true; in fact, the lizard men began to collect so many animals that Balan was forced to redirect his efforts. Stopping at Orakh became unnecessary and consumed too much time and resources. Kavalt never questioned why Balan instructed him to avoid the village, though it never mattered to him; he simply followed orders.
- Kavalt's main contact was the tribal elder, a jungle native named Shafan. Shafan was a man of peace and openly welcomed anyone into the camp to trade.
- Kavalt knew several men were unhappy with their situation and Shafan's leadership. There were often arguments among the tribe about the trading company.
- Kavalt knows the general layout of the camp, including both of the special locations listed below (see *C1: Communal Hut* and *C2: Shafan's Hut*).
- Kavalt believes the logbook will be in Shafan's hut, if it remains.

The small river you've been following has slowly narrowed to only 20 feet wide, the deep muddy water offering little resistance to impede your progress as you wind your way through the twisted, drooping trees that line the banks. The boat glides around a narrow bend and the trees part where the river widens to 50 or 60 feet.

As the boat navigates the small tributary toward Orakh, read or paraphrase the following aloud.



On the shore, small docks bob and float on the water but from all outward appearances the camp appears abandoned. You can see small bamboo buildings and huts located in the jungle and, up ahead, a small inlet opening toward a larger dock with an open common area devoid of trees. Buildings cluster around the open space but you see no movement or activity of any kind.

Somewhere in the distance, a flock of parrots squawk and call loudly, but otherwise the village of Orakh seems still.

The Jade Whommash can dock without incident. During this encounter the boat provides a safe location for the characters to rest without fear from the spiders. Upon arrival, it should be obvious that the mission of establishing contact with the elders will not be com-

pleted, as no one currently lives here. The characters can freely explore the camp but in doing so they may attract the attention of the new residents.

There are a total of 26 huts in the camp, including the communal hut and Shafan's hut, though some are set farther into the jungle and many won't be readily obvious. Anyone searching a hut has a chance to locate some small remnant of the camp left behind by the natives.

As the characters move from hut to hut, consult the random chart to determine what they find inside. Only roll once for each hut. Some results only occur once, as indicated. Items found in huts are either randomly discarded on the ground amid other debris or caught up in some webbing. Huts C1 and C2 do not require a roll on the random search chart; instead, see the hut's description below.

**Special Items.** No more than four special items



### Orakh Hut Search Contents

Roll	Item	Roll	Item
1	Big Spiders (2), d4p broken dishes, metal pitcher (2 cp)	41	Empty water barrel
2	Clay jug hiding uncut emerald (25 sp, worth more if cut)	42	Small pouch filled with rocks
3	Adult human female remains caught in spider webs	43	Torches (7)
4	Adult male remains caught in spider webs	44	Wineskin full of sour wine
5	<b>Lost journal of Sir Malvar Torist</b>	45	Wooden fork
6	Big Spiders (3), jar of Healing Salve (5 applications)	46	Broken clay plates
7	Wicker basket holding rotten fruit infested with flies	47	Wooden cup (½ cp)
8	Big Spiders (5)	48	Large Spiders (2)
9	Clay mugs (7; worth 1 cp each)	49	<b>Big Spiders (4), diary</b>
10	Adult human male remains with <b>Spear +1</b>	50	Monkey skeleton
11	Sack w/dried bandages, Linens of Healing (for 3 wounds)	51	Rats
12	Dried, severed human finger	52	Ceramic bowl (5 cp)
13	Big Spiders (3)	53	Large wooden platter (1 cp)
14	Large Spider	54	Adult human male remains tangled in cobwebs
15	Copper bowl thick with patina (10 cp)	55	Big Spiders (4)
16	Spilled sack of salt covered by numerous rat droppings	56	Large Spiders (2)
17	Half eaten corpse of a wild pig	57	Pair of soiled boots (elf-sized)
18	Large Spiders (2)	58	Dead big spider husk
19	Broken, rusted sword	59	Human skull
20	Halfling corpse wearing leather armor	60	Big Spiders (3), Large Spider, corpse with studded leather
21	Big Spiders (2) and Large Spider	61	Leg bone from a large mammal
22	<b>Human remains</b>	62	<b>Orakh Logbook</b>
23	Very Large Spider	63	Small ivory hairpin (1 sp)
24	Small wooden bowl	64	Bone comp (1 cp)
25	Bones of a small dog	65	Big Spiders (4)
26	Broken spear	66	Large Spiders (2)
27	Broken shield	67	Very Large Spider
28	Big Spiders (2) and Large Spider	68	Human skull
29	Torn cloak covered in grime and dried mud	69	Small shield (weakened; shatters the first time it is used)
30	Small bundle of firewood covered in cobwebs	70	<b>Big Spiders (4) and human corpse (Dagger +1)</b>
31	<b>Large decorated native drum</b>	71	Rusty iron knife
32	Muddy clay bowl (½ cp)	72	Monkey skeleton
33	<b>Ragged furs</b>	73	Big Spiders (2)
34	Small shield	74	Big Spiders (2)
35	Big Spiders (2)	75	Small wooden chest (broken and empty)
36	Broken large shield	76	Human arm bone
37	<b>Spider nest (Scimitar +1)</b>	77	Big Spiders (2), bones of small human child
38	Painted mask (2 cp, or 5 sp to a collector)	78	Very Large Spiders (2)
39	Big Spiders (3)	79	Rats; these scurry away when approached
40	Big Spiders (4)	80	Medium shield
		81-00	Empty hut



should ever be rolled. Special items include any magical items, quality weapons or unique items (though not including the journal or logbook). Ignore additional results that indicate a special item (although any spider is still encountered) once the party discovers four items.

### Unique Results

Some results are unique and should only be encountered once (these are indicated in bold type). Re-roll any such duplicate results. *If Result 62 hasn't been rolled by the time the last hut is searched it is the final roll by default.* Alternatively, the GM should feel free to place the Orakh Logbook in any hut if it is more convenient.

**Unique Result 5: Lost Journal of Sir Malvar Torist.** This is the lost journal of a man named **Sir Malvar 'The Hood' Torist** (see page 78). This journal was stolen by one of his workers (along with some money and several other items). The worker fled to this village but was unfortunate to discover that only the spiders lived here now. The journal is written in Brandobian and documents the eccentric nobleman's journey into the Vohven. If recovered and returned to Sir Malvar, the characters could be in line for a reward.



This item can only be discovered once.

**Unique Result 22: Human Remains with Gear.** Amongst the bones is a backpack that contains 50 feet of rope (breaks if over 150 lbs is applied to it), 3 rusted iron spikes, an old metal hammer, a small dagger and a **Potion of Water Breathing**. This result can only be rolled once.

**Unique Result 31: Large Decorative Native Drum.** A large drum decorated with tiny pieces of jade, agate and topaz. The drum is worth 15 sp (because of the gemstones). The drum weighs 10 pounds and is somewhat awkward to carry around. The value of this item increases substantially (up to 100 sp) should the party have the foresight to take it to a northern kingdom outside the isle. Of course it should go without saying that a collector must be found who has interest in the item in order to sell it.

**Unique Result 33: Ragged Furs.** Anyone searching this hut has a 40% chance of becoming infested with fleas and lice. Mostly these are harmless though they result in constant itching, irritation and can spread to other members of the party. Anyone infested with lice suffers 1 point of Honor loss per fortnight until such time as he can be deloused (this requires a thorough bath including full body immersion and an hour spent with another character combing and picking lice from his hair).

**Unique Result 37: Spider Nest.** This nest contains two big spiders, two large spiders and one very large spider. Tied up in the webbing are the dried husks of several corpses. One body has a **Scimitar +1**.

**Unique Result 49: Diary.** Located in a bone scroll tube is a diary of an unknown resident of the village. It details the growing power conflict in the village with hints that the rivals to Shafan are plotting to murder him.

**Unique Result 62: Orakh Logbook.** The logbook is written in a complex code used by the Jade Lion Trading Company. This book details what commodities were traded and removed from the jungle. It has no monetary value to the characters.

**Unique Result 70: Big Spiders (4) and Human Corpse.** Located in the webbing are the skeletal remains of a human. Clutched in his hand is a **Dagger +1**.



## Spiders

Spiders typically make their homes in the ceilings and are difficult to detect at first.

▶ A successful Observation skill check (Difficult) alerts the characters to some movement in the webs prior to entering. The difficulty of the check is due to the volume of space filled by webs inside each hut.

Nearly every hut has a ceiling full of cobwebs inside of it and in some cases the cobwebs are so thick that the characters must break through them in order to execute a proper search.

Reckless characters may suggest that burning the spiders out ahead of time is a good idea, but in truth it isn't. The huts are comprised of straw, bamboo, wood, thatch and resin and burn quickly. While this kills or drives out the spiders, it also has a good chance of spreading to other nearby huts or setting the jungle on fire. In addition, the logbook will be destroyed.

For each hut that burns there is a 5% cumulative chance that the fire spreads to the jungle or another hut. Lastly, any excessive fire or combat has a 25% chance to attract 2d4p random Big Spiders every minute or whenever the GM determines a check is required.

Additional spiders may be added if the GameMaster feels that combat is becoming a little too easy for the characters (spiders can also be ignored if the characters are having too tough a time of it). These spiders drop down from the trees or scurry out of the woods to attack.

---

**Spider, Big (12 max) (50 EP each):** HP 4, Init -4, Spd 10, Rch 1', Atk -2, Dmg 0, poison (VF 5), Def +4, DR 2, ToP n/a, Size T, Move 5 ft./sec.

---

**Spider, Large (8 max) (67 EP each):** HP 11, Init -4, Spd 10, Rch 1.5', Atk -1, Dmg 1+ poison (VF 6), Def +3, DR 2, ToP n/a, Size T, Move 5 ft./sec.

---

**Spider, Very Large (4 max) (100 EP each):** HP 18, Init -4, Spd 10, Rch 2', Atk +1, Dmg d3p+ poison (VF 7), Def +2, DR 2, ToP n/a, Size S, Move 5 ft./sec.

---

### G1: Communal Hut

**Encounter:** 3 Big Spiders and 1 Huge Spider (350 EP)

**Potential Yield:** 14 sp, 23 cp, 1 copper mug (3 cp), Short Sword +1

Located near the docks is the largest building in the camp. This building once served as a gathering place, market, infirmary and mess hall, especially during inclement weather. Now this hut is one of the more dangerous locations to explore. During one of the many rainstorms, this hut suffered from flooding that washed away a large portion of the earthen floor.

As more creatures moved through the area, some dug in the hut, searching for lost remnants of food from years of people dining here. As a result, the floor eventually became a large, shallow pit. When the spiders moved into the area this hut was claimed by one of the larger beasts. The spider actually made his home in this large depression and covered the entire floor and ceiling with webbing. Eventually, other smaller spiders moved into the ceiling but the real danger of the communal hut lies below the floor webbing.

When the characters first inspect this hut, they may be surprised to find that all of the openings are completely covered in thick layers of webbing. The main door, however, has only a thin film of webbing that is easily torn away to reveal the interior of the building. Anyone that attempts to burn the webbing also burns down the hut. The spiders quickly scurry out through holes in the ceiling and flee to other buildings or the jungle.

Read the following to anyone that cuts away enough webbing to see inside or enters the hut.

This large central hut is comprised of heavy timbers that rise to nearly twenty-five feet in height. Wooden planks and thick dried straw close the building off from the outside elements.

Read the following to any character brave enough to inspect the interior.

Inside, the large open space is dominated by heavy webs that cover the ceiling and large portions of the floor. Dried animal husks hang from several strands of webbing and in the center are the bones of three human corpses, one of which has a large heavy bag hanging from his skeletal frame.

The spiders are smart enough that they wait until the characters enter the center of the building before

attacking. Once the assault begins, the smaller spiders drop down from the ceiling near the entrance hoping to trap the characters inside. The larger spider leaps out from the depression in the floor. The small access down into the spider's lair is difficult to notice, and most likely the attack begins before the characters have a chance to detect it.

- ▶ The opening and the spiders in the ceiling can only be detected with a successful Observation skill check (Difficult) prior to the attack.

Any character that detects the spiders can roll a d6 for Initiative. The spiders roll d8 for Initiative and any unaware character must roll the standard d12.

Hiding in the ceiling are three big spiders.

---

**3 Big Spiders (50 EP each):** HP 4 each, Init -4, Spd 10, Rch 2', Atk -2, Dmg 0 (poison VF 5), Def 4, DR 2, ToP n/a, Size T, Move 5 ft./sec.

---

Located in the depression in the floor is a huge spider.

---

**Huge Spider (200 EP):** HP 34, Init -4, Spd 9, Rch 2', Atk +4, Dmg 2d4p (poison VF 10), Def +2, DR 2, ToP Save n/a, Size S, Move 10 ft./sec.

---

The skeleton with the bag was once a nomad that stumbled into the village and looted several items. Unfortunately, his greed got the best of him and while investigating the communal hut he was captured and eaten by the spiders.

Inside the bag are several items of possible interest to the characters including 23 cp, 14 sp and a copper mug (3 cp). He also grasps a **Short Sword +1** in his nearly skeletal hand.

## **G2: Shafan's Hut**

**Encounter:** 12 Giant Rats and 2 Big Spiders (244 EP)

This large hut once was home to six different tribal leaders during the lifespan of the village. Now the hut is a disaster and little more than a pile of rubble. More than likely Shafan's hut is the first place the characters go in search of the logbook.

Once the characters reach the hut, read or paraphrase the following to them.

A pile of moldy timbers lies at the location where a once grand hut stood. Wood and thatching are mixed with dirt and lichen indicating this pile of debris has been here for some time.

Characters may believe that the logbook resides inside the pile of wood and thatch and attempt to dig in search of it. What they discover is that the pile of rubble is actually home to a colony of giant rats.

These rats serve as food for the spiders and they will not be happy to have their nest disturbed. After d4p seconds of the characters shifting debris and digging through the rubble, a group of rats spew forth to attack. The rats arrive in groups of 3 or 4 every 10 seconds. There is nothing of value in the rubble pile.

---

**12 Giant Rats (12 EP each):** HP 8 each, Init 0, Spd 10, Rch 1', Atk 0, Dmg 1d4p+1, Def -1, DR 1, ToP 5/7, Size T, Move 5 ft./sec.

---

Every 20 seconds during this combat, there is a 25% chance that spiders in the nearby trees notice the rats and move toward the rubble pile in search of food. A successful roll indicates that two big spiders appear looking for dinner. No more than two spiders arrive during this combat.

---

**2 Big Spiders (50 EP each):** HP 4 each, Init -4, Spd 10, Rch 2', Atk -2, Dmg 0 (poison VF 5), Def 4, DR 2, ToP n/a Size T, Move 5 ft./sec.

---

## **Orakh Conclusion**

Once the logbook is recovered (or the characters quit) they can return to the boat, where they are escorted back to the main river and on to their next location, [the Nonesh Copper Mine](#). Vesh is extremely reluctant to leave without the logbook, but if the characters insist that the book is not in the village he allows them to leave.

Any character that intentionally misleads Vesh, by either lying or failing to search every hut for the book, loses 2 points of Honor.

## Location D: Sir Malvar's Camp

**Encounter:** Pertvled 'The Small', Sabeleen 'Scarlet', and 8 Jungle Natives (549 EPs)

**Potential Yield:** Potion of Giantism, Potion of Strength of Iron, Short Sword +2, emerald idol (75 sp), 54 sp, 121 cp

### Story Awards:

#### ☐ Avoiding hostilities in Malvar's camp (275 EPs)

No one is sure from where Sir Malvar hails, and the answer changes depending on who asks the question. Despite the mystery surrounding his place of origin, Malvar always claims to be a displaced nobleman, thrown out of his native lands for lending aid to the downtrodden and poor, much to the chagrin of his fellow noblemen. Some claim that these tales are fabricated so that strangers view Malvar as a man of the people. Lately, the rogue nobleman and his band of gregarious gents have turned their attention southward toward Svimohzia and the plight of the jungle natives.

Roughly a year ago, Malvar and his band arrived in Emosvom after hearing tales of how the local people were treated by the Zazahni warlords. They took up the cause of the people, fighting for concessions from those brave enough to plunder the jungle (in particular the Jade Lion Trading Company) for equal rights for the jungle natives, despite the fact that no one had been complaining. At first Malvar was peaceful with his intentions and inquiries, but once it became apparent that no one cared he decided to take up arms against the jungle intruders. He sacked and looted several groups of men coming out of the jungle with bundles of exotic hardwood and caged animals. His initial attacks went unnoticed, but over time many grew to learn of the renegade band.

These days Malvar patrols the jungle making every effort to befriend and organize the local tribes in resistance against those that would subjugate them, such as the trading company. On those occasions that Malvar encounters jungle raiders, his band waylays them and re-distributes the ill-gotten gains back to the native tribes, many of which have a use for the weapons and armor. Malvar is a bit misguided in that he believes he is aiding a great cause; unfortunately, he isn't really doing much good. The natives of the jungle view him as a thorn in the side of the outsiders and since he seems to be on their side they leave him alone.

The Jade Lion Trading Company is well aware of "The Hood" and his efforts to disrupt their operations. The overall opinion is that he is a minor nuisance and nothing more. There is some concern that if Malvar were to rally a large band of natives he could become quite the problem. The Jade Lion Trading Company is currently offering a reward of 100 sp for the head of Sir Malvar and an additional 20 sp for each of his henchmen.

The band of outlaws established a base camp after joining forces with the displaced members of several native tribes. The tribe has begun aiding the outlaw band in locating whom they call "jungle invaders." Armed with knowledgeable scouts and guides, the outlaws have finally begun making a positive impact in the region. This year they aided in the destruction of Stirrott, tracked and murdered several big game hunters and even began to recruit more locals to their cause (though most care only for the carnage and not the cause).

It is likely the characters never travel to the camp of Sir Malvar, but he does play a role later in the adventure. If the characters get off track and divert their journey toward the camp, they find a hospitable and friendly place – at least until they divulge that they work for the trading company. At this point those at the camp become angered and likely the characters face a violent encounter that could quickly end in their demise.

When the group arrives at the camp, Malvar is not present but those there are interested in the group's intentions and purpose for being in the jungle. As long as the characters keep their employer secret and claim they have no interest in plundering the jungle's vast wealth they are fairly safe. In fact Sabeleen even offers the group aid in the form of food, a place to sleep or even restocking weapons, armor and ammunition.

The men and women who live here are loyal, each for their own reasons, and they do whatever they can to preserve their current situation. As a whole, the group views outsiders with suspicion, forcing the characters to earn their respect. Any combat in the village draws the attention of everyone in camp and this could prove extremely deadly for the party.

Read the following to the characters when they arrive at the camp.



Resting in an open patch of ground near the river is a large camp. Nearly a dozen tents are set in a large semi-circle facing the water, around a stone fire pit. Several natives take notice of your ship, but more curious are the two lighter skinned northerners watching you.

One is a striking, lithe woman with a shock of red hair, matted to her head from the heat. She wears a sword at her hip and is dressed in leathers. The second is an immense man, standing nearly seven feet tall with short, dark hair. Broad of shoulder, he wears leather armor and carries a large quarterstaff.

If the party manages to murder everyone in the camp they find several fresh animal kills.

▶ With a successful Survival skill check (Easy) or a Cooking/Baking skill check (Easy), the characters can butcher the animal and remove enough fresh meat for a week's worth of food.

In addition, there are four barrels of rainwater for drinking. Each tent contains a sleeping mat and a blanket. Inside one tent (Malvar's) they discover a locked chest that contains several artifacts he acquired during his time in the jungle. The chest is locked with a Very Good Quality lock (requiring Advanced mastery of the Lock Picking skill to pick). Smashing the chest open has a 50/50 chance of breaking the potion flasks.

Once opened, the characters find 54 sp, 121 cp, a **Potion of Giantism**, a **Potion of Strength of Iron**, and a **Short Sword +2** that Malvar has been saving as a gift for Sabeleen. In addition, there are several changes of clothing, all finely made and of a style worn in the north. Wrapped up in the clothing is a small idol carved from lapis lazuli worth 75 sp.

**What Kavalt Knows About Malvar's Camp.** Kavalt is aware of the reputation and price on Malvar's head, but doesn't know where the outlaw is hiding nor has he been to the camp. As such, he is unable to warn the PCs ahead of time of the danger they are in. Once they encounter Sabeleen or Pertvled, he instantly knows who the party has found and attempts to warn them before they blurt out they are working for the trading company.

**What Vesh Knows About Malvar's Camp.** Vesh is aware of the price on Malvar's head but has no idea who the others are. It is unlikely he recognizes the danger of the situation unless someone mentions Malvar.

**Interactions:** Upon arrival, "Scarlet" approaches the group and hails them. She is friendly but Pertvled and the natives keep their distance. Anyone who mentions their employer causes the woman to try and capture or kill the party. Those that keep silent can find food, water and a place to rest here. "Scarlet" is highly curious as to what purpose the party has in the jungle and does her best to conceal her motives. She claims she is a researcher studying the jungle animals and plants.

If presented with the lost journal of Sir Malvar Torist, Sabeleen will claim ignorance of the man.

**Pertvled "The Small".** Many words can be used to describe Pertvled 'The Small.' Chief among these are "tough" and "strong," though "intelligent" isn't one of them. The large, lumbering oaf is one of Malvar's most loyal followers and strongest warriors. He considers it his job to protect the nobleman and to be his right hand man. In truth, Pertvled is nothing more than Malvar's muscle, and easily duped muscle at that.



Pertvled was once a farmhand and laborer who earned his living hauling crates and boxes and tilling fields. It was by pure luck that he encountered Malvar one night in a tavern in town and aided the nobleman during a bar fight. Since then the two have been fast friends, with Malvar instructing him in the use of weapons and "how to become a great warrior." In return, Pertvled protects Malvar and does what he is told. So far the situation has worked well for both men.

Pertvled is easily fooled and slow to anger, but once the big man determines he has been wronged there is hell to pay. Pertvled's gentle nature often makes him seem less imposing and both Sabeleen and Malvar are teaching the big man how to be more menacing. Pertvled often tries to act mean when he first encounters new people. The end result is usually a barrage of humorously angry faces he directs at those he meets.

Pertvled is caring and kind and has a soft spot in his heart for small furry animals. If someone does manage to anger the big man, he has the ability to turn into a raging warrior in quick order. He finds that he enjoys the simplicity involved in cracking skulls and bashing people with weapons; additionally, it makes Malvar happy when he does it.

Pertvled is over six feet tall and broad of shoulder, bulky like a wagon. He has short, dark hair and big bulging muscles. He isn't an overly attractive man but his large size is often an attribute that attracts women (including Sabeleen). Pertvled is actually in love with her, but is convinced that Malvar will leave him in the jungle if this were discovered. He hides his love for her, though he does a bad job of it, and Sabeleen is fully aware of the situation.

---

**Pertvled "The Small" (242 EP):** N Brandobian human fighter 5; HP 50, Init +3, Spd 10, Rch 8', Atk +6, Dmg 2d4p+8, Def +4, DR 2, ToP 20/ 8; Honor 41

*Notable Skills:* intimidation 76, language (Brandobian 54, Merchant's Tongue 32), survival 34; *Profs:* dagger, mace, spear, staff (specialized)

*Equipment:* staff, Leather Armor

---

**Sabeleen "Scarlet" Dorbren.** Young and attractive with a fiery temper, Sabeleen is the real right hand of Sir Malvar Torist, and is in charge of the camp and the men when he is away. She hails from Brandobia, but ran off with the displaced nobleman after several indiscreet midnight encounters. Her family has no idea where she is or even if she is alive, which is fine with Sabeleen. The promiscuous young lady has made quite a name for herself in camp by sleeping with just about anyone that is good looking or wields some power. She has managed to keep her liaisons quiet by lying to all involved parties.



She has a long-running physical relationship with Malvar that no one but the two know about. Sabeleen has convinced the nobleman that if word of their relationship were to surface, the men would refuse to follow her and lose all respect for him. So far it has worked, which is great for her because she is also sleeping with Pertvled on the side.

Pertvled is desperately afraid of being banished from the band and Sabeleen has assured him that if he were to speak freely about their relationship he would be left to fend for himself in the wilds of the jungle. Sleeping with men is just second nature to Sabeleen. She doesn't do it because of any insecurities or past abuse. Instead it is the joy of the act that she desires, nothing more.

"Scarlet" is an attractive red-headed woman in her early twenties. Tall and lithe, she prowls like a predator when she walks and oozes charisma and sensuality in everything she says and does. She is a hopeless flirt when speaking to men, even if she has no interest in them. She is not above using her body to get what she wants on a regular basis.

---

**Sabeleen "Scarlet" Dorbren (67 EP):** CN Brandobian human fighter 1; HP 24, Init +2, Spd 8, Rch 2', Atk +2, Dmg 2d6p, Def +3, DR 2, ToP 8/ 5; Honor 24;

*Quirk:* lusty

*Notable Skills:* acting 32, language (Brandobian 76, Merchant's Tongue 45, Svimohzish 23), listening 34, observation 16, seduction 68; *Profs:* dagger, short sword

*Equipment:* leather armor, short sword

---

**8 Natives (30 EP each):** N Svimohzish human man-at-arms; HP 28, Init +3, Spd 12 (8), Rch 10', Atk +1, Dmg 2d6p+1, Def +3, DR 2, ToP 9/ 7, Move 10 ft./sec.

*Notable Skills:* intimidation 24, language (Svimohzish 67), listening 34; *Profs:* club, spear

*Equipment:* leather armor, spear, club, small shield

---

# CHAPTER FOUR

## The Nonesh Copper Mine

### Chapter Four Synopsis

Experience Yield: ~5200 EP

Treasure Yield: ~690 sp

### Location E: Nonesh Copper Mine

#### Objectives from the Jade Lion:

- ⇒ Determine the status of the mine and its workers
- ⇒ Relieve dwarven foreman Dashaz and escort him home
- ⇒ If necessary, clear the mine of dangers so that Vesh can inspect it and determine what future value it has to the trading company

Travel to and from the mine has always been a dangerous affair, set as it is so deep into the jungle and so distant from help. The most dangerous leg of the journey is the trip through Niznar Lake.

The long, jagged lake is a favorite watering location for countless animals that call the jungle home, but the real danger lies in the water in the form of highly aggressive hippopotamii. These creatures are very territorial and known to attack boats that pass through the mouth of the river into the lake.

### Location E1: Niznar Lake

**Encounter:** 1 Bull Hippopotamus (750 EPs)

#### Potential Story Award:

- ☐ Deciding to retreat instead of engaging the hippo in combat (150 EPs)

Unfortunately for the characters, Kavalt has never experienced a hostile encounter with the beasts and thus doesn't really consider them aggressive. As such, he will not think to warn them ahead of time unless specifically asked what they can expect in this portion of the jungle. Even then his thoughts drift to aggressive natives and predators such as lions and crocodiles.

When the characters enter Niznar Lake, read or paraphrase the following text aloud.

The small tributary winds its way past darkened jungle shorelines. Mosquitoes are thick here and your arms grow tired from killing the small pests as they feast on you. Ahead, you are treated to a rare sight.

The river widens into a long, winding, jagged lake. To the east the land appears more open and more savannah-like, though you can see the jungle resumes further on the horizon. In the distance, you spot what appears to be a small herd of bovines drinking from the water.

From this distance it is difficult to tell what they are, but Vesh quickly provides you an answer.

*"Those are wildebeests. They migrate from place to place but prefer the open ground to the thick jungle. It is said..."*

**[Continue only if no character notices the hippo approaching...]**

Suddenly, something slams into the side of the boat, cutting Vesh's story short.

It's mating season and the male hippos are more aggressive. As the party's vessel sails out of the river mouth and into the lake, one becomes agitated by the boat and attacks to assert its dominance over this prime territory.

If any players stated previously that they were standing guard or actively scanning for threats, permit them an easy Observation check to notice the hippo approaching the Jade Whommash. Though they won't be able to deter the beast from its assault, they can warn their allies of the impending menace.



The river barge is simply too large a vessel for the hippo to capsizes. However, when it makes contact, the boat will suddenly roll as it absorbs the impact. Characters aware of the hippo's approach can steady themselves but those surprised by this jolt must make a DEX check or be knocked to the ground. A critical failure (in this case a 20 on the die) means that the character was knocked overboard – albeit on the opposite side of the boat from where the hippo struck.

PCs in heavy armor will sink like a rock but those in light or medium armor may shed it if they have sufficient Swimming mastery (average or advanced respectively – any armor, shield or sundry equipment shed is lost). The water here is 17 feet deep, sufficient to doom any non-swimmers that cannot be rescued.

If the characters retreat from the edge of the boat and make due haste to row away, the hippo will disengage secure in its mastery of the area. It may be safely attacked with pole arms but use of any shorter weapons will permit the hippo to fight back. In any case, it will retreat (in game terms, executing a fighting withdrawal) if it sustains 25 hp of damage.

---

**Hippopotamus (750 EP):** HP 61, Init 2, Spd 10, Rch 2', Atk +12, Dmg 6d6p trampling or 2d12p bite, Def +4, DR 7, ToP 25/ 7, Size G, Move 15 ft./sec., 10 ft./sec. (swim)

---

## Location E2: Nonesh Copper Mine

Over the years, thousands of pounds of raw, uncut copper ore have been pulled from the Nonesh copper mine. Unfortunately, most of those veins played out and further exploration created problems for the miners. Since the discovery of the mine, they fought a long running battle against the goblins and tröglodytes that live in the cave system below the mine. The miners that worked here were hearty, and quickly became skilled in combat, but the survival rate was poor.

As the years wore on the goblin attacks waned, giving the miners a false sense of security – until the creatures returned in force and drove the miners from the tunnels. Those that survived were hauled below to serve as slaves until such time as the creatures tired of the humans and ate them. Since there has been no communication to Emosvom in some time, no one is aware that the mine is now a death trap.

Traveling to the Nonesh Mines is somewhat complicated as the mines are remote. Kavalt directs the characters to take a small tributary of the Izhoven and leads them nearly 100 miles into the heart of the jungle. The characters are then forced to navigate through two lakes before landing at a small quay serving as a loading dock. Once there, a half day's journey on foot through the jungle awaits them before they finally reach the copper mine.

Once the boat docks, Vesh instructs the characters that he will wait one week for their return. If he does not hear from them after that time, he will send a guard to investigate. However, he does not possess the means to explore the dangerous mine and retrieve their corpses. The characters have as much time as is needed to clear the mine, but they need to keep Vesh apprised of their progress as well as an estimate of the time involved. The boat is a safe place to rest and camp though it is a five hour hike from the mine.

## Nonesh Camp

Located outside the mine itself is the camp of Nonesh (more of a tent community than anything else). With the miners all gone, little remains of interest.

When the characters first arrive, read or paraphrase the following text aloud to the players.

Situated at the bottom of a large rise of stone and vegetation you find the remains of the Nonesh mining camp. Tents, tattered and torn, hang loosely from the trees and underbrush, no longer serving their original purpose. There are no fixed structures here, only empty patches of worn ground that suggest large tents once occupied these spaces.

In the center of the clearing is a depressed area that once served as a fire pit, blackened and surrounded by stones. From the looks of it, no one has been in here in some time.

Across the camp you spy a wide trail that runs up a switchback into the trees and up the mountain. You can only assume it leads to the mine.

The trail to the mine is safe and easy to navigate, wide and free of rubble. The workers went to great lengths to ensure that the minerals pulled from the mine could be brought down the hill with as little effort as possible.

This place makes an ideal base camp as the goblins do not pursue the party out of the caves. The GM should not roll for random encounters while the party camps here because the mine's reputation is sufficient to ward away curious parties. Characters are able to freely enter and access the entrance level of the mine unmolested. The goblins are crafty and wish to lure the characters into the deeper levels of the mine where they are susceptible to ambush.

## The Mine

Before the characters venture deep into the mine it is important that you, as the GM, understand the mine's social structure, as it plays some role in how the monsters react to the PCs' invasion. The upper levels of the mine are home to a large band of goblins that are subservient to the tröglodytes that live deeper in the caves.

Despite the arrangement, the goblins aren't watched, caged or detained. Instead, the smaller beasts willingly serve the larger lizards out of fear and respect. This is made easier by the fact that the tröglodytes rarely venture to the higher levels of the mine. So far the arrangement has served both groups well.

When the mine was liberated from the vile humans, the goblins served as shock troops for the tröglodytes. After the battle they were given the higher levels of the mine and charged with protecting their overlords. In essence, they serve as insulation should anyone be brave enough to attempt to retake the mines. The goblins used the wood and tools left behind to construct various traps. They know exactly what tunnels are trapped and what is safe (and what isn't). Furthermore, in no way do they want to have to call on help from the tröglodytes below. Doing so invokes the wrath of their hobgoblin leader as well as the tröglodytes.

As the characters move through the mines, the goblins attempt to isolate and capture them. The mines are dark and scary and they know fear is a great weapon. When possible, they remain hidden and use hit-and-run tactics, generally trying to terrorize the characters. Just when the characters have figured things out, they spring a surprise or two on them.

Unless noted otherwise, mine tunnels are roughly 10 feet wide and 10 feet high. Natural tunnels are comprised of granite and limestone and water drips along the walls in various places. The walls are fairly rough and ceiling heights vary.

## Goblin Tactics

The goblins of the copper mine have great experience warring in the tunnels that they now call home; as such, they have very specific tactics that they use in defense of their lair. It is important to remember that not only will the goblins move from room to room to alert others, but they also flee and re-group rather than fight to the death if possible. Not all encounters are run as read; a certain amount of improvisation must be used to determine how the goblins react.

### When in doubt, review these tactics:

⇒ **Goblins don't fight fair.** They attempt to overwhelm the characters with superior numbers, hit-and-run tactics or favorable terrain. If these means they are forced to flee to later rally more goblins or retreat to higher firing points, then they do so.

⇒ **Goblins know of all the traps.** If possible, the goblins flee in order to lead pursuers into the areas of the mines that are trapped.

⇒ **The goblins prefer to deal with the PCs on their own.** However, if their numbers are reduced significantly they seek help from the tröglodytes or their hobgoblin leader.

## Nonesh Copper Mine, Level One

### A1: Mine Entrance

The climb from the village site to the mine entrance was accomplished with relative ease. The wide accommodating switchback allowed you to climb just over a hundred feet in height to the entrance of the Nonesh copper mine.

From your vantage point you have a good view of the trail behind you, the camp below and, far off in the distance, Niznar Lake and your boat. A wide, flat tract of open ground devoid of plants heralds the way to a dark maw a dozen feet high and twice as wide, burrowing into the hill.

There is nothing of danger here.

### A2: Chasm

Roughly a hundred feet inside, the tunnel opens to a wide expansive area spilling beyond your torchlight to the sides and ahead into the deep nothingness of shadow.



When the characters investigate further read on.

Inside, you find yourself in a naturally-formed area that opens into some sort of chasm. A rough ledge runs in a jagged line from left to right ahead of you and beyond; only darkness lies above and below. A wooden construction sits over the precipice of the chasm serving as a lift and staging area. To the left are two large bins once used as storage devices. The wood is rotted and broken in several places.

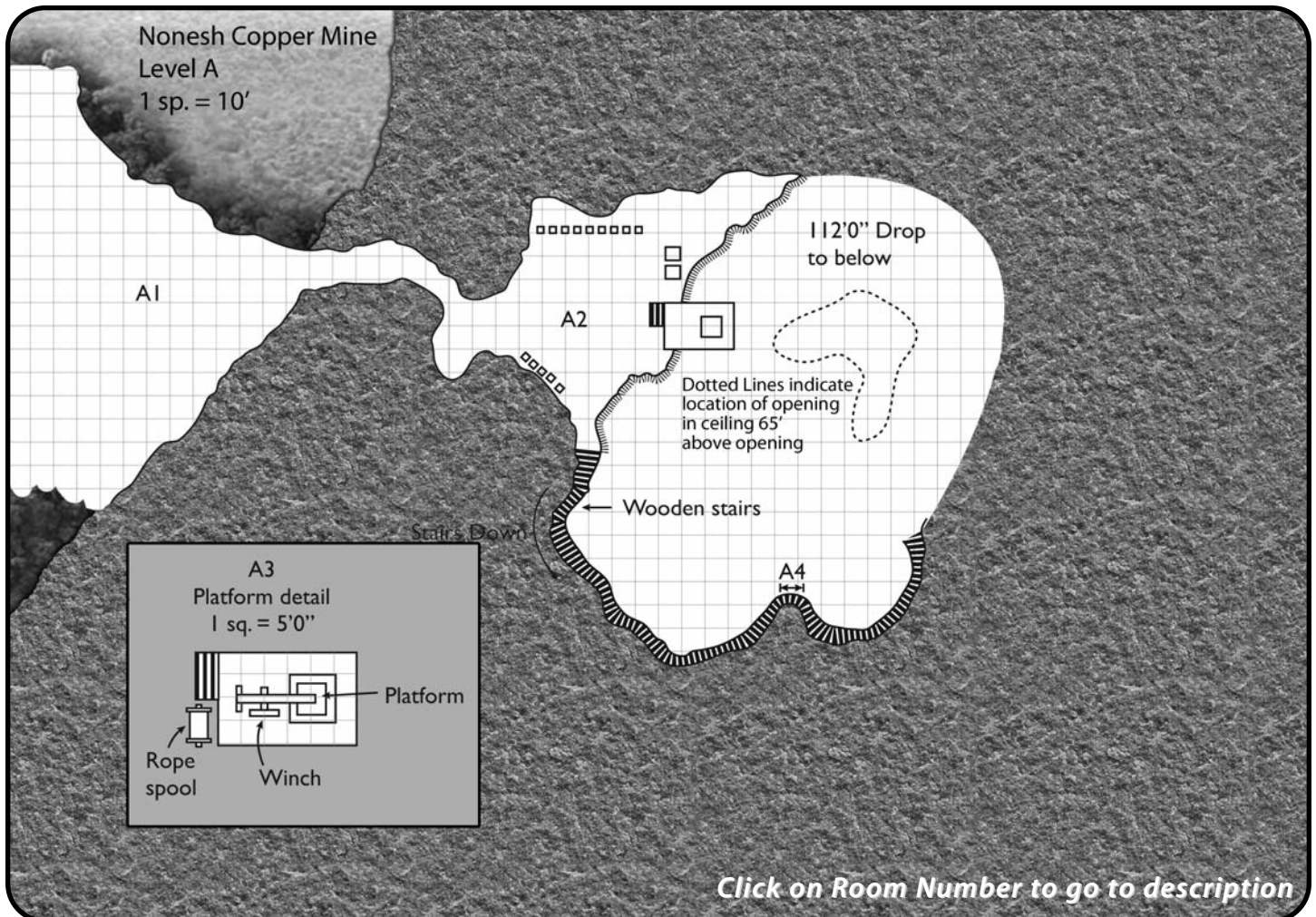
Along the walls to the right and left are a dozen wooden handcarts. Like the bins, these are in poor condition and appear to have been smashed apart. Further along the right hand wall is a large wooden staircase that plummets into darkness.

Far above, a weak green light attempts to filter in through the ceiling. The underbrush on the hill above dilutes and colors the light, preventing it from reaching you. Somewhere far below, you hear the rush of water echoing off the walls.

This staging area once was a lively place where workers hauled minerals and stones from the chasm below and separated them. The materials were stored in the bins prior to being loaded into handcarts and pushed out of the mine and down into the camp for further processing. This job was both taxing and awkward, and many workers suffered grievous injuries after falling or being struck by the crane.

The platform is a large wooden structure secured to the cliff face by heavy timbers bolted into the stone. It appears rather rickety but is in good working condition. A hefty crane is attached to the platform and connected to it is a large winch and pulley system that takes a combined Strength of 15 to operate.

For each 100 lbs of weight added, increase the required Strength by 1 to a maximum total of 30. Two people can work each winch at a time (two at the top and two at the bottom). The platform can support 1,500 lbs in weight before groaning to a halt. If loaded down with more than 1,700 lbs, the ropes shear the crane into pieces making it entirely useless.





The rope passes through the platform to another winch on the floor of the cavern far below. At the base of the winch is a large cog that locks the platform in place after each turn. The going is slow and the platform moves at a steady clip of only 5 feet per second. It requires 35 seconds to raise or lower the platform the entire distance.

The crane is safe and simple to use. The rope is thick (3 inches in diameter) and in working order despite appearing frayed and old. A total of 400 feet of rope is used in this complex system as it runs up and down the chasm to the pulley and winch below.

- ▶ A character can make a Rope Use skill check (Easy) in order to determine that it is in fact safe to use.

When the characters inspect the lift, read the following aloud.

A large wooden platform hangs dangerously over the edge of the looming chasm below. In the center of the platform is a 10-foot square hole and above the hole is a wooden crane. The crane is constructed of heavy timbers attached by worked metal plates and bolts.

Connected to the base of the crane is a large wheel with a winch and cog. Rope passes from a large spool set into the stone floor through the winch and pulley and up the crane before plunging down through the hole into the darkness below, leaving you to wonder what is connected to the other end.

The wooden handcarts are in bad repair, having not been used for some time. Once they hauled ore down the mountain to the camp and back. The goblins destroyed some of the handcarts to use as firewood and traps.

The stairs appear to be the safest and most logical choice to descend into the caverns below and that is just the way the goblins want it. In fact, the stairs are trapped and could prove deadly to the characters (see [Area A4](#)). In order to lure unsuspecting victims down the stairs the goblins have taken great care to ensure they appear clean and well-maintained. Complicating matters is that the goblins use the stairs themselves knowing their trap is tripped only by excessive weight.

Characters that make a commotion may be detected by the goblins in [Area B5](#). Noise travels well through the chasm, and loud talking, laughing, jostling, scraping noises or even heavily-armored characters not making an effort at secrecy may alert the goblins below.

There is a 15% chance per minute the characters spend investigating the area of being detected unless they make some efforts to be quiet. The rushing water in [Area B1](#) obscures some sound but the goblins have grown accustomed to the rushing of water and any loud alien noises are detected. A fall from the stairs or operation of the crane automatically alerts the goblins.

- ▶ Any Listening skill checks are made with a 25% penalty (the goblins only suffer a 15% penalty) because of the noise.

#### **A4: Stairs**

**Encounter:** Discovering the stair trap (50 EPs)

**Potential Story Award:**

- ☐ Successfully avoiding the trap (50 EPs)

The wooden stairs were once the miners' main avenue of access. After the men were driven from the mine, the goblins rigged the stairs into a trap. About 35 feet above the stone floor lies a trapped section of steps. The goblins cut the wood away and propped it up underneath with timber from the handcarts above. This 15-foot section of stair is unstable and gives way, plunging down into the chasm as soon more than 200 lbs of weight is applied to it. A thief traveling ahead of the party scouting has a chance to detect the area for traps (even if they don't realize it).

- ▶ Secretly make an Identify Trap skill check for a thief scouting ahead alone. It is unlikely that the trap will be noticed with the commotion of a group of people moving down the stairs but one person alone may be able to sense it.
- ▶ Alternatively, a character with the Carpentry skill that declares he is inspecting the stairs as he traverses them ahead of the others can attempt an Average skill check with success indicating he determines that the stairs here are unstable.

Read the following to any character that succeeds in the skill check.

Passing a section of the stairs you notice something odd. A portion of the stair seems a bit loose up against the wall. Where the stair above was routinely attached to the wall, here it appears that isn't the case.

▶ Despite this information, nothing can be done without a successful Disarm Trap skill check (Average). A successful check allows the character to inspect the section of stair and realize that an excessive amount of weight will cause it collapse. Still, the thief cannot be sure how much weight is required to do this and it requires some trial and error to determine how it works. There is no way to successfully disarm the trap, only avoiding it or setting it off on purpose.

Anyone on the section of stair when it collapses is subject to falling damage as he plummets into the darkness below. Anyone falling suffers 4d12p points of damage (and certainly alerts the goblins in [Area B5](#)). The goblins capture any character knocked prone by a failed trauma check. The little runts rush to the character and drag him away into the mines.

This event should be played up as a horrifying experience, as sharp claws reach from the darkness and drag the character away. Those on the stairs above hear some scuffling, then screams. For the time being, the goblins intend to keep these characters alive, both for information and for fun. Also, the sense of a friend being dragged into the darkness is much more horrifying to anyone above – a fact not lost on the goblins. Anyone captured has a dirty bag thrown over his head and is bound and taken to the cells ([Area B10](#)).

## Nonesh Copper Mine, Level Two

### B1: Chasm Floor

At the bottom of the chasm you find an immense cavern that stretches much farther than any illumination you carry. A sharp, musty wind blows from one side of the cavern gusting from some unknown passageway. Your attention is drawn toward a depressed area of the floor that winds through the cavern allowing water to rush from the blackness at a rapid pace.

It snakes across the cavern and disappears into another, smaller, hole in the floor. The rushing water obscures any other sounds there may be in the room. Far above, you can see the muted green hole in the ceiling you originally spotted from the ledge.

This area is much too large for the characters to fully realize without further exploration. At this point it is likely the goblins are aware the characters are present. The sound of the rushing water is more of a hindrance to the characters as the goblins are attuned to it.

▶ Goblins suffer a 15% penalty to Listening skill checks here. Other characters suffer a 25% penalty.

On the other side of the river rest two large piles of tailings; these are remnants from when the mine was operational.

The goblins in [Area B5](#) keep a ragged cloth curtain drawn across the opening to their tunnel to reduce the amount of light that escapes from their guardroom. Typically, one goblin is assigned watch, and with the characters' light, it will not be difficult to surprise them. Once detected, the goblins retreat to [Area B6](#) to gather an ambush party (see [Area B5](#) for more details).

The walls are rough in this room but the floor is smooth, worn down over the years from massive amounts of water that carved this cave. In particular, the floor slopes as it nears the quick-moving river. The water here is clear, crisp and refreshing.

This portion of the cave serves as a drain for the hills in the area and the underground river rushes into the cavern in [Area B3](#), through this room and then down the shaft where it falls another 200 feet to an underground lake. Anyone falling down the shaft suffers 9d12p points of damage.

Those lucky enough to survive the fall find themselves trapped in a large, empty cavern hundreds of feet in diameter, with no visible exits and filled with water to an average depth of 30 feet. This water exits through small underwater tunnels too small for even a halfling to traverse. The only escape from this chamber is to go back up – a situation made quite difficult by the inflow of water from above.

## B2: Offering Room

This large, roughly circular room is littered with loose rocks, bones, rotten meat and what might be the carcasses of several giant rats. A tunnel exits the room to the right, sloping downward at a sharp angle as it curves away from the room.

The goblins use this room as a staging area for the gifts and offerings they leave the tröglodytes. Every few days one of the larger lizard creatures arrives and removes what items they desire, be it food, weapons or any other objects of interest that the goblins leave.

There is nothing of value in this room.

## B3: Waterway

This room is the result of thousands of years of water pouring into the cave system. Water from the nearby hills, and several underground rivers and lakes, rushes into the caves here at a violent pace and passing through chasm room before eventually draining into the underground lake.

The tunnel ends at a tall cavern that rises upwards into darkness. Undulating walls reveal countless years of swirling water that has created this roughly circular chamber.

Somewhere above a river rushes into this chamber. The water cascades down, wetting you as it lands in a deep, clear pool of water rushing from the room in a swift river. Along the edge of the wall are four clay pots, two of which are broken.

The goblins use this room to gather drinking water, both for themselves and the tröglodytes that live below. If the characters leave the cave complex and return to this room they may discover a different number of clay pots in this room than on their previous visit.

The water is only a few feet deep and while it is fast moving there is little danger of being swept downstream unless the character is immobile. There is nothing of value here.

## B4: Winch and Lift Operation

When the characters explore the area around the winch, read the following text.

Thick, heavy ropes descend from the darkness above to finally mate with a large wooden wheel set against a mammoth cog and spool used to collect the rope. The entire assembly is bolted to the floor in numerous places to prevent it from being torn free as it performs its taxing assignment. The wheel appears to be the means to lower or raise the platform to and from the crane above.

Nearby, two piles of old stone collect dust — a memory of a time spent harvesting precious minerals.

Rules for operating the lift are detailed in [Area A3](#). Any substantial damage to the mechanism could render it useless. In addition, if the ropes are severed and the lift falls it strikes anyone below it for the same amount of damage as a character would sustain in a fall. Thus, if the lift fell from 55 feet, the character would take damage as if he or she fell from the same height.

## B5: Guard Room

**Encounter:** 4 Goblins (88 EPs)

A table sits in the middle of this chamber with several barrels set around it as chairs. A lantern rests on the floor, off to one side. Four goblins look up from some game that appears to involve trying to avoid having their hands stabbed by a dagger.

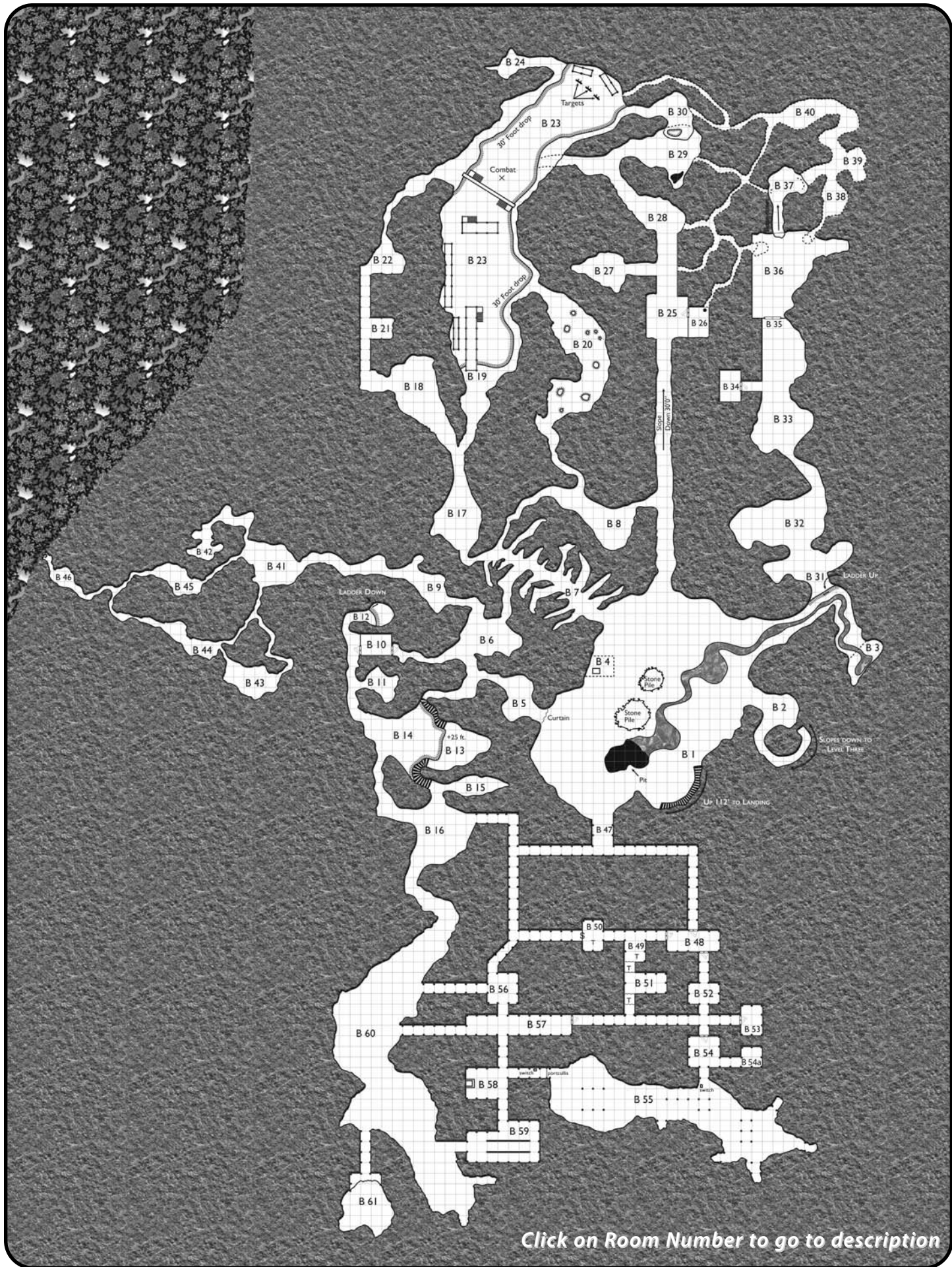
The goblins here are supposed to be on guard in case anyone arrives in the mine but typically they pay little attention to [Area B1](#) unless they hear the lift being used or some other disturbance. The curtain that separates this room from [Area B1](#) is in place to not only block out the light from the guardroom but also to dull the sound of the rushing water, which the goblins find rather annoying.

► The curtain means the goblins make Listening skill checks with a 25% penalty. Anyone using the lift, or falling from a great height in [Area B1](#), is automatically heard by the guards here.

**4 Goblins (22 EP each):** HP 20 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 2d12 cp ea.





*Click on Room Number to go to description*

## B6: Goblin Warren

**Encounter:** 8 goblins (176 EPs)

Like [Area B9](#) and [B18](#), this cavern serves as a sleeping chamber and general living quarters for the goblins. There are several caverns like this throughout the mine and goblins can be found here at every hour of the day. There are a few goblins here engaged in some sort of activity, be it repairing armor, gambling, eating, sleeping or any other task.

Any wounded goblin could eventually end up here to recover from its injuries.

Four tunnels enter this central chamber. Heaps of cloth, palm leaves and other refuse serve as beds for the creatures that live here. Eight goblins are in this room, weapons drawn and taunting you from the mouth of one of the tunnels!

Unless the characters approach from the tunnel that leads to [Area B7](#), the goblins are stationed there hoping to fight backwards into the Fingers where they have an advantage.

If the characters approach from [Area B7](#), the goblins retreat down the tunnel toward [Area B5](#) where they hope to circle behind the characters to attack them. Four goblins wade into combat with short swords and shields while the other four use shortbows first before resorting to melee with short swords. There are a total of 12 crude beds in this room.

---

**4 Goblins (22 EP each):** HP 20 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 2d12 cp ea.

---

**4 Goblin Archers (22 EP each):** HP 18 each, Init 3, RoF 12, Spd 8, Rch 1', Atk +3, Dmg 2d6p (arrows) or 2d6p-1, Def +2, DR 2, ToP 8/6, Size S, Move 5 ft./sec.

*Equipment:* short sword, short bow, 12 arrows, 2d12 cp ea.

## B7: The Fingers

While this room is not occupied, it is one of the prime areas of defense for the goblins. If at any point the characters are discovered in the mine, the goblins rally to this area and wait to ambush the characters. Hiding in the darkened tunnels the goblins attempt to

outflank and establish areas of crossfire if combat were to come into this area. Standard tactics for the goblins in [Area B6](#) are to flee here hoping to lure the characters into this area where they have the advantage.

## B8: Kennel

**Encounter:** 2 War Dogs, 5 Wild Dogs (278 EPs)

This area is used by some of the goblins as a kennel for the wild dogs they keep. Most of the time the animals are in poor health and kept in covered cages at the behest of the tröglodytes (who do not like the barking that echoes through the caverns). If intruders are suspected to be in the mines the goblins rush here and unleash the dogs into [Area B1](#). While the war dogs are trained, the others are just as likely to attack the goblins as anyone else. Once released there is a 50% chance that each wild dog rushes a nearby goblin instead of the characters.

Characters that arrive here without being noticed find the following.

This darkened room is cluttered with crates, all of which are covered by dirty blankets and tarps. A lantern is burning here, yet like the crates it is also covered, preventing the light from spilling out more than a few feet. The room reeks of feces.

▶ Characters can attempt Listening checks (Easy). Success indicates they hear whimpering coming from the crates.

Any noise on the part of the characters alerts the trained attack dogs in the room. Unlike the common mongrels, these animals are not locked up and sleep quietly near the lantern, between two crates. The dogs roll d8 for Initiative in this encounter.

If alerted to the characters' presence, read the following:

There is a sudden and startling burst of activity from between two of the crates as two snarling, vicious dogs come barreling toward you, barking in anger at your presence.

---

**2 War Dogs (100 EP each):** HP 34 each, Init -2, Spd 9, Rch 1', Atk +4, Dmg 3d4p+2, Def +4, DR 3, ToP 14/10, Size M, Spd 15 ft./sec.







The characters may never have to fight the mongrels in the crates and thus they should not be awarded experience for killing them while they remain vulnerable and unable to defend themselves. If released, the dogs are not hostile unless the goblins command them to attack (though success is as much about luck as anything else). The cages are latched but not locked.

- ▶ Characters can attempt an Animal Empathy skill check (Easy) in order to determine the dogs are hungry, malnourished and scared.

Anyone that frees the animals and feeds them makes the dogs loyal enough that the canines continue to follow the party throughout the mines, potentially serving as shock troops for the characters. When the character that fed them is attacked, the dogs leap to his defense. Dogs that sustain any damage flee in a random direction during combat.

- ▶ Fleeing can be prevented with a successful Animal Training (Dog) skill check (Average difficulty). This check should be made when a dog attempts to flee. Each dog only needs to be broken once by this skill check, after that they remain loyal to the death during the character's stay in the mines.

Lastly, any dog that flees into the mines could present a danger for the characters, as they run around randomly and could alert other enemies to intruders by their presence outside the kennel. It is up to the GM to see that, should this situation occur, it is as harmful to the PCs as possible.

---

**5 Wild Dogs (22 EP each):** HP 17 each (malnourished), Init -2, Spd 10, Rch 1', Atk +2, Dmg 1d4p+1, Def +4, DR 2, ToP 7/7, Size M, Move 20 ft./sec.

---

In searching the room, the characters discover the following: 200 feet of torn, tattered and cut pieces of rope (none longer than 10 feet), a barrel containing dried and salted meat and rice (rotting) and a barrel of dirty water. The cages each contain a shoddy wooden bowl that holds water.

### **B9: Goblin Warren**

Like [Area B6](#) and [B18](#), this cavern serves as a sleeping chamber and general living quarters for the goblins. Any wounded goblin could eventually end up here to recover from its injuries.

Cluttered, to the point of being difficult to walk through, this room appears to be some sort of living chamber. Piles of rotting vegetation and old bits of cloth suggest that a small number of creatures sleep here on a regular basis.

Currently no one is in this room when the characters arrive. There is nothing of value here.

### **B10: Cells**

This room serves as a cell for the rare times that an enemy lives long enough to be captured. Currently there are no prisoners in this room. If any character is captured they are brought here and manacled to the wall until such time that the goblins can torture them. When a prisoner is present, the goblins set a guard outside of the doors. Neither door can be locked.

Several sets of manacles and chains are bolted to the walls here.

### **B11: Guard Chamber**

When prisoners are held in Area B10, the goblins station guards here in order to prevent any escape attempts. This room is currently empty.

### **B12: Ladder Down**

The tunnel ends in a circular room, cut in half by a natural stone ledge. A gust of stiff, stale wind washes up and over you from the tunnel below. To the left a rope ladder drops downward into darkness.

This ladder is rarely used to access the lower levels and the tröglodytes never go this way unless they are forced to for some reason or another. The ladder drops down to a second ledge 35 feet below where a second rope ladder descends downward another 30 feet.

### **B13: Mating Chamber**

**Encounter:** 4 She-Goblins (0 EPs)

This room is used by the goblins as their mating chamber. The she-goblin bitches live in [Area B14](#) but are dragged by the hair to this chamber whenever a goblin feels the urge to mate. Hazzrack has quarantined the females hoping to instill some order as well as to cur-

tail the often bloody fights that would occur between male goblins squabbling over breeders.

The females are confined to Areas B13-16. If caught elsewhere in the mines they are brutally beaten or murdered as a warning to the others.

She-goblins never fight as they've been beaten into complete docility. However, if left alone, they alert other goblins to the characters' presence in the mine, potentially causing problems for the PCs.

Natural stone stairs rise up to this room, which overlooks a larger chamber, from two directions. Lanterns are scattered throughout this room providing ample illumination for you to see.

A group of four disgusting goblin females lounge here in a casual manner upon heaps of vegetation and cloth. Each is scantily clad in filthy rags, or naked. Beyond the ledge the room drops down into a larger chamber where you can see more goblins and another area that appears to be a living quarters.

---

**4 She-Goblins (0 EP each):** HP 14 each, Init 3, Spd irrelevant, Rch irrelevant, Atk 0, Dmg 0, Def +4, DR 0, ToP 6/ 4, Size S, Move 5 ft./sec.

---

### **B14: She-Goblin Warren**

**Encounter:** 13 She-Goblins (0 EPs)

This large chamber is covered in dung and rotting and molding piles of cloth that serve as beds. A horde of dirty and ragged goblin females seem startled to see you.

Like [Area B13](#), these she-goblin bitches are non-combatants. If the characters approach, they attempt to flee and gather help from the goblin males.

---

**13 She-Goblins (0 EP each):** HP 14 each, Init 3, Spd irrelevant, Rch irrelevant, Atk 0, Dmg 0, Def +4, DR 0, ToP 6/ 4, Size S, Move 5 ft./sec.

---

### **B15: Nursery**

When goblin offspring are born, or she-goblin bitches are late with child, they come here to be cared for. The goblins treat their children like animals, tossing them into cages until they are able to be of some use to the clan. Females who have recently given birth often come here to allow the pups to feed, but it is just as likely that they starve to death.

On rare occasions a male enters this room and drops bits of meat into the cages or torments the young in some manner or another. Those lucky enough to live grow to be spiteful, evil creatures.

This long oval chamber appears to be some sort of prison or containment area. Cages and barred, open topped barriers litter this room. Inside five of the pens you see small goblins, each covered in offal. The creatures scream and wail when you enter the room.

Three other cages hold what appear to be sleeping young. On the floor you see pieces of leather covered in bite marks, and piles of linen and cloth.

Currently there are five hungry goblin young in this room.

▶ A character that makes a successful First Aid skill check (Easy) can tell that they are starving to death. Gullible characters may want to heal, or help the pups but no matter what course of action is taken goblin offspring grow to be vicious and evil goblin adults. The young bite and claw anyone removing them (no damage).

Three other cages hold dead goblin infants.

▶ A First Aid skill check (Easy) reveals that they most likely starved to death. No skill check is required if the previous check was successful.

### **B16: Warren**

This warren is rarely used. Once there was a larger population of goblins but many died in the jungle and during various other activities. On occasion, the she-goblins in [Areas B13-14](#) come here when they want peace and quiet.

## B17: Shrine to the Battle Rager

**Potential Yield:** 8 cp in a stone bowl

This large chamber appears to serve as a shrine dedicated to some god. A makeshift altar has been erected under a table covered with a blue and red tapestry depicting two swords crossed in front of a hand axe. A lantern rests on the altar, half covered. Next to the lantern rests a stone bowl.

This room is dedicated to the Battle Rager, whom the hobgoblins call Thallak-Shakarz and the Svimohz call Minammoz. The hobgoblin Hazzrack has demanded this chamber be dedicated to the Blood Boiler so he has a place to worship. Most goblins merely pass through the room without much thought.

▶ A successful Divine Lore skill check (Easy) enables characters to identify the altar as one dedicated to the Battle Rager. Characters that worship the Battle Rager recognize it automatically.

Anyone arrogant enough to steal the coins from an offering bowl to a god should suffer some form of minor divine punishment as determined by the GameMaster.

## B18: Goblin Warren

**Encounter:** 5 Goblins (110 EPs)

**Potential Yield:** Potion of Speed, 10d12 cp

This cavern is a sleeping chamber and living quarters for the goblins. There are several caverns like this throughout the mine and goblins can be found here at every hour of the day.

There are usually a few goblins here engaged in some sort of activity, be it repairing armor, gambling, eating, sleeping or any other task. Any wounded goblin could eventually end up here to recover from its injuries.

This long, wide chamber is littered with heaps of linen, rags, and bundles of leaves and other miscellaneous fluff that serves as bedding. Sixteen heaps are scattered throughout the area and much of the floor space is covered with refuse, waste and feces. The room exudes a sharp, intense acidic smell that assaults your senses.

Five goblins are in this room talking and sharpening weapons as they obviously wait to greet you!

**5 Goblins (22 EP each):** HP 20 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

**Equipment:** short sword, small shield, 2d12 cp ea.

One goblin has squirreled away a **Potion of Speed** for an emergency, but he doesn't know what the elixir actually does. Having heard tales of healing potions, he assumes that his potion is just that. The first time he suffers damage he consumes the potion hoping to heal his wounds.

## B19: Scaffolding

**Potential Story Award:**

❑ Questioning scaffolding's structural integrity and choosing to avoid it (67 EPs) or Actually determining scaffolding's structural weakness (133 EPs)

This area of scaffolding is as dangerous as it is unstable. The goblins know this and avoid using it. If more than 100 pounds of weight is applied, it collapses. Anyone on the scaffolding falls to the stone floor below sustaining 3d12p points of damage and alerting the goblins in the cavern to the PCs' presence.

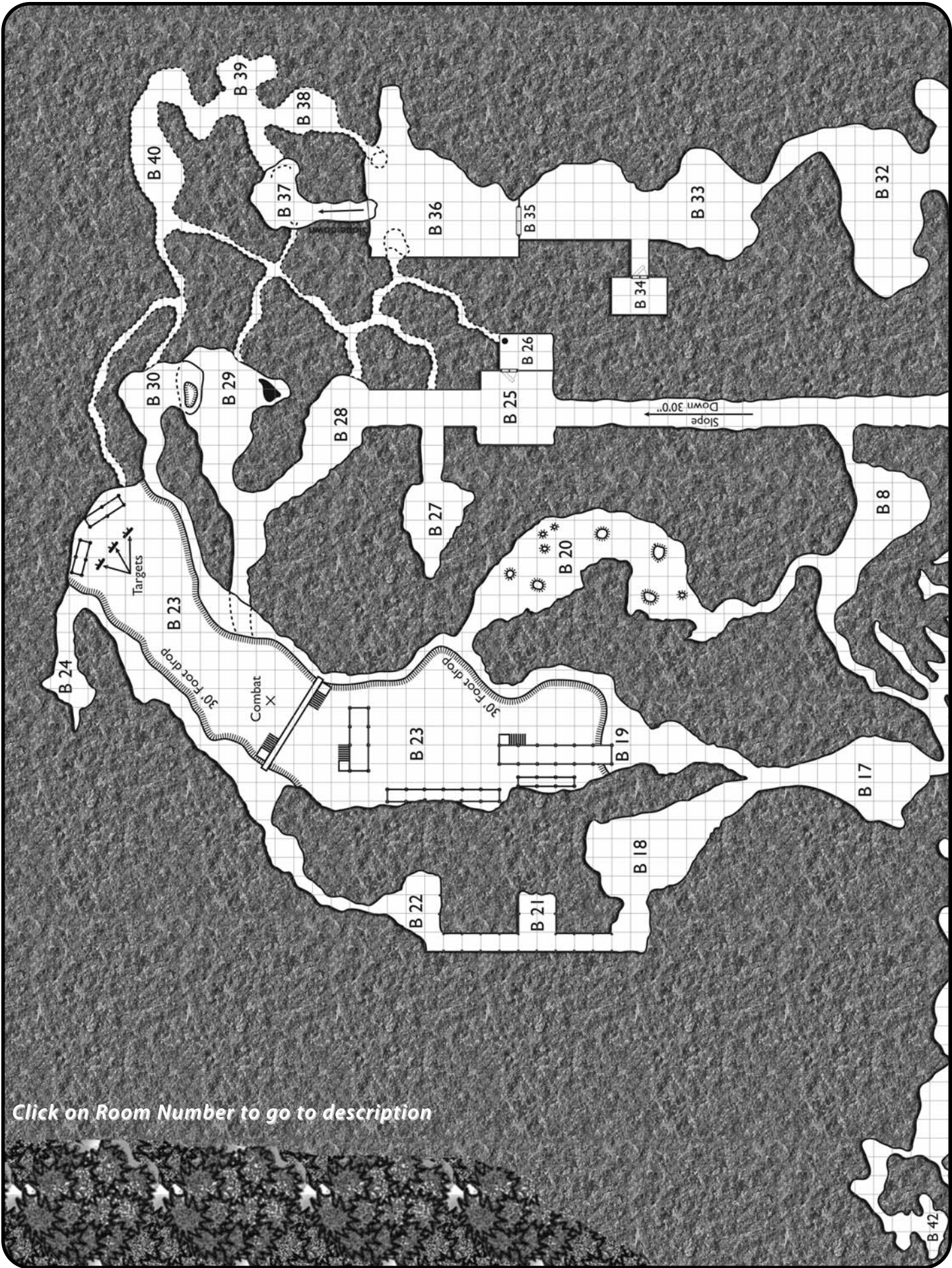
A successful Identify Trap skill check will reveal its unstable nature though there is no express way to employ Disarm Trap. An average difficult check in either Carpentry/Woodworking or Mining will also reveal the potential danger of walking on this structure.

## B20: Unused Chamber

A long room spreads out before you, the floor covered in small stalagmites. Several larger stalagmites reach as high as six or seven feet and populate the room as well. From all appearances this room looks unused.

The floor in this room is rough and rocky and reduces movement by half for anyone moving through it. The goblins don't use this room for this reason and characters could actually hide in here fairly easily. There is nothing of value or interest in this room.





Click on Room Number to go to description



## B21: Storage

**Potential Yield:** 4 barrels, 384 torches, 3 ropes (200 ft each), 10 flasks of lantern oil

This room is used as storage, and contains four large barrels in which are 384 torches. There are also three large spools of rope, each 200 feet long. A crate contains 10 flasks of lantern oil. There is nothing else of value in the room.

## B22: Dice

**Encounter:** 5 Goblins (110 EPs)

A group of goblins regularly gather here to gamble by means of dice. If alerted to combat in [Area B23](#), they rush to aid their comrades.

Five goblins hoot and holler as they throw dice against a wall where a small pile of coins lay. They seem oblivious to your presence. Leaning up against the wall are several crossbows.

**5 Goblins (22 EP each):** HP 21 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +2, DR 2, ToP 8/6, Size S, Move 5 ft./sec.

**Equipment:** Short swords, 12 crossbow bolts each

The small pile of coins in the center totals 41 cp and 3 sp.

## B23: Great Cavern

**Encounter:** 10 Goblins (220 EPs)

**Potential Yield:** 6 short swords, 2 spears, 2 clubs, 2 small shields, 2 suits of leather armor (human made), 2 warhammers, 3 light crossbows, a short bow, 54 bolts and 31 arrows

**Potential Story Awards:**

Returning Dashaz' corpse to Emosvom for burial (300 EPs - awarded upon burial not recovery)

Before the mines were attacked and overwhelmed by the goblins, this area was the focal point of the miners' efforts and a place where it was believed great deposits of copper were hidden.

The goblins now use this area for their own amusement. Wrestling, target practice and fighting are the most common activities here. No matter the time of day, there are always several goblins here relaxing in some manner or another.

Unless otherwise alerted to the characters' presence, these goblins are unaware of the characters approaching. Sounds of fighting or wrestling alert the characters



ahead of time to some activity in this chamber prior to their arrival. There is ample torch and lantern light spilling out into all passageways.

When the characters arrive, read the following:

Before you is a mammoth room. The large cavernous space stretches for hundreds of feet in a rough gallery of stone. The ceiling rises nearly 75 feet high to a rough canopy of stone and stalactites shrouded in darkness. Much of the tunnel is hidden from your viewpoint as it curves and undulates away from you.

Otherwise, torches are fixed to the walls at dozens of places and the room in its entirety remains illuminated.

A stone ledge runs the length of the room on one side of the cavern, roughly 30 feet from the floor below. A shorter ledge mirrors it on the other side, running half the distance of the room. In several places heavy wooden scaffolding rises along the sides of the cavern, once used by miners to extract minerals. In the center of the cavern a wooden bridge spans the distance between the two ledges, supported by more scaffolding below it. A handful of tunnels exit the room at various places.

In the center of the room near the large bridge is a series of tables by some weapon and armor racks. In the vicinity are two goblins, attempting to smash at one another with swords and clubs in a heated melee. A host of eight more goblins ring the two combatants, shouting and cheering.

There are 10 goblins in this room, eight of them betting on the outcome of the battle taking place. The noise is enough to alert anyone approaching this room. Since the goblins here are distracted they are fairly easy to surprise.

▶ All goblin Listen and Observation checks should be made at a 50% penalty unless the characters do something that would loudly announce their presence ahead of time.

If the characters attempt to engage the goblins in combat, they shout and holler for aid hoping to alert those goblins in [Area B22](#). Sound carries in this area

very well and shouts of “alarm” and “intruders” (in the Goblin tongue, of course) echo down the tunnels to these areas with little trouble.

Combat in this area can become ugly in quick order, depending on how the characters approach it. Goblins summoned from [Area B22](#) attempt to establish a firing base on the ledge and rain arrows down on the melee (not caring if they hit their comrades or not).

In addition, two goblins run to [Area B19](#) and attempt to fire on the characters from the opposite side, establishing a brutal crossfire. These goblins alert those in [Area B18](#) to the trouble, bringing even more help.

The goblins are armed with a mix of short swords, clubs and small shields. One rather sturdy looking goblin wades into melee with a battle axe (which he uses two-handed).

---

**5 Goblins w/ swords (22 EP each):** HP 19 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 2d12 cp ea.

---

**2 Goblins w/ clubs (22 EP each):** HP 19 each, Init 3, Spd 10, Rch 1.5', Atk +3, Dmg d6p+d4p -1, Def +6, DR 2, ToP 7/ 6, Size S, Move 5 ft./sec.

*Equipment:* club, small shield, 2d12 cp ea.

---

**Goblin Sergeant (32 EP):** HP 23, Init 3, Spd 12, Rch 2', Atk +4, Dmg 4d4p, Def +3, DR 3, ToP 10/ 6, Size S, Move 5 ft./sec.

*Equipment:* battle axe, 4d12 cp

---

**Goblin Combatant #1 (22 EP):** HP 8, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 2d12 cp

---

**Goblin Combatant #2 (22 EP):** HP 11, Init 3, Spd 10, Rch 1.5', Atk +3, Dmg d6p+d4p -1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* club, small shield, 2d12 cp

Near the melee are tables, chairs, and weapon and armor racks. This area is used frequently by the goblins for sport and practice as well as meals. On the tables are dirty goblets and flagons along with plates of moldy food.

The weapon racks hold a variety of leftover miner weapons in poor condition (each melee weapon, armor



or shield has a 50% chance to shatter or otherwise fail each time it is used in combat - check once per encounter). These include six short swords, two spears, two clubs, two small shields, two small sized suits of leather armor (human made), two warhammers, three light crossbows, a short bow, 54 bolts and 31 arrows.

At the far end of the cave are three targets the goblins have set up to use for target practice. These targets are cobbled together from makeshift pieces of wood scavenged from the mines and dried vegetation taken from the jungle. Tied to the center target are the remains of long-dead dwarf foreman **Dashaz**. The goblins captured and tortured the dwarf for as long as possible before his body eventually gave out. The humiliation didn't end there, though.

A while back, one of the goblins was a part of a successful raid on one of the noble houses that imported goods from the north. During the raid he was able to scavenge a dress from Kalamar. Since then the goblin has hauled the dress around, often wearing it, but just as often making his companions wear it. Once Dashaz was captured, the dress was affixed to him and there it has remained ever since.

When the characters inspect this section of the cavern, read the following:

Three makeshift wooden targets are erected here for the simple purpose of archery practice. Strapped to the center target is an odd sight – the skeletal corpse of what you assume to be a dwarf. His body has been strapped to the target and his armor is littered with arrows and crossbow bolts.

Even more strangely, at some point the goblins appear to have clad the dwarf in a red dress of a fashion you have not seen in the south. To make matters worse, it appears that his beard has been cut and removed in large chunks. With his flesh and organs mostly gone, the goblins seem to have stuffed the skeletal form with rags, garbage, earth and even feces, perhaps to better enable their arrows to stick.

### **B24: New Tunnel**

This exploratory tunnel was new at the time the goblins attacked. One miner attempted to escape and hide here only to be cut down.

This tunnel ends in a small rock strewn room. A human skeleton lies in the center of the room.

There is nothing of value here.

### **B25: Mess Hall**

**Encounter:** 5 Goblins (110 EPs)

Since the mine's inception, this area served as the dining location for first the humans and now the goblins. Yet, without the stern discipline of the mining overseers, many of the goblins rarely eat here. When they are hungry the goblins come here and scavenge for food from the cook or other goblins already eating. Typically, there are a few goblins here at all hours.

As the characters approach this area, they hear several goblins talking as they eat their dinner and see the lights from the lanterns up ahead. The goblins here are fairly easy to surprise but any combat draws the attention of the cook in [Area B26](#).

- ▶ These goblins are fairly unaware and unless they suspect trouble they receive a 20% penalty to their Listen and Observation skill checks.

The tunnel widens here, opening into a large room. Five long tables, each large enough to accommodate 10 men, dominate this room. Each table is covered by dirty wood plates, garbage, spoilt food, candles and both upright and overturned flagons. Five goblins look up from their meals, surprised to see you standing in the doorway.

Along the right-hand side of the room stands an open doorway, black smoke spilling forth from it into the large dining area. On the far side of the room the passageway continues on, wider than the tunnel you are in.

**5 Goblins (22 EP each):** HP 20 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +2, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

**Equipment:** short sword, 2d12 cp each

Some goblins may attempt to throw empty flagons at the characters to disrupt spells or missile attacks. Treat these missiles as throwing knives for purposes of range and RoF. Any hit does 1 point of damage.

## B26: Kitchen

**Encounter:** Goblin cook (22 EPs)

This cluttered room appears to be some sort of kitchen. A large cauldron rests over a fire, the contents inside boiling with an audible pop. Thick, acrid, black smoke clings to the top of this room attempting to escape from a large hole in the ceiling. The countertops are littered with knives, pans, cauldrons and other cooking utensils that consume the majority of the available wall space.

Upon hearing combat in [Area B25](#), the goblin cook rushes from the room and joins the fray.

**Goblin Cook (22 EP):** HP 22, Init 3, Spd 7, Rch 0', Atk +3, Dmg d6p-1, Def +2, DR 2, ToP 9/ 6, Size S, Move 5 ft./sec.

*Equipment:* knife, 3d12 cp, 1d6 sp

The cauldron contains a stew in boiling gravy with roots and other vegetables. Anyone eating the food finds it is surprisingly edible, considering the circumstances. Unbeknownst to them, the meat in the stew is actually that of a dead tribesman captured three days ago. Eating enough of the stew may enable a lucky patron to eventually discover a finger or toe floating in their meal.

Those searching the kitchen discover plenty of tools to prepare food, a few roots, leeks and fruit. Clay pots and pitchers also abound and are used to gather water for cooking and drinking. Under one of the countertops there is a large hole at the base of the wall that the beetles use to access this room.

## B27: Larder

Anything edible that isn't immediately served as food always ends up here, waiting to be consumed by the goblins. This includes animals hunted in the wild, human invaders, dead dogs or anything else the goblins can acquire. Any character or hireling that dies and is abandoned in the mines eventually ends up in this room hanging from a hook and waiting to be served for dinner or discovered by those that left him behind.

A dark oblong room is revealed as your light reaches the end of the tunnel. Despite the length of the room the ceiling here is low, no more than six feet in height.

Set into the walls at irregular intervals are dozens of bloody hooks. Hanging from six hooks are the remains of several creatures, all long dead. Two emaciated dogs, a wild boar, two goblins and a man-sized lizard creature decorate the room.

## B28: Garbage Room

Heaps of rotting flesh, food, feces and miscellaneous trash combine to create a putrid odor that permeates this room. Large piles of garbage obscure the floor and only a single, thin path winds its way through the trash and out another large passageway across the room.

This is the main garbage and waste dump for the goblins. There is nothing of value here. In the back of the room is a hole in the floor that leads downward into the tunnels used by the giant beetles, who come here often to feed.

## B29: Latrine

**Encounter:** 3 Giant Beetles (33 EPs)

By decree of the hobgoblin leader, all goblins are required to relieve themselves here (and only here). However, many don't. Those caught urinating or defecating elsewhere in the caves are usually beaten and given "shovel duty" here.

The tunnel opens into a large, high ceilinged chamber that reeks of excrement. Before you piles of feces and puddles of foul smelling fluid covers the ground. A path winds its way through the room toward a large hole in the floor on the right. To the left, a rope rises upward to the ceiling where it disappears into darkness. Attached to the end of the rope is a bucket.

The bucket is used to haul feces up through the hole to feed the mushrooms in [Area B30](#). The goblins perform this duty every so often or whenever one of them is caught doing something wrong. The large hole is a

dump for when the room is deemed to be too full. The pit drops down through a roughly vertical shaft that eventually empties into the underground lake under [Area B1](#).

Under the large dung piles is a small hole that can be used to access the beetle tunnels. The beetles often come here to feed on the waste. Three giant beetles are in this room feeding on feces when the characters arrive. They are not interested in fighting and may even go unnoticed.

- ▶ A successful Observation skill check (Average) alerts the characters to the beetles' presence. If approached, the beetles attack. There is nothing of value here.

---

**3 Giant Beetles (11 EP each):** HP 16 each, Init 0, Spd 10, Rch 1.5', Atk +1, Dmg 2d4p, Def -1, DR 3, ToP n/a, Size S, Move 5 ft./sec.

---

### **B30: Mushroom Cave**

The floor of this dark chamber is rough, uneven and covered in soft dirt, moss and mushrooms. A rope is spiked into the wall near a large hole in the floor that drops down into another room below. Two shovels lean against the wall near the hole.

The goblins harvest mushrooms in this room. They hauled in some earth from outside and use the waste in [Area B29](#) to feed the mushrooms. This cavern has thus far proven to be an ideal place to grow the food. The mushrooms are extremely good and fresh to those brave enough to eat them.

- ▶ A successful Botany skill check (by a character with at least Average mastery) is sufficient to determine that the mushrooms are edible.

In the wall is a small tunnel that leads down into the beetle tunnels.

### **B31: Ledge**

This was the first portion of the mine to be excavated by miners and it has seen little use in recent years. Likewise, the goblins also avoid this area. There is nothing here but trouble. When the characters first arrive in the area below read the following to them.

A rickety ladder climbs a rise of about 12 feet to a dark, rocky ledge above.

After a PC climbs the ladder, you can read the following aloud.

Above, the naturally formed tunnels fan out to the right and left, plunging further into darkness. Rubble and dust litter the floor suggesting no one has been through these tunnels in some time.

There is nothing of value or interest in this cave.

### **B32: Mining Chamber**

**Encounter:** [Flesh-Eating Slime](#) (200 EPs)

- ❑ Noting absence of organic material from remains (100 EPs) or employing aforementioned knowledge to avoid slime (200 EPs)

Once, large deposits of ore were pulled from this room before being broken apart in the search for copper. Several strikes were made here and the success of this find was enough to fund the establishment of the mine.

The passageway opens into another large chamber that exceeds the reach of your light. A cursory inspection of the room reveals little. Like the chamber you just left, this one too is covered in dust, rubble and dirt. The ceiling rises here to perhaps 20 feet in height. Another passageway flees this room and somewhere off in the corner you catch a small glint of metal as your light passes through the area.

In the corner of the room is a skeleton. Cursory examination reveals a rusty helmet atop its skull while a rusty short sword and the metal boss and edging of a shield lie near its feet.

The remains are those of a goblin who was part of a group exploring this cave. When the slime fell on him, his fellows fled and didn't tell anyone for fear of being tasked with removing this hazard.

*Should anyone remark upon the fact that all organic matter is absent for the remains, secretly award them 100EPs. If this eureka moment induces the players to avoid the skeleton, raise this to 200EPs.*

Any character that approaches to within 10 feet of the corpse disturbs and dislodges the flesh-eating slime growing on the ceiling. In so doing, they provoke an attack by a globule of slime for potentially 3d6p points



of damage (or a d4p splash of slime if the attack misses).

No more than 50 Hit Points of slime drop from the ceiling, thus some members of the party may be lucky enough to avoid the attack. Anyone rushing to the aid of a struck party member (and under the slime) is subject to an attack.

The slime survives by living off the water and condensation that collects on the ceiling, consuming the mold, moisture and small insects that are unlucky enough to venture its way.

---

**Flesh-Eating Slime (EP 200):** HP 50, Init n/a, Spd n/a, Rch n/a, Atk +3, Dmg 3d6p + special, Def n/a, DR 0, ToP n/a, Size M, Move n/a

---

### **B33: Mining Chamber**

**Potential Yield:** Gold ring set with a tiger eye (30 sp)

Like [Area B32](#) before it, and [Area B36](#) after, this room once held great deposits of copper ore. The veins here were small but extensive exploration was done at various times in this area.

A large gallery opens before you extending for some distance beyond your light. The ceiling here is lower than the other rooms in this area, dropping down to roughly 10 feet in height. A 10-foot-wide tunnel exits the area ahead. Rubble and dust cover countless skeletons lie scattered about the room.

When the mines were lost, a large band of miners were trapped in these rooms and made their last stand here. Unfortunately, none of them survived. The goblins left the dead to rot (though they did remove the corpses of their kin and any items of value). There are 14 skeletons in this room, 12 of which are human and two are dwarves.

▶ Anyone searching the rubble and the bodies can attempt an Observation skill check (Average difficulty). Success indicates the character discovers a long lost gold ring set with a tiger eye. The ring is worth 35 sp to the right buyer though this won't be readily apparent.

### **B34: Storage Room**

Long ago this room held torches, rope, shovels and mining picks but these items have long been removed. A valiant group of men tried to fend off the goblins

here but were eventually burned out when the goblins tossed in dried vegetation and wood soaked in fat, and barred the men in the room.

A wooden door blocks access to this area. The frame and edges of the door are blackened and burnt. Two heavy beams of wood bar the door, bound to the frame by iron spikes. The door looks unstable and old.

A Feat of Strength (*vs. d20p+7*) is required to open the door as it is now stuck in this position, the hinges melted together during the fire. When forced open, the door breaks apart into large, burned chunks.

Once through the door, read the following to the players.

Beyond the door is a roughly 20-foot-deep by 30-foot-wide rectangular room. From all appearances this was once some sort of storeroom. Piles of dusty black ash line the base of the walls and the charred skeletal remains of several men lie here. The stone walls are blackened by soot from a fire that burned out this room.

Here seven men died in terrible fashion after being pinned in the room and having combustible material repeatedly tossed into the room after being set on fire. The fire quickly spread across the wooden shelves consuming the hundreds of flasks of lamp oil, dozens of torches and other wooden material. The fire burned fiercely for a short time before consuming everything in the room. It was only by pure luck the door didn't burn down in the blaze.

Sorting through the ash is a messy process and anyone doing so discovers hunks of metal that were once shovel spades, lantern pieces and other miscellaneous equipment. Most of the metal is unidentifiable now and there is nothing of value here.

### **B35: Barred Door**

Two large, wooden double doors bar access to what lies beyond. A heavy wooden beam has been bolted across the doorframe. Crude writing, scrawled in some feral script is scribbled across the doorway in faded chalk.

This door has been barred to keep the insects trapped inside the room from being a nuisance (the script states “Keep Out” in goblinish). Unfortunately the tactic has not worked, as the beetles just burrowed new tunnels to other areas of the mine. The goblins haven’t figured out that the vermin problems they are experiencing in other areas of the mine are actually the same beetles from [Area B36](#). Instead of eliminating the problem, they just managed to give the creatures a safe area to nest.

Removing the beam is fairly easy and only requires a bit of work. At least two characters with the Laborer proficiency can accomplish the task without a roll. If no character possesses the proficiency, then a Feat of Strength (*vs.  $d20p+10$* ) must be made to tear the beam free.

### **B36: Great Hall**

**Encounter:** 7 Giant Beetles (77 EPs)

The original miners hoped the deposits of copper they found here would be extensive. Thus, this room was planned to become a great gathering hall. When the minerals ran out, that idea was abandoned. Large groups of beetles now call this area home.

A long, smooth, worked wall of stone runs along the left hand side of this room, stopping at the ceiling nearly 30 feet above your head. The wall on the right is rough and broken, suggesting this room was once mined extensively.

Your light doesn’t illuminate the entirety of the room but someplace off in the darkness you hear a sudden burst of *click, click, click, click* echoing off the stone in rapid succession before the room grows silent again.

Seven giant beetles are in this room. These creatures view the characters as a threat and attack if they approach. Any beetle wounded in combat, but not killed, attempts to flee toward the large holes on the floor, passing down into the tunnels below and eventually returning to [Area B38](#) or [B40](#).

The holes are large enough to access the tunnels, but once underground the characters quickly become confined. Entering these tunnels can be difficult as they drop 20 feet at a sharp angle before leveling off to a more horizontal plane. In addition, the tunnels are only three to four feet in diameter. Humans, dwarves and elves can crawl through the tunnels at the rate of 1 ft/sec while halfling movement is merely halved.

**7 Giant Beetles (11 EP each):** HP 15 each, Init 0, Spd 10, Rch 1½’, Atk +1, Dmg 2d4p, Def -1, DR 3, ToP n/a, Size S, Move 5 ft./sec.

### **B37: Fire Beetle Nest**

**Encounter:** 4 Fire Beetles (100 EPs)

This large chamber was discovered by accident when miners fell through the unstable floor in [Area B36](#) and slid down here. Like the tunnels below, this area of the hills is not entirely all stone. The ground here is part stone, part loose scree and part soil. Access to this room is through a large tunnel in the floor of [Area B36](#).

Read the following text to any player whose character investigates the hole:

A large hole at the base of the wall opens into the ground here, passing down at a sharp angle. Somewhere below you see the soft glow of a lantern or torchlight. Unfortunately, it appears you would have to slide down a long tunnel covered in loose gravel and earth in order to discover who, or what, is below.

The tunnel is roughly 10 feet in diameter and slopes downward at a sharp 35-degree angle to the chamber below. Because of the angle of the slope it is impossible to see into the room until the last five feet of the passageway. Characters can slide down the tunnel without sustaining damage.

Once a PC is in the room, read the following:

The tunnel opens into a large, rough chamber. The walls here are covered in dirt, earth and loose stones. Rocks and clumps of soil litter the floor. The smell here is terrible, like that of wet earth and dung.

Like the room above, two holes open through the floor here, a larger one on the left and a smaller one to the right. The source of light becomes readily apparent to you as well. There are four large beetles, all emanating an orange glow from spots on their back and abdomen.

It is impossible not to alert the beetles when entering this room, since coming down the tunnel dislodges loose earth and rocks into the room. However, the beetles won’t be waiting to attack the characters until they sense their presence in the room. Still, the beetles roll

a d8 for Initiative in this encounter. The fire beetles attempt to flee to [Area B39](#) once reduced to 25% of their original Hit Points.

---

**4 Giant Fire Beetles (25 EP each):** HP 21 each, Init 2 (roll d8 on first), Spd 12, Rch 1½', Atk +1, Dmg 4d4p, Def -2, DR 3, ToP n/a, Size S, Move 5 ft./sec.

---

### **B38: Beetle Nest**

**Encounter:** 4 Giant Beetles (44 EPs)

This large circular chamber is covered in soil and dung. Several large beetles appear to be nesting here and as you crawl into the room they attack.

---

**4 Giant Beetles (11 EP each):** HP 14 each, Init 0, Spd 10, Rch 1½', Atk +1, Dmg 2d4p, Def -1, DR 3, ToP n/a, Size S, Move 5 ft./sec.

---

### **B39: Fire Beetle Nest**

**Encounter:** 3 Fire Beetles (75 EPs)

**Potential Yield:** Short sword, small shield, leather armor (halfling sized), 22 sp, 3 cp

This small earthen lined room appears to be the nest of three glowing beetles!

---

**3 Giant Fire Beetles (25 EP each):** HP 20 each, Init 2, Spd 12, Rch 1½', Atk +1, Dmg 4d4p, Def -2, DR 3, ToP n/a, Size S, Move 5 ft./sec.

---

In the corner of this room is the corpse of a recently killed goblin that got too curious and crawled into the tunnels from deeper in the mines. In the goblin's rotting hands is a short sword and small shield. His corpse wears a suit of leather armor and he carries a bag that contains 33 cp and a silver ring (worth 4 sp) - all of which he pilfered from his comrades).

### **B40: Beetle Nest**

**Encounter:** 6 Giant Beetles (66 EPs)

This long, large chamber appears to be home to several more giant beetles.

---

**6 Giant Beetles (11 EP each):** HP 15 each, Init 0, Spd 10, Rch 1½', Atk +1, Dmg 2d4p, Def -1, DR 3, ToP n/a, Size S, Move 5 ft./sec.

---

## **B41: Gathering Hall**

**Encounter:** 7 Goblins, Hazzrack the Hobgoblin (221 EPs)

**Potential Yield:** Longsword +1, various coins

The main purpose of this chamber is to serve as a gathering hall for the goblins. Still, this room is frequently used as a sleeping chamber, place to eat and general gathering space. Most anytime a group of goblins can be found here. If the characters are successful in driving the goblins from other areas of the mine, this room is the last fallback for the clan. Hazzrack rallies his forces here hoping to drive the characters out of the mine.

Four tunnels enter this large, expansive chamber. In more than a few places bits of earth and loose rock are exposed giving the impression this area is less stable than others. Torches are set into a dozen places to provide light.

Scattered throughout the room are a few small tables. Barrels that serve as seating are loosely arranged in a haphazard fashion around them. Several casks and wooden crates are stacked up in various places here and there.

Unless the characters have been amazingly quiet and subtle, it is unlikely they'll reach this point without alerting the goblins to their presence. As such, it is possible these goblins are drawn to other combats or that there are more (or less) of them here at the time of the characters' arrival.

If the goblins are alerted to the PCs' presence, read the following:

Seven goblins are in this room, standing in a loose group, arrows drawn in their short bows as they wait for you.

Standing with the goblins is a larger creature. Standing six and a half feet tall with leathery, reddish-brown skin, the creature has facial features resembling a goblin, but he possesses an air of authority. Clad in ringmail armor and carrying a large shield the creature points his longsword in your direction and shouts in a harsh tongue.

If, however, the characters were successful in the mine they find this room to be the place where Hazzrack makes his stand. The hobgoblin shouts commands to the goblins organizing their attacks with maximum efficiency. Hazzrack instructs the goblins to fire an opening salvo before four goblins engage the characters in melee. The remaining archers continue to fire on any casters. Hazzrack himself wades into combat quickly, taking on whoever is closest.



Hazzrack is a typical hobgoblin. He has a personal code of strength and honor (though a crude one when compared to many others of his species) and doesn't consider himself a slave to the tröglodytes below. Displaced from his band for low honor, he finds pleasure in leading the goblins despite their filthy lifestyle and lack of discipline. In return, the goblins willingly serve Hazzrack since he acts as a buffer between them and tröglodytes.

---

**4 Goblin Sergeants (32 EP each):** HP 23 each, Init 3, Spd 8, Rch 1', Atk +4, Dmg 2d6p, Def +7, DR 3, ToP 10/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 3d10 cp and 1d4 sp each

---

**3 Goblins (22 EP each):** HP 18 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +2, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, short bow, 12 arrows, 3d10 cp each

---

**Hazzrak the Hobgoblin (67 EP):** HP 29, Init 2, Spd 10, Rch 3½', Atk +6, Dmg 2d8p+2, Def +4, DR 4, ToP 12/ 6, Move 10 ft./sec.

*Equipment:* ringmail armor (good quality and useable by humans if resized), medium shield, **Longsword +1**, keys to footlocker in Area B40, key to ogre den at Area B54

---

## **B42: Hazzrack's Room**

**Potential Yield:** Wand of Healing, studded leather armor (hobgoblin-made but of functional quality), 4 sp, 9 cp, moonstone (100 sp), gold buttons, misc items

No goblins are here unless the characters managed to sneak into this area without making any noise or alerting the goblins. Hazzrack makes his home here.

Unlike most of the other cave chambers this area is neat and orderly. Several tables are pushed together and covered padded with vegetation and cloth to serve as a bed. Underneath the tables are two neatly arranged footlockers.

A third table, smaller than the others, sits across the room. On the table you see a lantern, a chamber pot and a whetstone. In addition, there is a freestanding armature that appears to be an armor mannequin — where one would store armor when it wasn't being worn.

Hazzrack keeps his room neat and orderly and the goblins know to avoid it or suffer his wrath. The footlockers are both locked, the keys hidden under the base of the lantern on the table, attached by a small bit of twine.

▶ An Observation check (Difficult) notices the lantern doesn't sit flush on the table. Anyone specifically saying they are searching the lantern need not make the skill check.

The locks on the footlockers are built into the storage devices. These lockers once held the wealth of the rulers of the camp below but Hazzrack had them moved here for his own personal use.

▶ The locks are Good Quality, requiring at least Average mastery of the Lock Picking skill.

Inside the first footlocker is a bag that contains 49 cp, 36 sp, a large moonstone (100 sp), 5 brass buttons (actually gold and worth 17 sp each) and a **Wand of Healing** with ten charges (Hazzrack doesn't know how to use it but knows it is valuable). Most of the command words for the wand have been lost, however the word to use the Cure Trifling Injury ability has been etched into the base of the wand. It is the Svimohzish phrase for "minor aid" [eh fovan].

▶ A character with at least average mastery in Appraisal: Textiles will recognize the buttons as unusual and know that they are quite valuable.

The second footlocker holds seven empty flasks, a broken longsword (a trophy from a duel Hazzrack won), a battered set of studded leather armor (his old armor), a pair of boots, six neatly folded blankets and two extra lanterns.

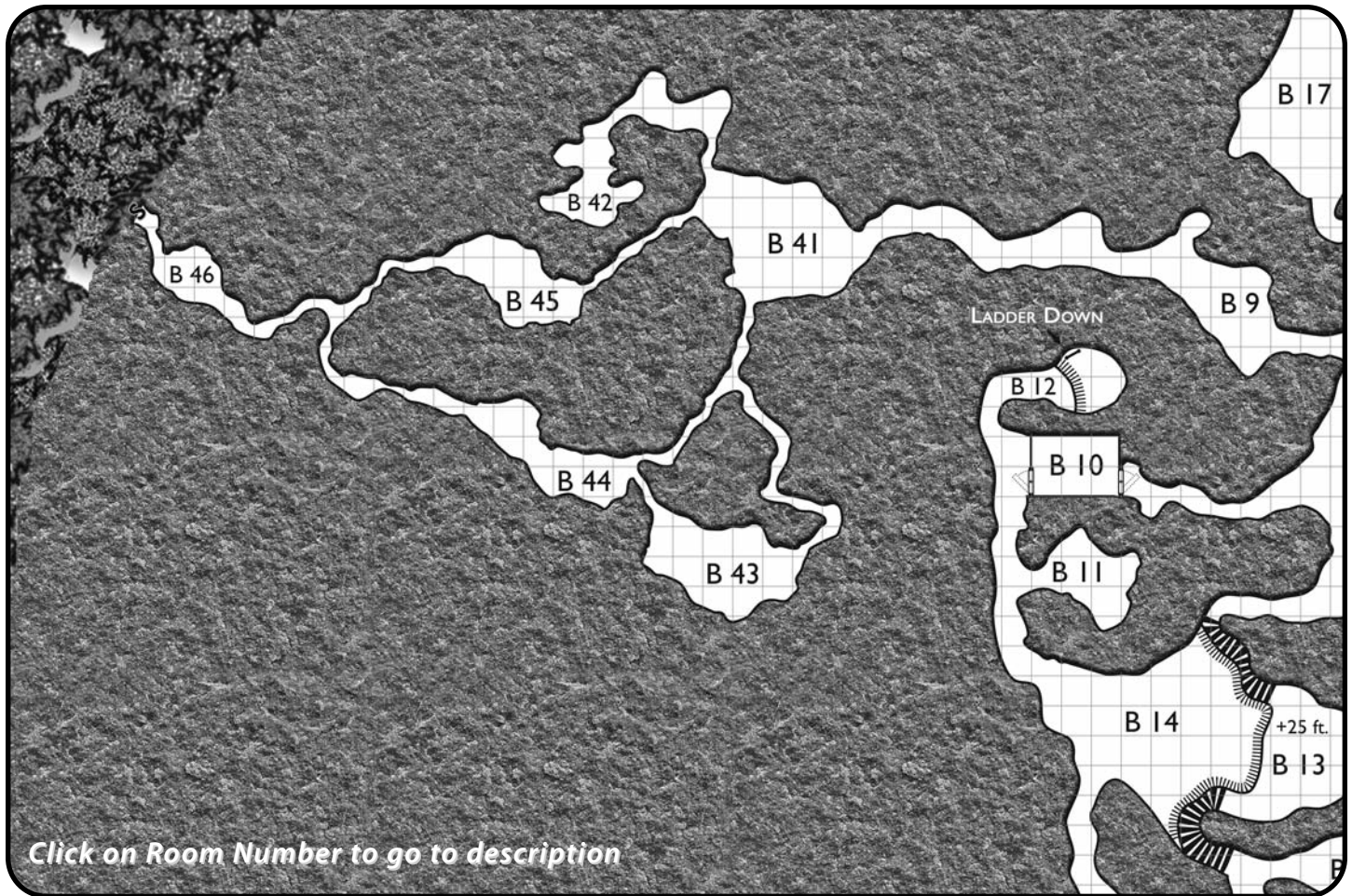
## **B43, 44, and 45: Empty Chambers**

These chambers are currently empty. They are used as emergency fallback points in the event the goblins are driven from the caves. If forced to flee, the goblins attempt to trap invaders in these rooms at the mouth of a tunnel, while others circle around behind. These rooms are often used by goblins for wrestling or other purposes.

## **B46: Exit**

**Encounter:** 4 Goblins (88 EPs)

This chamber serves as a guardroom in the event anyone discovers the secret entrance to the mines.



► From the outside, an Observation skill check (Difficult) is required to notice something is amiss and allow a character to search for secret doors. From the inside, the secret door is so easy to discover that it doesn't require any roll to detect.

Four goblins are assigned to this room. Typically they sleep or wrestle to pass the time.

**4 Goblins (22 EP each):** HP 21 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/ 6, Size S, Move 5 ft./sec.

*Equipment:* short sword, small shield, 2d12 cp ea.

### **B47: Mine Entrance**

Here the characters enter the worked tunnels of the Nonesh copper mine. During the invasion the goblins found that this area was more important to the miners than the natural tunnels and there is some truth to that. Some of the largest finds were taken from the rock here by means of these tunnels.

As such, the goblins have trapped this area with the thought that the miners would come here first when they eventually returned. These traps are designed to not only alert the goblins that something is amiss but

also to kill and maim as many intruders as possible.

If one of these traps alerts the goblins that there is someone in this area they come in force, hoping to ambush the characters. Goblins from [Areas B5](#) and [B6](#) are the first to arrive followed by those in [Areas B56](#) and [B57](#). One goblin retreats to [Area B41](#) to alert Hazzrack, who in turn gathers the goblins near him before arriving.

The intent is to trap the invaders in these tunnels where the goblins can outflank them and drive them into the traps.

### **B48: Screecher Room**

**Encounter:** Screecher (5 EPs)

You push open the heavy wood door and enter the large room. About 20 feet wide by 50 feet long, this rectangular room appears empty with the exception of a large gathering of fungus, lichen and mushrooms in the center. Two other doors exit this room.

When the PCs move further inside, read or paraphrase the following aloud:



As your light spills into the room and over the mushrooms, a high-pitched screech explodes from them and echoes down the tunnels.

The screeching continues until the light and movement (within 10 feet of the screecher) ceases or the screecher is killed. This noise alerts the goblins in Area B5 and B6.

**Screecher (5 EPs):** HP 25, Init , Spd 0, Rch none, Atk 0, Dmg 0, Def -6, DR 4, ToP n/a, Size S

### B49: Corpse Trap

**Potential Yield:** Short sword with silvered blade

**Potential Story Award:**

Detecting and avoiding pit trap (133 EPs)

This large, square room is supported by heavy timbers, preventing the crushing stone above from collapsing the room. Two tunnels exit this room and a heavy curtain divides this area from another beyond. Rocks, dust and debris litter this room making movement difficult.

In the center of the room is the skeletal corpse of a man. He is dressed in tattered armor of leather, pierced in several places from a battle long ago. Several arrows pepper his body. A thin layer of dust hangs from the corpse, suggesting it has laid here undisturbed for some time. Grasped in his bony fingers is a shining silver sword.

The skeleton is a trap and the gleaming sword is the bait. The weapon is a silvered short sword and perfectly functional. Under the skeleton is a pit trap. It is concealed by a lattice made of sticks and covered by a woven mat itself covered with loose dirt.

If more than 50 lbs. of weight is placed on any 5' square surrounding the skeleton, the lattice-work gives way, dropping the character into a shallow pit – the floor of which has been embedded with sharpened wooden stakes.

The fall is only seven feet and causes a mere 1d6p-1 damage. However, those falling into the pit are also punctured by 1d4p+1 wooden stakes. Each stake inflicts a d6p wound. Fortunately, armor DR is applicable for each and every stake wound.



► The trap can be detected with a successful Identify Trap skill check (Average).

The trap cannot be disarmed, only avoided. Any disturbance to the skeleton (such as tossing a rope over it and dragging it) has a 50% chance of setting off the trap and depositing the skeleton and sword into the pit. Once revealed, it is not overly difficult to safely lower an individual into the pit to retrieve the sword.

### B50: Deadfall

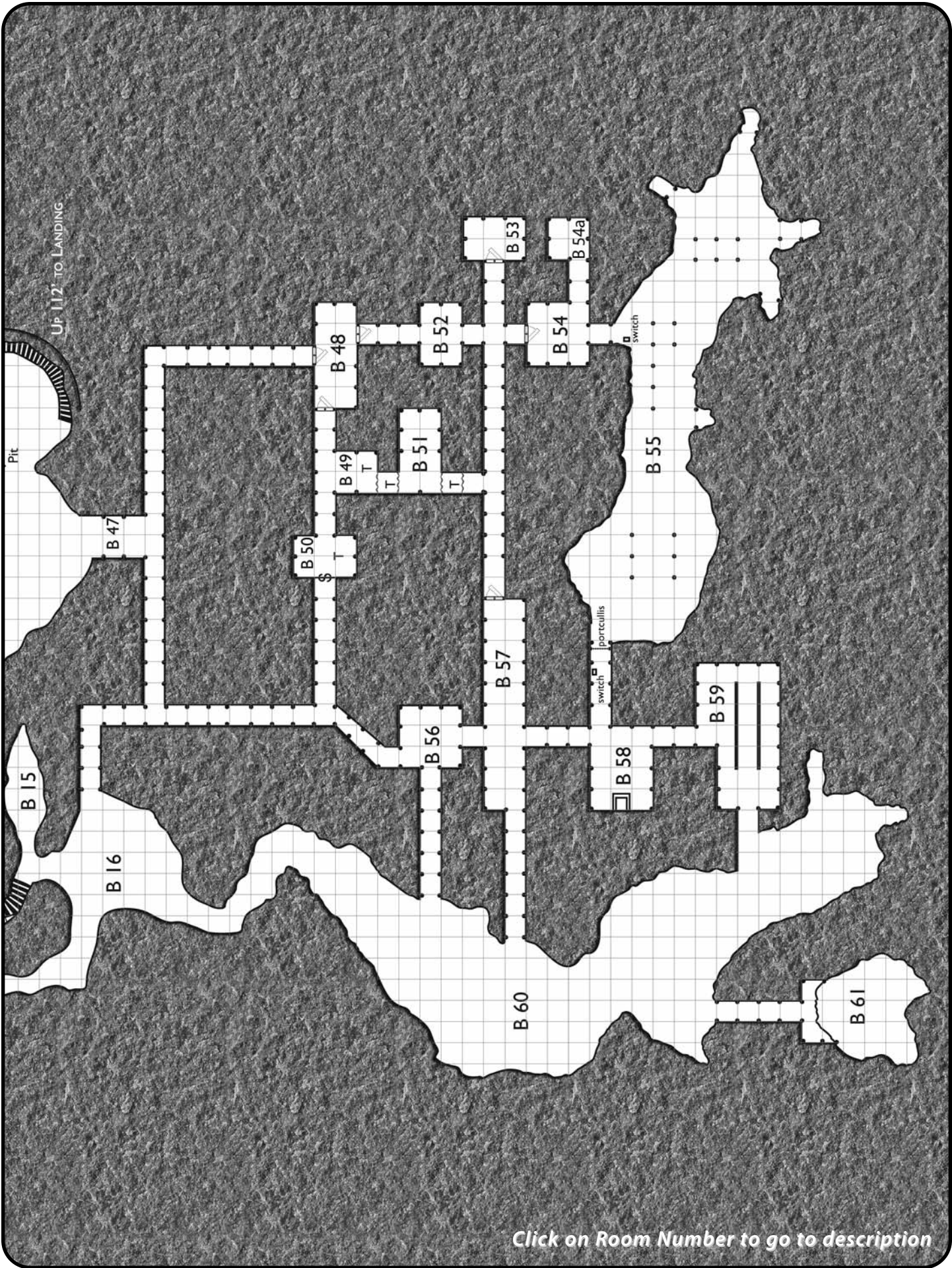
**Potential Story Award:**

Discovering the unstable ceiling and avoiding the trap (133 EPs) or hosing the goblin by disarming its trap while it watches (242 EPs)

This large room appears empty, save for a massive amount of debris and rocks littering the ground.

This room has a very unstable ceiling that has been further trapped by the devious goblins. The principal load-bearing beam has been compromised and can be broken by yanking on a rope connected via pulleys. If the room is approached from the east, the corridor will





appear to dead end at a rope dangling from the ceiling.

If alerted by the screecher in [Area B48](#), a goblin from [Area B56](#) rushes to the area beyond the secret door where it watches through a small hole in the wall. It really wants to ensnare as many people in the trap as possible so will foolishly permit one or two individuals undisturbed access to the room.

▶ Characters may attempt a Mining skill check (Average) to learn that the ceiling is very unstable. This does not, however, reveal the trap. An Identify Trap skill check (Average) does and also uncovers the pull rope. The pull rope is outside the goblins' narrow field of vision and could easily be severed with a hand axe in a single blow without alerting the goblins (this action is automatically successful and substitutes for a Disarm Trap skill check). If a character does not state that they are taking this particular action and rather attempts a generic Disarm Traps skill check, it is average difficulty with failure alerting the goblins who are then goaded to immediately set off the trap.

*Note: Although the ceiling is unstable, it will not collapse unless the trigger rope is pulled.*

Should several characters enter the room, the goblin sets off the trap accompanied by raucous laughter. Those in the room suffer 3d6p points of damage from falling rocks and debris. Any character that sustains 14+ points of damage is pinned by a large rock.

▶ Freeing this character requires a Feat of Strength check (*vs. d20p+10*). Anyone that fails the check by more than 10 actually shifts the rocks in such a manner that they cause another d4p points of damage to those trapped. Those pinned can attempt a Feat of Strength check (*vs. d20p+20*) to free themselves.

### **B51: Log Trap**

#### **Potential Story Award:**

☐ Bypassing the tarp (67 EPs) or Discovering the trap (133 EPs) or Disarming the trap without character injuries (242 EPs)

Read the following to the players before the PCs enter the room:

A thick, heavy tarp covers the entrance to this room. The tarp is held in place by ropes tied to each corner and pulled taut to the corners of the opening.

The tarp is part of a trap designed to smash anyone foolish enough to try to enter this room. The ropes that bind each tarp to the wall run through several pulleys to the ceiling where two logs are held taut waiting to swing down and smash through the tarp, hitting anyone in the opening. Severing the ropes or pulling too hard on the tarps releases the trap.

In order to prevent tricky people from cutting holes in the tarps to reveal the trap, the goblins have hung a second blanket (loosely) several feet beyond the tarp, effectively hiding the suspended logs from view.

The trap is set off automatically if anyone severs the ropes to either tarp. Once cut, the tension is released and the heavy timbers swing down passing through the blankets and the tarps and striking anyone in the space beyond.

Note: Anyone that cuts a hole in the tarp in an attempt to move through it has a 25% chance of setting off the trap. In this instance, the tarp tears in half along the cuts and loosens the ropes.

▶ The trap can be detected by a successful Identify Trap skill check (Difficult). Disarming the trap necessitates setting it off. A successful Disarm Trap skill (Difficult) check allows a character to disarm the trap while remaining low to the ground and avoiding the log. Failure indicates the trap activates and the log strikes the character.

The log trap attacks with a d20p+4 roll against a d8 Defense roll for the character. Those who specifically stated that they were hugging the wall or low-crawling gain a d20p Defense die. Cautious characters that declare they are holding their shield up in defense can use their full Defense die with the shield absorbing damage as well (as does any armor). The trap inflicts 4d6p+6 points of damage to the first individual it strikes (i.e. roll against the character closest to the tarp. If it misses, proceed to the next closest individual until it hits).

Once set off, the trap is easily avoided. There is nothing of value in this room.

### **B52: Empty Room**

Two tunnels bisect this large room. The floor is covered with dust and debris. Among the rubble are several man-sized skeletons covered with dust.

There is nothing of value in this room.

### **B53: Old Storeroom**

**Potential Yield:** 9 lanterns, various mining tools

A large rectangular room dead-ends here. The walls are covered with dusty wooden shelves that hold old lanterns, frayed rope, old gloves and mining picks. Four empty barrels lie on their side, having been pillaged long ago.

This was once a commonly used storeroom for the miners. After the invasion the goblins plundered all that they needed and haven't been in this room since. If the characters can manage to get to this room without notice it makes an ideal hiding spot. Of course, if the goblins discover them here it could be difficult to escape in one piece (see [Area B57](#)).

There are nine lanterns here in working condition and another six that are unusable. In addition, there are three coils of 50' rope that are frayed and in poor condition (breaking if used to support over 175 lbs of weight), six mining picks and two pairs of leather miners gloves.

### **B54: Ogre Den**

**Encounter:** Ogre (242 EPs)

**Potential Yield:** ringmail armor, Battle Axe +2, 54 sp, 129 cp

**Potential Story Award:**

☐ Successfully picking the lock or using Hazztack's key to surprise the Ogre (100 EPs); awarded only if Ogre is present

This chamber is home to a large ogre whom the goblins recruited in an effort to eventually overthrow their tröglodyte oppressors. Unfortunately for them, the ogre is extremely lazy and unless he becomes angered he refuses to leave his room or his "hunting grounds" ([Area B55](#)). If the goblins refuse to provide him with food or ample entertainment, the ogre just devours them instead. So far the goblins haven't been brave enough to try to defeat him in battle. The ceilings in these rooms are 15 feet high.

The door to this room is kept locked by the goblins, who know that the ogre is unlikely to attempt to leave this way. Anyone foolish enough to break in finds the host rather unpleasant. The ogre sleeps in a smaller

room down the tunnel ([Area B54a](#)).

▶ The key to this room is (or was) in Hazzrack's possession. Alternatively, the door can be opened with a successful Lock Picking skill check (Average).

*If the party either uses Hazzrack's key or picks the lock, they gain the benefit of a d6 initiative die versus the Ogre's d12 if he is present.*

This large square room is full of bones and the half-eaten carcasses of various jungle animals, with flies buzzing around them. Off to one side, a tunnel disappears into darkness.

When the PCs enter the smaller room (54a), read the following aloud:

A short tunnel ends in a small room, the floor covered in leaves, grass and moss that combine to make a large bed.

This is where the ogre sleeps and there is a good chance that he is encountered here (75%). If so, he relishes the idea of a battle with intruders. Yellow-bellied characters that flee from the ogre find that he knows well enough where the switch is to drop the portcullis in [Area B55](#) and the ogre is more than willing to use it to trap the characters in his lair.

Hidden in the moss and leaves are the spoils of the ogre's battles. This includes 429 cp, 54 sp, a suit of human-sized ringmail and a **Battle Axe +2**.

---

**Ogre (242 EP):** HP 52, Init 4, Spd 8, Rch 5', Atk +5, Dmg 2d10p+6, Def -1, DR 4, ToP 21/ 9, Move 15 ft./sec.

*Equipment:* large club

---

### **B55: Hunting Grounds**

This location is used primarily as hunting grounds for the ogre in [Area 54](#). Once the goblins capture a jungle native or large animal they throw it in here and drop the bronze portcullis so the ogre has some food and entertainment. Everything from goblins to jaguars and birds (plus everything in between) has been locked in here at some point or another. Unfortunately, the goblins have discovered that the ogre can easily break the portcullis; they are unable to trap him inside.

Before the mine fell, this area was being primed for excavation. Beneath the walls are several thousand



gold pieces of copper just waiting to be extracted. Sadly there is no way to tell where the minerals lie and retrieving them would take a monumental effort.

Any noise in this area draws the attention of the hungry ogre from [Area B54](#). He views anyone inside the room as lunch and attacks on sight. The ogre prefers to lie in wait in the shadows of the large room and burst suddenly from the darkness with a bellowing roar. Near the entrance to the room (from either tunnel) is a makeshift winch system that controls the battered portcullis. Ropes run from the pulleys across the ceiling and down the wall on the outside of the portcullis. Severing the ropes forces the metal grate to drop and remain stationary.

► Bending the bars or lifting the gate requires a Feat of Strength check (*vs. d20p+12*).

Rugged walls of stone suggest this chamber is more natural than the worked mine tunnels that enter it. Several locations have wood column supports to aid in support.

### **B56: Guard Room**

**Encounter:** 6 Goblins (132 EPs)

**Potential Yield:** Ivory dice (2 sp), lantern, 49 cp

Two tunnels enter this large square room. Overturned barrels serving as makeshift chairs are carelessly arranged around a small wood table. A lantern, dice and cards cover the table along with a small assortment of coins. From their seats, six goblins spring quickly to their feet to attack!

On the table is a working lantern, a pair of ivory dice (2 sp) and several mismatched sets of cards (worthless). In addition there are 49 copper pieces the goblins were gambling over.

In the event the alarm is raised, five goblins move to [Area B57](#) to operate the carts, while another runs to the secret door near [Area B50](#) to operate the deadfall trap.

---

**Goblins (6) (22 EP each):** HP 21 each, Init 3, Spd 8, Rch 1', Atk +3, Dmg 2d6p-1, Def +6, DR 2, ToP 8/6, Size S, Move 5 ft./sec.

**Equipment:** short sword, small shield

---

### **B57: Cart Room**

**Encounter:** 5 Goblins (110 EPs)

**Potential Yield:** Uncut bloodstone (5-35 sp)

Long ago this room was used as a place of storage for the hand driven mine carts that the miners operated to haul ore. Eventually a small group of goblins took to sleeping in this room. Between naps the goblins devised several activities, namely pushing carts full of goblins at one another in a game of chicken, often times while wielding weapons.

It was during one of these sessions that the goblins realized that the carts would be highly useful if the mine ever came to be attacked. Sadly, their fearless hobgoblin leader couldn't see the potential and demanded they leave the carts alone. While the carts may remain in this room the goblins certainly don't leave them alone. Instead, they routinely push them down the corridors of the mines and when the alarm is sounded they use them to defend this room.

Once the alarm in [Area B48](#) sounds, the goblins man one of the carts. Once it becomes apparent someone is in [Area B51](#), [52](#) or [53](#), the goblins slowly roll the cart down the darkened tunnel until they are within missile fire range.

The main tactic employed is to shoot missiles at the party from the darkness until the characters come within charging range then push the cart at full speed at them, spears leveled to impale anyone unfortunate enough to be caught. The cart affords the goblins 50% cover against missile weapons and can be pushed (by two goblins) up to a sprint. Three goblins can fit inside the cart and still engage in combat.

Anyone caught in front of the cart is attacked as if the goblin had charged (without the loss of the Dexterity bonus). Anyone run down suffers 2d6p points of damage as the cart smashes them out of the way, or runs them over; the cart deals double knock-back as with a charge.

The goblins do not light the lantern affixed to the cart if the characters are carrying light sources, preferring instead to sneak down the tunnel and burst forth from the darkness.

---

**5 Goblins (22 EP each):** HP 19 each, Init 3, Spd 12, Rch 9', Atk +3, Dmg 2d6p-1, Def +2, DR 2, ToP 8/6, Size S, Move 5 ft./sec.

**Equipment:** spear, light crossbow, 12 bolts, 2d12 cp each

One goblin carries a small, rough bloodstone he discovered at some point. The stone itself is only worth 5 sp but if cut by a jeweler could be worth up to 35 sp.

### **B58: Smithy**

This room was once used as a forge to work metal for the miners. It was one of the most active rooms during the mining operation, on account of the high demand for metal tools and repairs. The goblins occasionally use this room for repairs or the crafting of weapons.

Currently, only one goblin has the ability to work metal but he hasn't revealed his secret since [Hazzrack](#) killed the last metalworker that botched a repair job. Mostly the goblins prefer to steal their weapons from careless intruders.

This large room was once obviously a smithy. A large furnace, long cold, rests against the far wall. Above it a two-foot diameter hole pushes through the ceiling providing some relief from the smoke and soot. From the looks of it the flue did a poor job for even now soot and ash cover the walls and floor.

There is nothing of value in this room.

### **B59: Storage Room**

Two large, long wooden shelves dominate the room. Both are empty and covered in dust.

### **B60: Cavern**

Low of ceiling, this long, irregular cavern disappears into darkness in all directions. From all appearances this room is completely natural. Stalagmites and stalactites cover the floor and ceiling.

This room is empty and rarely used by the goblins. Movement is made at half speed here because of the dangerously sharp and uneven floor.

### **B61: Cave-In**

The tunnel opens into a worked room about 30 feet wide. Ahead a wall of stone and rubble greets you, the remains of a large cave-in.

This room caved in long ago, with those trapped inside dying a terrible death. Nothing of value remains here, but this room makes an ideal hiding place for PCs in need of a place to rest.

## **Level Three**

The lowest level of the Nonesh copper mine is a series of natural chambers claimed by a small tribe of tröglodytes. These tunnels are natural, formed by years of water passing through the rock. The walls are smooth and undulating, creating a slight ripple effect in the stone. The floors were once rugged and rough but the miners leveled them out when they first explored this area. Most of the richer mineral deposits were farther above ground and thus this area has been left largely unmolested. The ceilings here vary from 15 to 25 feet.

### **Tröglodyte Tactics**

Unlike the goblins above, the tröglodytes have no pre-set defenses or game plan to deal with unruly intruders. They rely solely on the ability of the goblins above to successfully defend the tunnels. If that plan fails, they are willing to take up arms and come to aid their minions.

For the most part, the reptiles despise being bothered by the goblins, and the goblins rarely venture down here unless for some extreme need. Even the sounds of heated battle rarely draw the tröglodytes to the area above (though it may put them on alert).

However, repeated forays in and out of the mines eventually cause the creatures to take a personal interest. If that happens, it is best for the GM to decide when and how the creatures become involved.

### **G1: Food Chamber**

The descent from [Area B2](#) slopes down in a spiral 65 feet before entering here. This room is where most of the tröglodytes eat. Since most of their food is provided by the goblins and retrieved from Area B2 above, the lizards just consume it here to save time.

In addition, several naturally occurring batches of

moss and fungus grow here helping to supplement their diet.

As the PCs explore this room, read or paraphrase the following text:

Wooden plates, bowls and bones cover the floor of this room. The remains of hundreds of meals litter the floor of this large chamber, while large clumps of fungus and moss cling to the walls and floor in several places, each emitting a foul stench.

▶ A successful Botany skill check (Average) reveals that the moss can be eaten, though it tastes absolutely terrible.

## C2: Sleep Chamber

**Encounter:** 3 Tröglodytes (180 EPs)

Crude pallets of grass, moss and earth are piled here, forming makeshift beds. You count nine that occupy this rough, natural chamber. A lantern rests in the center of the room providing dim illumination.

Most of the room is shrouded in darkness but somewhere off in the distance you hear the sound of rushing water. A foul stench of urine or perhaps musk seems to permeate this room.

The first time the characters enter this room they may not notice that three tröglodytes are resting in here. The lantern is running low on fuel and partially covered, reducing the amount of illumination by half.

The tröglodytes rest on their beds up against the walls of the room. They are not entirely asleep and most likely notice the characters arrival, grabbing their weapons to attack. Stealthy characters may be able to surprise or sneak through this room if the tröglodytes haven't been alerted to their presence already.

▶ The waterfall in [Area C3](#) grants anyone moving through the room a 15% bonus to any Sneaking skill checks. In addition, the waterfall mutes combat to some extent. Those tröglodytes in [Area C5](#) suffer a 25% penalty to any Listening skill checks.

---

**2 Tröglodytes w/ spears (60 EP each):** HP 29 each, Init 0, Spd 10 (6 jab), RoF 5 (javelin), Rch 10' (spear), Atk +3, Dmg d12p+2 (javelin) or 2d6p+2

(spear), Def 0, DR 2, ToP 12/6, Size M, Move 10 ft./sec.

**Equipment:** javelins (3), spear

---

**Tröglodyte w/ club (60 EP):** HP 29 each, Init 0, Spd 8, RoF 5 (javelin), Rch 2½' (club), Atk +3, Dmg d12p+2 (javelin) or (d6p+d4p)+2 (club), Def +7 with medium shield +1, DR 2, ToP 12/6, Size M, Move 10 ft./sec.

**Equipment:** javelins (3), club, **medium shield +1**

Tröglodytes are very fond of employing javelins and, if alerted to the PCs' presence, may hurl these before engaging in close order combat. Unless otherwise noted in the potential yield, trög weapons and shields are crude and good for only one battle.

After 20 seconds of intense excitement (such as combat), trögs emit sufficient musk that all non-tröglodytes within 30 feet must make a CON check (*vs. d20p+7*) or suffer nausea. This nausea results in the loss of 1d4p Constitution points (but no loss of hit points). Remaining within the stench zone mandates subsequent CON checks every 10 seconds. Should a character's CON score reach 0, he falls prone vomiting uncontrollably. Characters removed from the stench zone recover CON at a rate of 1 point/minute.

## C3: Waterfall

Before you the room opens and you see a large cascade of water pouring down from above. The water splashes over the rocks making the floor here slick and dangerous before plummeting into darkness below.

This is a continuation of the waterfall described in [Area B1](#). The tröglodytes come here to drink and relieve themselves. Several times a week they haul all the rocks from [Area C7](#) and toss them down here. There is nothing of value here.

## C4: Ladder

The tunnel dead-ends at a roughly circular room. A rope ladder climbs high into the darkness. At its apex you can see it stops at a ledge at the edge of your light. A second ladder continues upward.



This room is a back door into the lower tunnels. The goblins constructed the ladders but rarely use them. The first ladder climbs roughly 30 feet to a ledge where a second climbs the remaining 30 feet to a second ledge at Area B38.

### C5: Communal Room

**Encounter:** 4 Tröglodytes (240 EPs)

Here the characters encounter the largest group of tröglodytes. When the characters first arrive there are four tröglodytes relaxing in this room. Two others are nearby in [Area C7](#) and may join the fight once combat breaks out.

A huge natural chamber comes into view, illuminated by a series of torches and lanterns. Along the far wall you spy a number of crates, most of them busted open and spilling unlit torches on the floor. One tunnel exits the room up ahead on the left while a second tunnel continues on some distance to the right.

There are four lizard-like creatures in this room covered in mottled olive and gray colored skin. A large frill extends from the crest of their heads.

**4 Tröglodytes (60 EP):** HP 29 each, Init 0, Spd 8, RoF 5 (javelin), Rch 2½' (club), Atk +3, Dmg d12p+2 (javelin) or (d6p+d4p)+2 (club), Def +6, DR 2, ToP 12/6, Size M, Move 10 ft./sec.

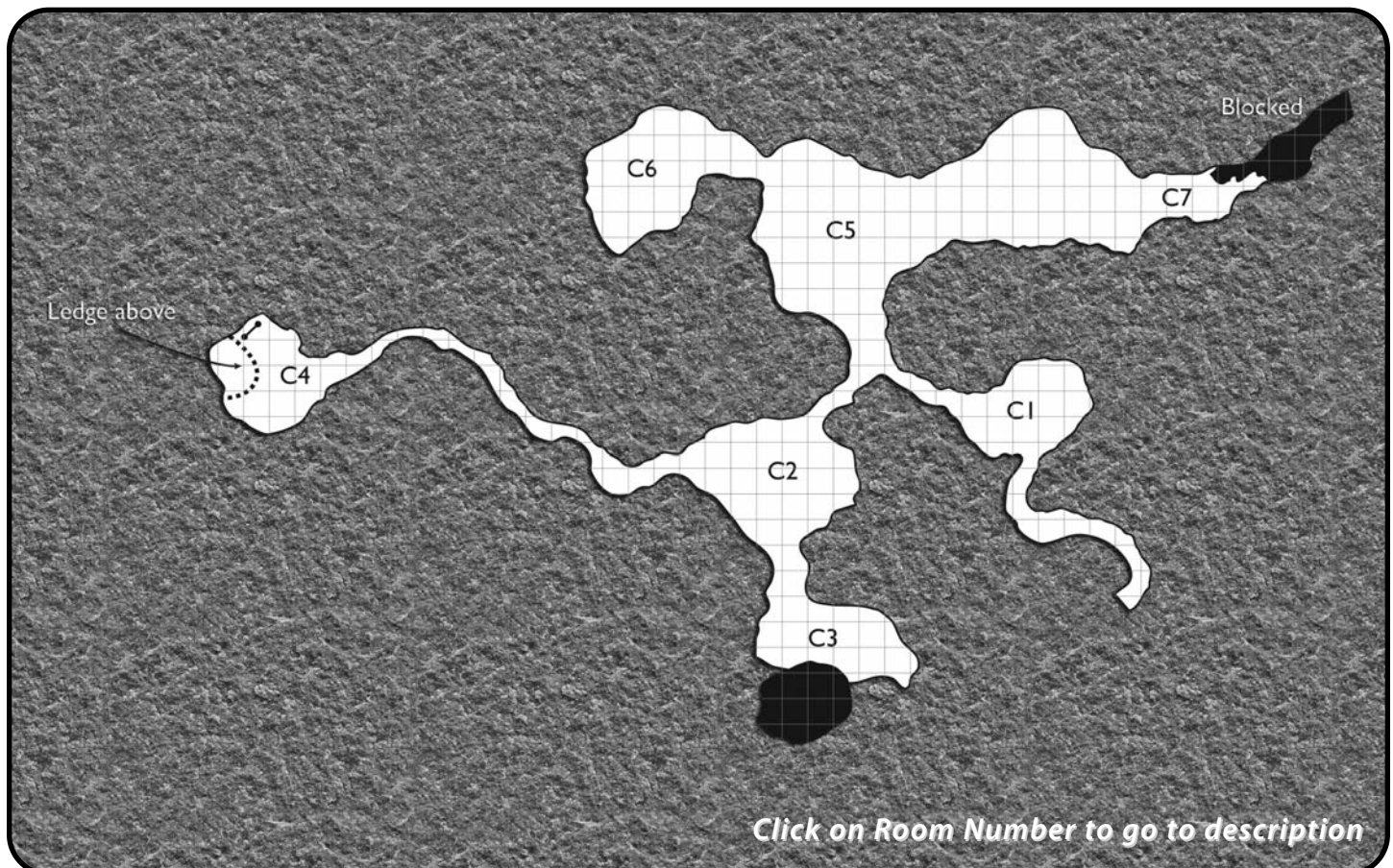
**Equipment:** javelins (3), club, medium shield

Combat in this area draws the last two tröglodytes from [Area C7](#) within 4d6p seconds. The crates contain hundreds of torches (247) and 34 flasks of lantern oil, plus five lanterns in pristine condition.

### C6: Tröglodyte Hoard

**Potential Yield:** Scroll of Buoyancy, Enrage and Virtual Mount; Wand of Fire and Flame (7 charges), 32 sp, 243 cp

This room is used as a treasure chamber for the tröglodytes. They have no use for the shiny objects men crave but know that they are important to others, so whenever they come across these items they store the treasure here for future use.



*Click on Room Number to go to description*

A rough chamber ends here similar to all the others on this level. As your light passes into the room, you notice the glint of metal on the floor. Closer inspection reveals dozens of scattered coins.

In this room are 243 cp, 32 sp, 4 gp, a silver picture frame (31 sp value), a silver chalice (50 sp value), 3 malachite gems (10 sp each), a scroll case containing a scroll of **Buoyancy**, **Enrage** and **Virtual Mount**, and a **Wand of Fire and Flame** (with seven charges). The wand has five markings on it, each being a Svimohzish number and each acting as a command word. The number '1' sparks the weakest power (producing a small tongue of fire at its tip) while '6' is the command word for the most powerful power (Wall of Flames). Unfortunately, given the depleted state of the wand, only '1' and '2' (Fire Finger) have any effect.

### G7: Collapsed Tunnel

**Encounter:** 2 Tröglodytes (120 EPs)

The room ends here at a tunnel that appears to have collapsed some time ago. Four large piles of rock suggest the creatures here are attempting to dig the tunnel out.

This tunnel was the original means of access for the goblins and tröglodytes that invaded the mines. During one of the many battles the men collapsed the tunnel several miles deep, hoping to end the threat. However, the goblins discovered the secret door at [Area B46](#) and were able to retake the mines. Every so often the tröglodytes resume their digging but, without a real need to free the tunnel, they make little progress.

**2 Tröglodytes (60 EP):** HP 29 each, Init 0, Spd 8, RoF 5 (javelin), Rch 2½' (club), Atk +3, Dmg d12p+2 (javelin) or (d6p+d4p)+2 (club), Def +6, DR 2, ToP 12/6, Size M, Move 10 ft./sec.

*Equipment:* javelins (3), club, medium shield

## Nonesh Mines, Conclusion

### Potential Story Awards:

❑ Enter the mine and determine its status (i.e. the miners are all dead and goblins occupy the mine) (150 EPs)

❑ Return Dashaz's corpse to Emosvom (awarded upon return to Emosvom)

❑ Clear the mine and let Vesh inspect it (1300 EPs)

*The goblins will defend their mine (especially with the hobgoblin Hazzrack in command) but will not fight to the last goblin. After sustaining 80% casualties (i.e. 48 goblins are killed), they will rebel against their leadership and flee into the jungle taking whatever they can carry with them. If Hazzrack and at least three goblin sergeants are killed, the threshold for revolt is lowered to 60% casualties (36 goblin fatalities).*

*Hazzrack's honor will compel him to never abandon the lair. Likewise, neither the ogre nor tröglodytes will flee. These creatures must all be killed for the mine to be considered cleared.*

*The mine is secure for Vesh's inspection once the hobgoblin, orge and all tröglodytes have been killed and any remaining goblins have abandoned the mine. Exterminating all the beetles is not required.*

With the mines free from danger, Vesh insists on making an inspection tour before moving on. A legitimate concern of the Jade Lion is the fear that the mines may be retaken before the trading company can reestablish control over the site.

Upon completion of his inspection, he determines that the majority of the ore has been extracted and the mine is now of little economic value. There is no point in guarding the Nonesh mine as he will recommend abandoning the operation upon returning to Emosvom.



# CHAPTER FIVE

## From Anavim to Lizard Men

### Chapter Five Synopsis

Experience Yield: 630 EP (Lizard Man camp); possibly more via side adventures

Treasure Yield: 250 sp equivalent; possibly more via side adventures

### Location F: Anavim Trade Camp

#### Objectives from the Jade Lion:

- ⇒ Re-establish contact with the camp leaders
- ⇒ Allow Vesh to negotiate trade pact with camp leaders
- ⇒ Capture the outlaw Sir Malvar 'The Hood' Torist (dead or alive)

Anavim is the one location on the journey that has remained much as it has always been, a safe haven for trading and refuge for those that inhabit the Vohven. Even though Balan has given up supporting the trade camp, the people here continue to prosper while adamantly refusing to be reclaimed by the jungle. Leadership in Anavim has passed on from those originally assigned by the trading company to local jungle natives. As such the small camp has cut off communication from the trading company purely through the act of a leadership change.

Anavim proves to be an important location for the characters. The camp is not only a place where rumors swirl and knowledge of the region can be gained, but also can serve as a place for weary travelers to rest and heal between various jungle expeditions. In addition, Anavim is an ideal location for players to recruit NPCs or even replace dead characters. Several role-playing opportunities are available to the characters at this location. It is likely they will stop here before and after their trip to the Nonesh copper mine.

Anavim is a small camp but there is an extremely large transient population. Not only jungle natives but

also many non-human races (such as lizard men, elves and hobgoblins) come here to trade as well, though at times it can be dangerous for them to do so. The town welcomes all who wish to come and trade but they have strict rules prohibiting violence. The watchmen detain anyone brandishing a weapon. They take this seriously and many have had to learn the hard way just how far those in charge are willing to go to ensure that Anavim remains free of violence and war among the various jungle tribes.

When the characters arrive at the docks and are ready to disembark their vessel, read the following:

After tying off the boat you find a man standing on the docks, seemingly waiting for you. He is short and well-built. His chest remains bare but countless scars suggest he is no stranger to battle. Stubble covers equal amounts of his head and face and his serious, stern expression suggests he isn't to be trifled with. A brightly colored caftan covers his lower half and his feet are clad in sandals. A wide, thick leather belt is strapped across his mid-section. Dangling from the belt is an iron mace. His hardened hands hold a spear as he addresses you.

*"I am Shapsar, warden of Anavim. We have three rules. No fighting. No exposed weapons. No stealing. Breaking any of these rules will result in your death."*

With that, he turns on his heel and walks away.

Anavim is considered neutral territory for all of the jungle tribes in the nearby vicinity. Most tribes send a representative here at some point in the year to trade or gather news. Shapsar and the town guards confront



anyone dumb enough to cause a fight, openly brandish a weapon or get caught stealing. The guards of Anavim are completely loyal to Shapsar and deadly serious. In confusing situations they often strike first and ask questions later. These men are armed and easily picked out from the crowd while in town.

Typically they move about in groups of two or three, bare-chested and dressed in battle skirts similar to what Shapsar is wearing. On their belts they carry clubs and typically wield spears. Even surviving a confrontation with Shapsar isn't necessarily a victory for the characters. Merchants and locals refuse to deal with the characters at all if they manage to kill the warden and those responsible are banished from the settlement.

---

**Shapsar (242 EP):** LN Svimohzish human fighter 5; HP 45, Init +2, Spd 12 (8), Rch 10', Atk +9, Dmg 2d6p+6, Def +4, DR 0, ToP 17/ 8, Move 10 ft./sec.; Honor 65

*Notable Skills:* administration 50, diplomacy 32, intimidation 45, language (Svimohzish 90, Merchant's Tongue 45), resist persuasion 25; *Profs:* spear, club, mace

*Equipment:* Spear +1, mace, clothing

**Typical Guard (30 EP):** LN Svimohzish human man-at-arms; HP 28, Init +2, Spd 12 (8), Rch 10', Atk +1, Dmg 2d6p+1, Def +1, DR 0, ToP 9/ 7, Move 10 ft./sec.

*Equipment:* spear, club

---

Anavim provides several interesting opportunities for the players to interact with the natives. The camp itself consists of forty huts, all comprised of local materials such as wood, leaves, reeds and bamboo. The locals are no strangers to visitors and even those who appear more inclined for city life are viewed with only a small bit of curiosity. Unknown visitors (such as the PCs) are followed by a small contingent of town guards to see what their intentions are when they first arrive. The guards are not subtle about their shadowing of the PCs and if asked they openly admit that they are there to prevent trouble and deal with troublemakers.

Most of the people that live in Anavim are, or were, jungle natives. As natives they are not savages, they just live a different lifestyle than that of the average city dweller. The people here are wise in the ways of the jungle, having managed to live here successfully their whole lives. Anavim has provided many of these people the opportunity to focus on other aspects of life outside of just basic survival.

Some natives have turned to commerce and become traders, peddling their wares to visitors of other tribes and the lizard men of the jungle in exchange for other items of trade, in particular precious stones and gold which the natives know outsiders value.

All commerce, trade, and the exchange of goods takes place in a central pavilion by order of Shapsar and the leadership of Anavim. Merchants arrive early every morning to stake out a place to lay out blankets or woven mats and display their goods. Turnover among merchants and traders is high as are the goods that they sell. Food and common household items can be purchased without much trouble. This includes fresh fruit (mangoes, papaya, bananas, coconuts, etc.) and handmade dishes, mats and other household items.

More troublesome is the ability to buy weapons and armor. There is a base 10% chance that a character can find the weapon he or she is looking for on any particular day. Armors are less common and only have a 5% chance of being available for purchase. Furthermore, there is no blacksmith or armorer to fit them to the



player character. Any other item has a base 50% chance of being for sale, prices are usually high (2x to 5x book rate) but most merchants are willing to negotiate or take other items in trade. Few have the means to purchase weapons and armor outright; trade is the most common form of currency here.

In the center of the pavilion is a large U-shaped structure that serves drinks and food to weary travelers. Meals consist of locally grown rice mixed with fruits and vegetables. Often times fresh roasted meat is served as is a paste comprised of mashed corn and beans. The food is palatable but not overly flavorful. Those seeking accommodations are told that anyone is allowed to sleep under the pavilion at night for the cost of 1 cp, paid to the barman.

Groups of young men at the docks work for the merchants and mob any new arrivals. They hawk the wares of their employers and attempt to steer the characters to the pavilion, and in particular those that pay them a commission for bringing in customers. Equally irritating to travelers is the endless stream of local guides and scouts that approach them on a near constant basis requesting work. These men and women tell visitors that they cannot reach their destination without a proper guide, and in fact, it would be folly to even attempt such a venture. About half of these locals are good guides with equally good intentions, the rest lead the visitors into the jungle to die and loot their corpses.

## Interactions

There are multiple ways that the party can interact with the residents of Anavim. Characters are likely to encounter one of several important NPCs that range from possible antagonists to helpful healers and scouts. Hirelings are easily hired here and the GameMaster can use Anavim as a base of operations for any NPC they want to add to the adventure. In addition Kavalt is well known around the town. Those that notice the halfling chained to the boat may inquire about the situation. Having Vesh nearby helps to explain things but there may still be an escape attempt (see the "Escape" adventure opportunity further on). Anavim can be as exciting or as blasé as the GameMaster wishes it to be. More than likely the characters will spend a fair amount of time here and establish friendships that they can later use to their advantage.

## Rumors

Those looking for information in Anavim find that the locals enjoy gossip. Most are loathe to share information for free and often times they ask for a drink or meal in exchange for what information they have, even if it isn't true. Obviously this can lead to con-men and scoundrels milking free meals and drinks out of unsuspecting travelers.

Rumors can be rolled randomly (such as those topics being discussed at the bar) or cherry picked if a specific topic is asked about (such as Balan or what one can expect to encounter farther downriver).

### Rumors - Roll 1d12

01. "The lizard men downriver pay tribute to a devil. Half-man, half-beast it is said their lord is cruel and uncaring and he drives the lizards to kill and eat men." (Partially true, Balan is not half-beast)
02. "They say a ghost travels the water, passing safely through areas men and beast cannot. Those that can find her learn secret paths through the jungle that no others dare to travel." (False)
03. "On the river? Lizard men mostly. Beyond Anavim to the south you will find many different tribes - some civil, others not." (True)
04. "I heard there was a wealthy copper mine someplace in the western half of the jungle. A place like that could be worth investigating if you are able..." (True)
05. "Malvar. Damn foreigner. Who does he think he is? Coming in here with his demands. What does he care what the people of the jungle do? I heard he had a camp someplace upriver, hiding out where he can strike at those who earn a living hunting animals and natives." (True)
06. "Stirrott? Can't say many come from there anymore. That camp had trouble with roving bands of natives for years. Eventually they erected a palisade to help alleviate the problem. Since that time few have come from the camp, though most speak ill of the place." (True)
07. "Heard there was some trouble upriver with some sort of dragon creature that laired in the river, destroying boats and eating the crew." (False)
08. "They say the spire to the south is cursed, a place of great evil. I stay far away from there." (False)
09. "Leadership in Anavim is more stable than it has been in the past. Now that those foreigners are gone we are ruled by one of our own." (True)
10. "A large, hairy man-beast is stalking lone travelers in the wilds outside of the camp. One should be wary when venturing out alone." (False)
11. "Those with good intentions and in need of help could do worse than seeking out Hilanohz." (True)
12. "Shavam is a strong leader and he cares only for the prosperity of the camp and its people." (True)

## People of Interest in Anavim

**Hilanohz.** This man is a wandering cleric dedicated to the Guardian. He has made it his personal mission to seek out injustice among the tribes throughout the jungle realm and destroy it. He bases his activities out of Anavim. Recently he befriended Sir Malvar and has been giving some consideration to helping the estranged nobleman. He doesn't quite understand exactly what the nobleman's goals are, but he is intrigued by the prospect of helping the downtrodden.

Hilanohz is short and sturdy with a large mound of tightly knit hair. Unlike most in Anavim he typically can be seen walking around town in armor and carrying a sword. He is willing to ally himself with mercenaries if he can get behind their cause. Otherwise he could be talked into lending them aid in the form of healing magic.

---

**Hilanohz (200 EP):** CG Svimohzish human cleric 4; HP 31, Init +1, Spd 10, Rch 3½, Atk +4, Dmg 2d8p, Def +6, DR 6, ToP 11/6

*Notable Skills:* cartography 48, divine lore 41, first aid 30, language (Svimohzish 86, Merchant's Tongue 26), lock picking 23, religion (The Guardian 55), resist persuasion 40, survival 40; *Profs:* longsword

*Typical Spells:* 1st – cure trifling injury, purify water, 2nd – cure minor wounds, 3rd – cure light wounds, 4th – command, influence

*Equipment:* leather armor, small shield, longsword, divine icon, 81 cp, 12 sp

---

**Melza.** This young girl wanders the streets of Anavim searching for her lost doll. She frequently approaches visitors asking if they have seen her doll. Those asking the 6 year-old where she lost it are met with tears and more questions than answers. Melza was part of a large group that survived the assault on Zarzha. During the encounter she passed out and lost her doll and when she awoke she had no recollection of where it was. Her parents have given up trying to placate the girl and let her roam the streets asking strangers if they have found it.

Melza is a dark skinned native girl of six summers. She wears a wrap skirt and several pieces of wood and bone jewelry. She can be found wandering the streets, tugging at the leg of newly arrived visitors to Anavim

asking for aid in finding her doll. Most of the regulars know about the girl and anyone striking her or shoving her away is greeted with much anger. Those aiding Melza find that the locals' attitudes about them soften.

**Shavam Shenshal:** The current leader of Anavim is an aged tribal leader that took control of the camp after it became clear that the representatives from the trading company did not have the best interests of the locals at heart. Given the choice between death or exile the previous leaders choose exile; sadly they were never seen again. During the uprising it was Shavam's tribe that led the way and once the previous leaders were banished he was the logical choice to head the camp.

Shavam is getting on in years and while his physique is not what it once was, his mind remains sharp. He is crafty and wise and it rumored no one knows the ins and outs of the Vohven as well as he, though this may be just wishful boasting on the part of his men. Shavam considers himself just one of the men. He refuses to live in a larger hut or take more than any other in camp. Shavam always has the camp's interest at heart and he hopes his actions allow it to continue to prosper for years to come. His main goal as leader is to create a safe, peaceful trade environment for all the tribes. No one is refused access to the camp or trade rights unless they break one of the few laws.



Shavam is nearly 50 years old and his large, muscled frame is slowly turning to fat. His head is balding and he typically wears a large, wound turban to cover his fading hair. Shavam has little interest in speaking with outsiders unless it pertains to camp business. Quiet and reserved, the leader doesn't speak much, but when he does everyone listens.

---

**Shavam Shenshal:** LN Svimohzish human, HP 24, Init +3, Def +2, DR 0, ToP 7/5; administration 45, diplomacy 76, language (Svimohzish 79, Merchant's Tongue 34), resist persuasion 65, salesmanship 34

---

**Sir Malvar 'The Hood' Torist.** This misguided nobleman is willing to pursue any cause for the benefit of what he sees as the downtrodden and oppressed. Unfortunately, most of his schemes and plans do more



harm than good. In addition, many of those he helps are completely unaware they are in need of his aid in the first place.

Malvar originally hails from Eldor, the third son of a minor noble family. He is a middle-aged human man with short, dark hair and a rugged face. He considers himself a great leader and feels his abilities are best directed toward intricate plans and ambushes. Malvar is tall and typically wears clothing befitting a nobleman, though they are often dirty. He plays up the part of “a simple explorer” and often bends an ear toward anyone with a sob story. Over the years he has been conned out of vast sums of money and been led into various plots after having taken up the cause of someone he felt suffered a great injustice.

Along his journey he has managed to befriend numerous allies, though many of them end up dead or eventually abandon the nobleman when it becomes clear they no longer share his ideals. Because of his charisma, Malvar rarely has a problem recruiting more people to his cause. Lately he has turned his attention toward the Vohven Jungle hoping he can aid the local natives against the Jade Lion Trading Company, whom he considers to be a vile and ruthless organization.

The trading company has a standing reward of 100 sp for the death of Sir Malvar and 20 sp for each of his henchmen. Players wishing to collect on this bounty face a challenge in that Shapsar has expressly warned them on pain of death that fighting is not permitted in Anavim (and Malvar will use this to every advantage).

The nobleman has been staying at the hut of a sympathizer while he seeks new opportunities to aid the jungle natives. He comes and goes from Anavim quite often, paying boatmen to take him back and forth.



---

### **Sir Malvar ‘The Hood’ Torist (242 EP):**

CN Brandobian human fighter 5; HP 40, Init +3, Spd 8 (6) (longsword), Rch 3½, Atk +6, Dmg 2d8p+3, Def +8, DR 4, ToP 16/ 7; Honor 56

*Quirk:* misguided

*Notable Skills:* administration 38, hiding 45, language (Brandobian 81, Merchant’s Tongue 56, Svimohzish 32), listening 29; *Profs:* longsword,

dagger, long bow

*Equipment:* longsword, **Studded Leather Armor +1**, **Small Shield +1** (+5 def, 5 DR), longbow, 20 arrows, cloak, 95 cp, 50 sp

---

## **Adventures in Anavim**

There are several adventures located in and around Anavim for the GM to use. These adventures can be used as filler to allow the characters more opportunities to gain some additional experience in between jungle excursions. Nearly all of these encounters are optional and should be used or discarded as the GM sees fit.

### **The Lost Doll**

#### **Potential Story Award:**

- Returning the doll to Melza (200 EPs)

Melza was one of the lucky survivors to make it through the assault on Zarzha. Unfortunately, during her flight the doll was lost with no recollection of its current whereabouts. Those smart (or lucky) enough to have carried the doll from Zarzha to Anavim have the opportunity to make the young child extremely happy.

When the characters first arrive in Anavim, Melza approaches the PCs and asks if they have seen her doll. If pressed she can provide a description of the doll that matches the burnt wooden doll they may have spotted in Zarzha.

### **Negotiations**

#### **Potential Story Award:**

- Convince Shavam to accept Vesh’s terms (500 EPs)

Shortly after arriving in Anavim, Vesh seeks out Shavam in order to begin negotiations. Vesh’s main goal is to establish a member of his organization as a person of power in the camp while allowing the Jade Lion to operate in the vicinity with autonomy. More than likely Vesh handles all of this without any involvement from the characters. Unfortunately Vesh comes to learn that while the Jade Lion Trading Company is free to operate in the area, and even establish a base in the camp, there is no way Shavam will allow them any power. Shavam knows that if the trading company were to take over the camp the peace here would be broken and the tribes scattered; all that he has worked for would be for naught.

GameMasters that wish to include the characters in this vital aspect of their journey could also have Vesh come to them, frustrated, in search of help. He doesn’t

know what help the PCs can offer but if they could convince Shavam to establish a minor position of authority for a member of the trading company, and get him to sign a document, he would ensure the PCs are properly rewarded.

Shavam doesn't want the trading company involved but he is willing to make this one concession, for several reasons. First he doesn't want to deal with the merchants and traders that come into the camp to swap goods. As such there is no regulation and if he were to allow the trading company back into the camp this would be a major part of their role. Secondly the presence of the trading company would deter overly aggressive natives. While Anavim is a relatively safe place, no camp is ever really safe from the Vohven.

In order to convince Shavam to allow the trading company back into the camp, the characters must negotiate a new trade treaty with Shavam. At the onset he insists that 75% of the trading company's profits be returned to the camp leadership and that the trading company provides several permanent structures. His demands are outrageous, to say the least.

Vesh cannot agree to those terms, but he does have the authority to give 20% of the profits and build two new buildings (an administrative building and a large warehouse near the docks). If the characters can convince Shavam of this deal they would be handsomely rewarded.

- ▶ To convince Shavam, characters must make a contested Diplomacy skill check against Shavam's Resist Persuasion skill. Success means that he is open to negotiations and willing to listen to counter offers.

At this point the characters enter into an hour-long discussion about the camp's needs and what the trading company can do for Shavam and the people here.

- ▶ At the end of this hour the PCs can attempt a Diplomacy skill check (Difficult, with a further 20% penalty if a translator must be employed).

Success means that Shavam acquiesces and allows the trading company back into the camp and establishes a minor position of power (with the aforementioned concessions). Failure indicates that Shavam budes on his terms but not enough to permit Vesh to agree. In this case Vesh reports back to superiors for additional instructions.

## Escape?

**Encounter:** 6 Jungle Natives (180 EPs)

**Potential Story Award:**

- ☐ Rescuing Kavalt (200 EPs)

While the PCs are docked in Anavim, some of the local tribesman spot Kavalt chained to the boat. The halfling is fairly well known in Anavim and most everyone knows that he works for the "devil downriver". One band of brave young tribesman attempt to kidnap Kavalt, seeing as he is all chained up already, with the intent of ransoming him back to the lizard men in the south. The group waits until nightfall before attempting to sneak aboard the boat and "rescue" the halfling.

- ▶ PCs that sleep on the boat, and Kavalt, may become alerted by making Listening skill checks (Average) as the natives slip on board.

If Kavalt awakens, he shouts an alert. The natives smash the iron chain with a hammer (removing a hunk of the boat and the plate in the process) before whisking the halfling away into the jungle. The noise automatically alerts anyone else on board.

If the group escapes, they flee three miles into the jungle to a makeshift camp where they hole up for a day or two before venturing downriver with their prize.

- ▶ The men can be followed with a successful Tracking skill check (Average). Those caught in the act fight until half their number are downed before fleeing to their camp.

Native weapons and shields are crude and good for only one battle.

---

**4 Jungle Natives w/ spears (30 EP each):** N Svimohzish human man-at-arms; HP 28, Init +2, Spd 12 (8), Rch 10', Atk +1, Dmg 2d6p+1, Def +1, DR 0, ToP 9/ 7, Move 10 ft./sec.

*Equipment:* spear

---

**2 Jungle Natives w/ morning stars (30 EP each):** N Svimohzish human man-at-arms; HP 28, Init +2, Spd 11, Rch 3', Atk +1, Dmg 2d8p+1, Def +5, DR 0, ToP 9/ 7, Move 10 ft./sec.

*Equipment:* morning star, small shield

---

## A Guide to Trouble

**Encounter:** 8 Jungle Natives (240 EPs), Bajyr (200 EPs)

**Potential Yield:** studded leather armor, knife, longsword, Potion of Water Breathing, uncut jasper (9 sp; 65 sp if properly cut)

**Potential Story Award:**

❑ Avoiding Bajyr's ambush (200 EPs *only if concerns about his trustworthiness are raised and an impromptu background check is performed, no award for simply refusing to hire him*)

The Anavim docks are the preferred location for hirelings, hangers-on, guides, porters and anyone else looking for work. Anyone arriving in the camp is usually assailed by a group of these men as they enter the town. Among those looking for work is a foreign Deji wanderer named Bajyr.

Bajyr is well traveled and over the years he has become involved in enough nefarious schemes that he eventually fled south to avoid any reprisals for his actions. After spending several years working in Emosvom he made his way into the jungle, working as a scout and a guide.

Eventually he befriended a group of cannibals after they captured him, with the intent of serving Bajyr as a meal. He somehow convinced the tribal leader to allow him to return to Anavim and lure others into the jungle for the tribe. This arrangement has thus far worked out fairly well for all involved. Bajyr was allowed to live and eventually the tribe paid him with raw, uncut gemstones they harvested (or stole).

Now Bajyr lives in Anavim and works as a scout and guide. He does take on real jobs in order to maintain his reputation as an upstanding individual, and he is careful in who he lures toward the ambush zone several miles into the jungle. Outsiders are the most likely targets and Bajyr works hard to become employed by the characters while in Anavim. If his initial offer is refused, he will be persistent and lower his fee incrementally even acquiescing to as little as a sole copper coin for his services.

If he is able to convince the characters to hire him he attempts to lead them west and north from the camp into a trap. This plan works well as long as the PCs don't wish to travel south or east, across the river. Even then he insists on heading "upstream" or to a "better crossing area." He even lies and claims he has a small camp hidden several miles into the woods where he keeps much of his gear. Bajyr does whatever it takes to get the characters to the ambush zone.

Once a deal is struck, the Deji leads the group into the woods along a seldom-used hunting path. This path leads five miles inland toward a small hillock. The natives have established a camp on the hill and keep a constant eye on the trail. When they spot Bajyr, they move down the trail into position to ambush the party.

**Actions.** The ambush takes place when the party enters a bamboo forest at the base of the hill. The trail winds through thousands of tightly knit bamboo trees. Eventually the party arrives at a large clearing, 50' wide, in the center of which is a 20' square bamboo mat covered with dirt and earth.

When the PCs reach the clearing, a group of eight natives reveal themselves from the trail behind (having hidden off the trail in the bamboo) screaming and attacking at a distance with their javelins. Their goal is to drive the PCs toward the pit, where they can be slaughtered.

Bajyr shouts at the characters to run, playing up his part as a helpless guide. He refuses to fight and if the battle looks lost (for the characters) he flees into the woods. If it becomes apparent that the party is going to win, Bajyr is ready to cut down any fleeing natives just to ensure that he isn't accused by any survivors. Anyone captured is hauled off to the cannibal home (two more miles up the hill) and served for dinner the next day, unless he can be rescued beforehand.

---

**8 Jungle Natives (30 EP each):** NE Svimohzish human man-at-arms; HP 28, Init +2, RoF 7, Spd 10, Rch 2½, Atk +1, Dmg 1d12 (javelin) or d6p+d4p+1 (club), Def +5, DR 0, ToP 9/ 7, Move 10 ft./sec.

*Equipment:* clubs, 3 javelins, small shield

---

**Bajyr (200 EP):** CE Deji human fighter 4; HP 36, Init +3, Spd 9, Rch 3½ (longsword) or 2½ (club) or 10' (spear), Atk +6, Dmg 2d8p+4, Def +1, DR 3, ToP 14/ 7, Move 10 ft./sec.; Honor 32

*Notable Skills:* Intimidation 65, language (Deji 68, Svimohzish 24), survival 71, tracking 45; *Profs:* longsword, spear, club

*Equipment:* studded leather armor, knife, longsword, **Potion of Water Breathing**, uncut jasper worth 9 sp (65 sp if properly cut by a jeweler)

---



## To Capture a Lion

### Objectives from the Jade Lion:

- ☐ Capture a live lion and return it to Emosvom

**Encounter:** Lion (492 EPs captured or killed)

At some point it is likely that a player notices that one of the goals given to them is the capture of a live jungle lion. Lions, gorillas, wild birds and monkeys are in high demand in several areas of the world but the most difficult to capture (as of late) has been the lion. Nocturnal by nature the large cats are not only crafty but exceedingly dangerous. Any character inquiring about lions in and around Anavim learns that the locals have spotted them in the area. Catching one alive will prove a challenge.

It is up to the characters to decide how to trap a lion but they can locate one by wandering around the jungle – albeit it at their own great peril. Alternatively, they can ask around for a guide that knows the hunting grounds of one. The guide charges a minimum of 5 cp and will not take part in the attack.

Characters careless enough to enter the hunting grounds of the large cat find that they become targets if they wander too far from the group for the lion will be stalking them as they hunt it. A lion will not be so bold as to rush out and frontally engage a group of PCs preferring to use hit and run tactics if it chooses to attack at all. The lion will not fight to the death in any case and attempts to flee if it suffers 25 point of damage.

Vesh will not tolerate delays to the mission incurred by activities such as contracting for the construction of a cage or excessively time spent lion hunting in the bush.

---

**Lion (492 EP):** HP 43, Init -3, Spd 5, Rch 3', Atk +9, Dmg 2@ 2d4p+4 (claws), automatic 2d6p+6 (bite) after 2 claw hits, Def +4, DR 4, ToP 17/ 6, Move 20 ft./sec.

---

## Location G: Lizard Men Camp

**Encounter:** 14 Lizard Men (630 EPs)

**Potential Yield:** Chest containing 3 pounds of nutmeg (250 sp value)

Below Anavim lies the first line of Balan's defenses. A large group of primitive lizard men set up camp along the banks of the Izhoven, and follow Balan's instructions to stop any strangers (with the exception of those that accompany Balan or Kavalt). Since

Kavalt was captured, the lizard men now have instructions to sink any boat and prevent anyone from reaching the Miznoh Spire, especially if the halfling is aboard. Note that the characters may investigate **Stirrott** (see *Chapter Six*) before arriving here.

The primitive lizard men that live here are loyal to Balan and view him as their true leader. They have also developed a taste for the flesh of men. As such, they are incredibly violent and aggressive, attacking tribesmen and travelers alike. These creatures cannot be reasoned with and anyone captured or killed is dragged back to the camp and devoured within d4p days. Live captives are stored in cages until all the bodies are consumed in order to keep them fresh.

Unless otherwise noted in the potential yield, lizard man weapons and shields are crude and good for only one battle. In a manner much like troglodytes, these lizard men carry three javelins in a quiver. In most cases they throw a javelin and then charge.

### Scouting Party

**Encounter:** 4 Primitive Lizard Men (180 EPs)

The first group of lizard men lie some distance upriver from the camp. Routinely, a scouting party of four primitive lizard men go upriver to hunt for food and keep watch for unwanted visitors. When they spot the characters they submerge themselves and await the boat. Once the boat draws close, they burst forth from the water to attack. Two primitive lizard men use spears while the other two wade into battle with scimitars and shields.

The lizard men remain in the water during combat, hoping to surprise the PCs. If forced to retreat, the lizard men swim underwater hoping to escape in the murky depths of the Izhoven. The lizard men with spears attempt to strike from a distance then submerge themselves, reappearing on the opposite side of the boat, to attack again.

- ▶ Characters can attempt Observation skill checks (Very Difficult) in order to spot the lizard men through the dark, muddy river water in order to determine where they spring forth next.

---

### 2 Primitive Lizard Men w/ spears (45 EP each):

HP 30 each, Init 0, RoF 5 (javelin), Spd 10 (6) (spear), Rch 10', Atk +3, Dmg d12p (javelin) or 2d6p+2 (spear), Def 0, DR 2, ToP 12/ 6, Size M, Move 10 ft./sec., swim 15 ft./sec.

*Equipment:* 3 javelins, spear

---



**2 Primitive Lizard Men w/ scimitars (45 EP each):** HP 30 each, Init 0, RoF 5 (javelin), Spd 7 (scimitar), Rch 3', Atk +3, Dmg d12p (javelin) or 2d8p+2 (scimitar), Def +4, DR 2, ToP 12/ 6, Size M, Move 10 ft./sec.

*Equipment:* 3 javelins, scimitar, small shield

### Lizard Man Camp

Several miles downriver from the scouting party lies the lizard man camp. This area could prove exceedingly dangerous for the PCs, depending on how they approach the encounter. Careless characters may assume the encampment is friendly when in fact it is anything but. Those lizard men stationed here are not only entirely loyal to Balan but have orders to kill any intruders on sight. Those reckless enough to ignore the warning signs deserve what they get.

Read the following text to the players before finding the encampment. Allow the players a few minutes of game time to discuss their options, as the warning pikes are a thousand feet upriver or so from the encampment.

The river slows in this area and widens briefly. Several small islands come into view, no more than a few feet of tall reeds and high grass that poke through the water from an unseen sandbar.

On each island are a dozen pikes upon which is situated a rotting head. Most are decomposed to the point of being unidentifiable yet you notice a few heads that possess enough waxy flesh to determine their race. Men comprise the majority of these, though you also spot an elf head among the group as your boat glides toward the spectacle.





There is ample opportunity in regards to time and distance to land and scout the lizard men camp if the characters so desire. Doing so enables them to better determine the size of the enemy force. It is best for the characters to draw the lizard men out into the jungle in small groups, as they may overwhelm the PCs in force. Players that fail to realize this, or stumble blindly into the camp, are left to deal with the consequences.

Kavalt is fully aware that there is a lizard man camp along this portion of the river. If he is questioned (and the characters treated him fairly on their journey) he may be persuaded to tell them what to expect. Of course, he is also likely to lie and suggest that the lizard men are friendly. It is up to the GM to determine just how much, and what quality, information he shares with the characters.

**Lizard Man Tactics.** Having never faced an attack in their camp, the lizard men have no pre-set plans for an organized defense of any sort. Their main method of combat is to come in waves at whomever attacks them until the problem goes away. If their numbers are reduced to the point that they are outnumbered, they flee into the jungle or the water to escape. The lizard men use the water to full effect, swimming underwater to regain an advantageous position. They attempt to drown characters when possible, as they take perverse pleasure in the act.

## The Camp

**Encounter:** 10 Primitive Lizard Men (450 EPs)

Those in camp are fairly complacent but they answer any threat with force. Read the following when the lizard man camp finally comes into view:

Through the trees ahead in the distance you spy a small camp. Small huts, shanties and lean-tos made of bamboo dot the shoreline and the smoke from a fire drifts upward and across the river ahead.

Once the characters draw closer to the camp, read:

Your boat swings past the last group of trees blocking your line of sight and you spy the residents of the camp...

Three lizard men stand on the shoreline watching you. Two of the creatures are armed with spears while the third carries a bundle of firewood, a saber and a shield on his back. All of them wear a large quiver around their waist with several long objects inside.

Landing the boat could prove difficult but the boat offers characters that cower behind the half-wall a 30% cover bonus (cumulative with shield cover, if any). From the time the lizard men spot the characters, it takes 15 seconds for the boat to make a landing. Those willing to leap forth ahead of time are on their own and must wade through the river to get to shore.

Some 20 seconds after the boat lands, more lizard men begin arriving from huts, the river and the nearby jungle. 1d4 lizard men arrive every 20 seconds until all 10 are engaged in battle. A sense of chaos and confusion should be cast over the battlefield as new attackers emerge randomly from several directions.

The lizard men patrol the jungle scavenging for food and hunting and it could take them some time to return to the camp after hearing the sounds of battle. Once the fight is over the camp makes an ideal place for the characters to rest. Even if a lizard man escapes and reports back to Balan, no counter-assault is launched.

Inside one of the huts is a small chest that contains spices that Balan ordered the lizard men to collect from the jungle. The chest contains three pounds of nutmeg (valued at 250 sp).

---

### 5 Primitive Lizard Men w/ spears (45 EP each):

HP 30 each, Init 0, RoF 5 (javelin), Spd 10 (6) (spear), Rch 10', Atk +3, Dmg d12p (javelin) or 2d6p+2 (spear), Def 0, DR 2, ToP 12/ 6, Size M, Move 10 ft./sec.

*Equipment:* 3 javelins, spear

---

### 5 Primitive Lizard Men w/ scimitars (45 EP each):

HP 30 each, Init 0, RoF 5 (javelin), Spd 7 (scimitar), Rch 3', Atk +3, Dmg d12p (javelin) or 2d8p+2 (scimitar), Def +4, DR 2, ToP 12/ 6, Size M, Move 10 ft./sec.

*Equipment:* 3 javelins, scimitar, small shield

---



# CHAPTER SIX

## Stirrott and the Spire

### Chapter Six Synopsis

Experience Yield: ~1600 EP plus up to 3350 EP in story awards upon completing the mission and returning to Emosvom

Treasure Yield: ~285 sp plus up to 750 sp as cash reward from Izvar upon return to Emosvom

### Location H: Stirrott

#### Objectives from the Jade Lion:

- ⇒ Empty the village of all locals
- ⇒ Recover the statue of Alzarra the town founder
- ⇒ Raze Stirrott to the ground

Since its inception, Stirrott faced numerous problems, the largest being a violent band of natives that took umbrage to the presence of outsiders plundering the jungle for its riches. In order to prevent continued assaults, the men of Stirrott built a palisade in order to better defend themselves. This had the desired effect, as the natives had no means to assault a fortified location.

Unfortunately all that changed with the coming of Sir Malvar “The Hood” Torist. Upon learning of the plight of the natives, the nobleman traveled deep into the heart of the jungle to meet with the leader of the band and assured him he could not only open the gates but he could also provide assistance in driving out the interlopers. Eager to rid themselves of the pesky outsiders, the natives readily accepted the offer.

Shortly afterwards, Malvar did as he promised, entering the camp and opening the gates late in the evening after subduing the guards. Afterwards Sir Malvar and his men fled into the night from the expected carnage, cheering a great victory for the natives. The men and women of Stirrott fought valiantly that night and the battle was much closer than the natives had anticipated. At several junctures the residents of the camp were close to winning, but eventually the confusion among

the defenders and the coordination of the attackers was too much, and the camp was lost.

No one knows why, or how, but those that died in Stirrott that night refused to go quietly into the afterlife. Certain witch doctors claimed the camp had been cursed since its inception, while others believe the evil act that was performed that night was so great that the dead refused to let go of their hold on life. Whatever happened, Stirrott is no longer a friendly place for the living.

When word reached Anavim of the destruction, a band of mercenaries was assembled to retake the camp, with the intent of winning favor from the trading company. Those men never returned. A second trip was planned, but a year of particularly bad spring floods drowned the town. Now Stirrott sits in several feet of water, a grim shadow of its former self. Those residents that still remain there bide their time until the next group of heroes arrives so that they can once again defend their town from destruction.

Today, Stirrott is nothing more than a watery graveyard of bamboo huts and stilted homes. Those venturing too close learn a deadly secret – the locals don’t enjoy the company of the living.

Once the undead begin to attack, they slowly keep coming until they are all destroyed. As such, this encounter requires a bit of flexibility and improvisation on the part of the GM. The zombies and skeletons of Stirrott are bound to the camp and do not pass beyond the palisade wall.

However, this shouldn’t be immediately obvious to the characters, in order to prevent a situation where they park their boat at the entrance and rain missile fire on the undead until they are eliminated. Even if they

devise such a tactic, the undead can easily retreat to the water until such time as the characters become brave enough to re-enter the camp.

Allow the PCs to enter the camp and explore it for some time before the attack begins. It is advised that the attack should begin about the time the characters discover the location of the statue and inspect it.

While mindless, the undead of Stirrott wait until the PCs are in the center of the camp before attacking. This need to trap them inside the camp is part of the great curse bestowed upon the undead, and not a conscious decision. Return trips unfold in a similar manner.

Hours before the characters arrive at Stirrott, read the following aloud:

For hours now your boat has passed into some of the murkiest areas of the jungle. Here the trees grow to abnormally large sizes and even the muddy water of the Izhoven hides in the shadows from the canopy above.

The water is dark, nearly black, and quick moving creatures pass through the jungle underbrush with alarming speed, never allowing you a good look at them. A sense of foreboding permeates the area, as if the jungle itself was holding its breath.

Kavalt grows nervous as you drift lazily down the tributary of the main artery.

*"I haven't been this way in years," he says. "Much has changed."*

His eyes dart back and forth to each side of the riverbank in obvious anticipation.

For a few hours leading up to Stirrott, the characters should have a sense of foreboding and dread. Animal noises decrease and an overwhelming sense of stillness permeates the area. Stirrott is an accursed place and native tribes have learned the hard way to avoid it at all costs.

Kavalt and Vesh become extremely nervous and uneasy. Any questions directed to them are met with a silent shrug or nod, as if they refuse to break the silence.

### What Kavalt Knows About Stirrott.

As the halfling exclaimed, it has been some time since he has ventured down this tributary. If the characters can get him to speak, he reveals that the camp was originally established because the area was home to a large forest of ironwood prized by the trading company. Those who worked for Balan harvested the ironwood and sent cut timber and logs upriver to Emosvom.

Over the years the people here struggled against relentless bands of natives that took umbrage at the presence of the outsiders. After several attacks, a wooden palisade was built with a lone gate, which alleviated most of their problems.

When the characters arrive at Stirrott, read the following:

You pass another fork in the river, heading up a thin tributary clouded in shadows and darkness. With each mile the jungle grows darker and it becomes more difficult to tell night from day. Finally, you spy the walls of the camp of Stirrott ahead.

Heavy timbers stand upright, lashed together and set into a large earthen groundwork, forming a sturdy defensive wall that encircles the obviously now-flooded camp. The water passes through the open area where a gate once stood and floods the streets.

From your vantage point, you see dozens of bamboo huts and wooden buildings, all of them partially submerged. About a hundred feet from the gates, the water level suddenly drops and the boat grinds to a halt, able to go no closer.

From the boat the characters can see several wood or bamboo huts but little else. Once the town was a hundred feet from the river, but the water has swamped it, forcing those who want to see more to explore on foot. (This could prove problematic for shorter characters, but life can be hard like that.)

After the PCs approach the open gate, or entering it, read the following:

Two feet of brackish, muddy water covers the streets of Stirrott. Huts and homes rise from the water like headstones in a graveyard. Many homes have toppled over and floating debris is commonplace. Among the flotsam you spy several bloated corpses floating in the water.

In the center of town, near a stone pedestal, you spot a partly submerged statue gazing back at you at an odd angle. Much of the right side and the head of a stern looking stone face can be seen but the remainder is submerged.

Most of the corpses floating around in the water are actually zombies. More zombies and skeletons reside underneath the water and inside the huts waiting for the characters to draw near the statue in the center of the camp. Anyone disturbing the bodies finds bloated natives, none carrying anything of value.

Even if disturbed earlier, the zombies do not animate until most of the party draws near the center of town. The zombies and skeletons come in waves, slowly shambling toward the PCs or bursting out of the water to attack.

When the characters finally investigate the statue, read or paraphrase the following:

Several feet away a stone pedestal rises from the water, once the home to the statue that now lies partly submerged before you. The body is propped up at an odd angle and most of the right side and head are above water while the rest remains submerged. One eye of a Svimohz man stares back at you, a portion of its stone face hidden below the inky water.

The statue weighs 800 pounds and is comprised of solid stone. Relocating the statue could be extremely difficult. The best method to do is to strap ropes to it and drag it or lever it upright.

The statue is just under 6 feet in height and depicts a stern man wearing regal robes. His left hand holds a tome to his chest and in his right hand he holds a hammer down toward his waist. This man, Alzzarra, was the camp founder. He worked for the trading company and his job was to make temporary settlements in the jungle become permanent. At Stirrott he had a statue

raised in his honor after he himself founded the camp. It was the only settlement he ever established and he was quite proud of the work he had done here. He died shortly after the statue was erected.

### Undead Assault

**Encounter:** 7 Skeletons (469 EP), 6 Zombies (600 EP)

**Potential Yield:** Dagger +2, 2 robes (10 sp), 3 wooden rings (3 cp), 4 dining sets (8 cp), blank spell book, Vohven botany book (25 sp), Wand of Illumination, Potions of Giantism, Speed, Strength of Iron, and Water Breathing

**Potential Story Awards:**

☐ Razing the camp (500 EPs)

While the characters investigate the statue, the first wave of undead attacks. Like the lizard men camp the undead attack in a series of waves depending on the roll of the dice. Skeletons shamble toward the party at a movement rate of 10 feet/second while zombies move at 5 feet/second. The water slows their movement but they never tire and are magically compelled to move so the water is a minor obstacle for them.

Whenever possible, the undead rise up out of the murky water in order to surprise the characters. The initial wave of undead roll d4 for Initiative as they burst forth from the water within 15 feet from the characters. Once combat starts, the following waves of undead arrive at a certain time (see below).





Because of the great curse on the camp, the undead here regenerate (in a manner of speaking). Every 24 hours 1d4 random undead rise again, though the total number of undead never increases. As such, characters that flee may be forced to endure this fight (or a GM variation of it) more than once.

Razing the town prevents the undead from rising again but that chore may be beyond the capabilities of the players. Most of the wood and bamboo is soaked with water, making it very resistant to burning. Lighting fires will fail unless someone with the Fire-Building skill succeeds at a difficult skill check. Should this be accomplished, Stirrott may be put to the torch. Manually destroying the buildings and palisade would work but the task is very time consuming (figure on d4+3 days to accomplish the task).

An alternative way for the characters to lift the curse is to remove the stone statue (though tasked by Izvor with its recovery, they won't know that its removal from the village has this effect unless they return later). The statue is a symbol that would remain long after the town disintegrated and once gone the undead do not rise again.

### First Wave

**Encounter:** 3 Skeletons (201 EPs)

Roll d4 for initiative.

---

**3 Skeletons (67 EP ea):** HP 30 each, Init 0, Spd 9, Rch 3', Atk +1, Dmg 2d8p-1 (scimitar), Def +7, DR 3 vs. crushing, 9 vs. hacking & 13 vs. piercing WF 1, ToP n/a, Size M, Move 10 ft/sec

*Equipment:* scimitar, medium shield

---

### Second Wave

**Encounter:** 2 Zombies (200 EPs)

This encounter occurs 35 seconds after combat begins. Each zombie surfaces or emerges from a building 2d100 feet away in a random direction. These zombies thus take a bit of time to reach the combat.

Zombies deal automatic bite damage after two successful grab attacks, and every 10 seconds thereafter. Break free with Feat of Strength (*vs d20p+12*) or knock-back. Grabbed characters attacking with weapon larger than a dagger/knife are limited to d6p base weapon damage.

---

**2 Zombies (100 EP each):** HP 34 each, Init +6, Spd 10, Rch 2', Atk +4, Dmg 0 (grab) or d4p (bite), Def 0, DR 8, Will Factor 3, ToP n/a, Size M, Move 5 ft./sec.

---

### Third Wave

**Encounter:** Zombie (100 EPs)

This encounter occurs 55 seconds after combat begins. The zombie surfaces d12 feet from a random character.

---

**Zombie (100 EP):** HP 34 each, Init +6, Spd 10, Rch 2', Atk +4, Dmg 0 (grab) or d4p (bite), Def 0, DR 8, Will Factor 3, ToP n/a, Size M, Move 5 ft./sec.

---

### Fourth Wave

**Encounter:** 2 Skeletons (134 EPs)

This encounter occurs 100 seconds after combat begins. Skeletons arise randomly from the water 3d20 feet away.

---

**2 Skeletons (67 EP ea):** HP 30 each, Init 0, Spd 9, Rch 3', Atk +1, Dmg 2d8p-1 (scimitar), Def +7, DR 3 vs. crushing, 9 vs. hacking & 13 vs. piercing, WF 1, ToP n/a, Size M, Move 10 ft/sec

*Equipment:* scimitar, medium shield

---

### Final Wave

**Encounter:**

2 Skeletons (134 EPs), 3 Zombies (300 EPs)

This encounter occurs 150 seconds after combat begins. Each undead appears 2d100 feet away in a random direction.

---

**2 Skeletons (67 EP ea):** HP 30 each, Init 0, Spd 9, Rch 3', Atk +1, Dmg 2d8p-1 (scimitar), Def +7, DR 3 vs. crushing, 9 vs. hacking & 13 vs. piercing, WF 1, ToP n/a, Size M, Move 10 ft/sec

*Equipment:* scimitar, medium shield

---

**3 Zombies (100 EP ea):** HP 34 each, Init +6, Spd 10, Rch 2', Atk +4, Dmg 0 (grab) or d4p (bite), Def 0, DR 8, Will Factor 3, ToP n/a, Size M, Move 5 ft./sec.

---

After the battle, the characters may decide to search the camp for valuables and loot. Searching various huts turns up nothing of any significant value. Most everything of value was taken long ago.

However, one sealed box managed to survive. Locating it could prove difficult since the trunk may only be located randomly (during combat even) or by actively searching for items of value in the water. While moving about, the characters should often bash their feet on unseen objects and debris in the water; there is a 15% chance for every 5 minutes searched that one of the characters runs into the object.

▶ Alternatively, any PC searching the water could find the trunk. In this case, an Observation skill check (Very Difficult) is required to find the trunk.

While searching, the players may roll randomly (15% chance of success) once every 5 minutes. The trunk is large (3' x 2' x 2'), made from ironwood and bound with iron and lacquered to make it watertight. It is locked and the key has long been lost.

▶ A successful Lock Picking skill check (Average) is required to open the lock. Those without the means can bash the lock off with a Feat of Strength check against the lock (*vs. d20p+5*). Bashing the lock has a slight chance of breaking the glass bottles inside. For each Feat of Strength check there is a 20% chance that each potion shatters.

Inside the trunk are the following items:

- Silvered Dagger
- 2 sets of high quality robes (can be sold for 5 sp each)
- 3 wooden rings (valued at 1 cp each)
- A set of four wood bowls and plates (1 cp each)
- A book on botany of the Vohven (worth 25 sp; reduces the difficulty of Botany checks in the jungle by one category when used in conjunction with a skill check).
- **Potion of Speed**
- **Strength of Iron Brew**
- 10 silver sling bullets (50 sp value as bullion)
- Carved ivory statuette of an Oliphant (200 sp)

## Location I: Miznoh Spire

### Objectives from the Jade Lion:

- ⇒ Determine if Balan is alive
- ⇒ Return Balan to Emosvom (dead or alive)
- ⇒ Return Kavalt to Emosvom (alive)

For years, the Miznoh Spire has been a mysterious spire of rock rising from Three Kings Bank, a small island where the river forks deep in the heart of the Vohven. Most of the native humanoids and tribes avoided the spire, as they believed it to be a sacred place in honor of the Gods. When Balan arrived he commanded his lizard men followers to make his home there, further elevating his already lofty status among them. Since his arrival Balan has secured the area around the spire and numerous tribes of lizard men have moved here to make the place home. By the time the characters have made it this far, Balan is fully aware of the situation and has commanded his followers to let the characters pass so that he may deal with them himself.

Balan is a challenging adversary and it is best that the characters be rested and healed as much as possible before encountering him. Balan is also fully aware that the characters have Kavalt imprisoned and that they probably come with the hope of capturing him and returning him to Emosvom – a task he fully intends to make as difficult as possible.

### Arriving at the Spire

For hours leading up to the characters' arrival at the spire, they begin to notice lizard men massing along the banks of the river, and in the water behind them, in small groups of three to four. Any offensive action taken at this point only drives the creatures away temporarily; they reappear a short time later. Each passing hour the numbers climb by three to five. In all cases, the lizard men don't attack or respond to the characters' actions other than to flee or continue to herd them toward the spire. Upon their arrival at the spire there are roughly 30 lizard men shadowing the PCs.

Stopping the boat forces the creatures to halt some distance away awaiting the PCs' next course of action. The lizard men do not prevent the boat from returning north or stopping and landing. The creatures shadow the characters as they advance, fleeing if attacked.

**What Kavalt Knows about the Spire.** Kavalt tells the characters exactly what he thinks the lizard men are doing, herding them toward the spire. Furthermore, he claims that had Balan wanted them dead, the lizard men would certainly be attempting to kill them; more than likely he wishes to meet the characters and speak with them. This is true.

As this is happening, Kavalt begins to get excited. He knows his long, arduous journey is finally coming to a close and soon he can return home with Balan. At this point he is giddy to assist the characters in order to ensure he lives through the ordeal.

Read the following as the PCs finally glimpse the Miznoh Spire.

For hours your attention has been drawn to the banks of the Izhoven. Clusters of lizard men continue to follow you, their numbers growing with each passing hour. They keep their distance and don't appear hostile, but that is little comfort

Behind you, a throng of the creatures also follow in the water. Their dark eyes and heads peek from the water at a great distance and, like those on the shore, more appear every so often. All told, at least 30 lizard men trail you, herding you toward your destination.

Since the arrival of the lizard men you have been catching glimpses of the Miznoh Spire through the jungle treetops ahead. Now, hours later, you can finally see the spire in all its glory. Comprised of basalt and obsidian, the dark stone formation rises in a crooked, jagged line over a hundred feet into the sky.

Near the pinnacle, flocks of ravens and large clumsy vultures circle overhead.

Assuming the characters continue along their course, they eventually reach the island and the lizard man camp. Once the island comes into view, escape or retreat will not be allowed. Those attempting to land any other place than the docks are attacked, as are those who turn north.

The lizard men use force but their intent is to capture

the characters and drag them kicking and screaming to their inevitable meeting with Balan.

Drawing near you can see that the spire rests on a protruding hunk of land, the river splitting to both sides of the landmass. The ground rises up to form a hill on which the spire rests.

Surrounding the hill are dozens, perhaps hundreds, of bamboo huts scattered amongst the trees and undergrowth, crawling up the land toward the pinnacle of black stone. Crude wooden stairs weave in and out of the cluttered village making a maze of narrow streets and avenues.

As your boat comes into view, you can see countless lizard men, most halt what they are doing as they follow your arrival. It quickly becomes obvious you are being herded toward a large dock where several lizard men await you...

The camp here should not be a combat zone unless the characters are panicked enough to attack an overwhelming force. Vesh navigated the boat to the docks saying that there is little other option available for them. Vesh tells those that protest that he is the captain of the ship and he doesn't believe the creatures will hurt them – at least not yet. Despite his claims, Vesh is not comfortable with this situation at all.

Once the boat makes dock, read the following:

Your boat pulls silently up to the dock where 10 armed lizard men wait for you, each bearing a spear or club and shield. As your boat docks, one of the creatures ties it off to a long rope while a large, heavy set lizard man with a bone necklace points his spear toward the muddy path at the end of the docks that is lined with more of the creatures, indicating you should go that way.

If the characters hesitate, the following happens:

When you don't move immediately, the lizard man prods Vesh with the tip of his spear and points again.

*"I think we should go," Vesh says.*



Characters unwilling to walk through the camp to the spire are attacked and clubbed into submission. At the end of the docks are another 10 lizard men waiting to assist those on the docks (there are 110 lizard men in camp). It should be quite obvious that the characters face death if they don't comply.

The lizard men allow no one to remain on the boat except of Kavalt, whom they free once the group leaves. Vesh and the guards are herded with the PCs.

Once they move through town, read the following:

You move through a maze of muddy, worn down paths and up shoddy wood creations someone had the nerve to call stairs. All the while you are followed by a huge throng of lizard men, the ten behind you making sure you don't linger at any point, even poking you in the back several times with their spears.

Your best estimation is that there must be over a hundred lizard men living in this village, all at the beck and call of Balan Pateris.

Assuming the characters willingly go along, continue with this text.

You zigzag through the maze of huts, past heads of men and creatures fitted to poles, past the carcass of something that could have once been a man hanging from a hook, always upward, before finally coming to the top of the village.

Here, a long, narrow switchback climbs upwards toward the lone spire. You push on, climbing toward the top. Looking back, you see the huts step down and away and the boat docked at the river beyond.

At the top, you turn your attention to the spire of stone, finding the imposing structure nerve racking. Crooked and jagged it appears on the verge of collapse. As you inspect the formation, a loud voice speaks to you from the shadows at the base of the spire.

*"Welcome to my home."*

As your eyes adjust to the shadows, you see a man sitting on a large bamboo throne. Pale of skin and portly to the point of being obese, Balan Pateris looks every bit the part of a northerner with the exception of his clothing. His skin is red and raw never fully tanning nor healing from the harsh southern sun. Freckles dominate his face and a swath of red-auburn hair hangs in matted curls from his head. He wears a thick, leather belt around his waist from which hangs a loincloth, as well as two small pouches at his side, but he remains otherwise unclothed.

Despite his girth and his somewhat comical, sunburned appearance, Balan exudes aura of power and leadership. Lying next to the throne are two mangy wolves that eye you with obvious hunger, whimpering for the command to attack.

Those lizard men that accompanied you up the trail fall to their knees as Balan speaks. Noticing this, he waves them off with his hand. They back away and retreat back down the trail.

*"So, they have finally sent you. I wondered how long it would be before someone came for me. Are you assassins? No, no. I see you are errand boys, sent by the trading company to collect their man. Good. We have much to discuss."*

Depending on what actions the characters take, this could quickly degenerate into a combat situation. Anxious PCs may wait until the lizard men are out of earshot and attack Balan. If so, they may be surprised to find he is waiting for them. His wolves respond by growling or attacking anyone that approaches within 10 feet of the mage.

In fact, if someone attempts to do so, Balan warns the characters that "his curs" defend him. Those characters that engage Balan in conversation find him cordial and receptive. He wishes to hear their "harrowing tale" and seems concerned about the health of Kavalt. Shortly afterwards, the halfling appears at the spire, where he greets Balan with much joy.

Balan is extremely interested in the characters. He wants to know all about their lives, where they come from and how they came to be where they are now; no detail is too small. When speaking to the PCs he keeps his distance, as he is fully aware of the PCs' intentions.

Despite this, he allows the characters to stay as long as they like. Food and fresh water are provided and Balan is open to any type of conversation. They may be allowed to stay for weeks, or even months, if they desire.

For the most part, the characters have the freedom to do as they wish. They are able to reside in the spire and travel down to the camp, though the lizard men have no desire to be in their presence. They can even access the boat but are not allowed to leave. At all times there are six lizard men stationed on the docks in order to prevent the boat from leaving (it is tied to the dock in two places). Anyone exploring the camp draws the attention of the lizard men, who follow the characters around in large groups of six to 10.

Once a routine is established, Balan retreats to his room, where he spends the vast majority of his time. Those wishing to speak with Balan must go through Kavalt. The halfling does not allow anyone into Balan's quarters and if the characters wish to speak with him he meets them at his throne. Balan is quite insane. He feels true power is in controlling the tribes of the jungle. Wielding the dedicated men and lizard men is what he considers his destiny. He wishes to become the next great ruler and king of the Vohven and he has no intent of returning north.

When Balan speaks, he does so cryptically. He knows much of what the characters have done already and is able to surmise the rest of the actions and journey based on these facts. He should come across as omniscient, supremely confident and all-powerful. In many ways he is toying with the characters in an attempt to eventually break them down and convert them to his side, or kill them; he is happy with either result. Balan is smart enough to know that the first option (breaking them down) would take months, maybe even years. He easily sees through any deception the characters try to pull in order to trick him.

Luckily, the characters can dictate the terms of the battle to some extent. Balan is fully willing to allow them run of the camp and the spire (with the exception of his quarters) but everywhere he goes he is accompanied by Kavalt and his loyal wolves. The characters may attempt to ambush Balan but for the most part he

has been expecting that since their arrival and he always rolls a d6 for Initiative as he is always on guard. (unless sleeping). Balan sleeps at odd hours and spends most of his time holed up in his room, so knowing when he is sleeping is difficult. Any battle that occurs in the spire is safe from lizard men reprisal. If Balan is killed, the characters are free to go (because the lizard men fear them after murdering their leader).

Any battle is too far removed from the camp to draw their attention. Even if the creatures were to hear sounds of battle, it is unlikely they would come to Balan's aid, as he has instructed them to approach only when summoned by himself or Kavalt.

### **The Camp**

The camp is comprised of 200 crudely constructed wood and bamboo huts with thatched roofing. The lizard men live here because Balan wants them to, and for no other reason. Buildings are scattered about in a haphazard fashion with no logic. Worn paths of muddy earth twist between the tightly cluttered huts and dozens of rickety sets of stairs wind up the hill toward the spire.

Among the huts are piles of stone, wood, caged and captured beasts and piles of supplies. The wood and stone are remnants from foraging for materials to return to Emosvom, while the caged animals are to be sold for profit. Supplies include crates of food, bags to store spices, minerals, and all manner of foodstuffs. This way of living is somewhat alien to the lizard men, and the camp is a cluttered mess.

In addition, characters find corpses of animals and natives hanging throughout the camp. The lizard men that serve Balan are accustomed to the taste of man-flesh and they routinely capture natives.

The lizard men do not allow the characters to enter any hut or explore, plunder or investigate any of their possessions (which includes pretty much everything in the camp). When wandering around, the characters should have a sense that the lizard men despise them. Any slip on their part and the lizard men try to butcher the characters and devour them.

## The Spire

**Encounter:** Balan Pateris (242 EP), Kavalt (67 EP), 2 dire wolves (244 EP), 110 Lizard Men (4950 EP)

**Potential Yield:** spell book, Potion of Invisibility, Wand of Lightning (20 charges), Wand of Fire and Flame (11 charges), large malachite stone (70 sp), 102 cp, 65 sp, 2 gp

### Potential Story Awards:

- ❑ Killing Balan *before Vesh and the guards die* (150 EP)
- ❑ Escaping without fighting the lizard men (250 EP)

Comprised primarily of basalt, the spire is crooked and rises high into the sky. The top is tapered obsidian and much of the structure inside no longer remains. Only three carved-out rooms remain intact: a large central gathering area (where the PCs are allowed to live) and two smaller rooms (15' square). Balan lives in one of these rooms while the other is used for storage and holds water barrels, rope, dried fruit and meat, torches and other mundane items.

Balan's room contains the typical trappings one would expect to find. These include a sleeping mat stuffed with leaves, a bamboo table and a large table covered in old candles. Several shelves contain jars with spell components (for the spells Balan knows) and a footlocker contains all of his valuables. Inside this unlocked container the characters can find various coins and Balan's spell book.

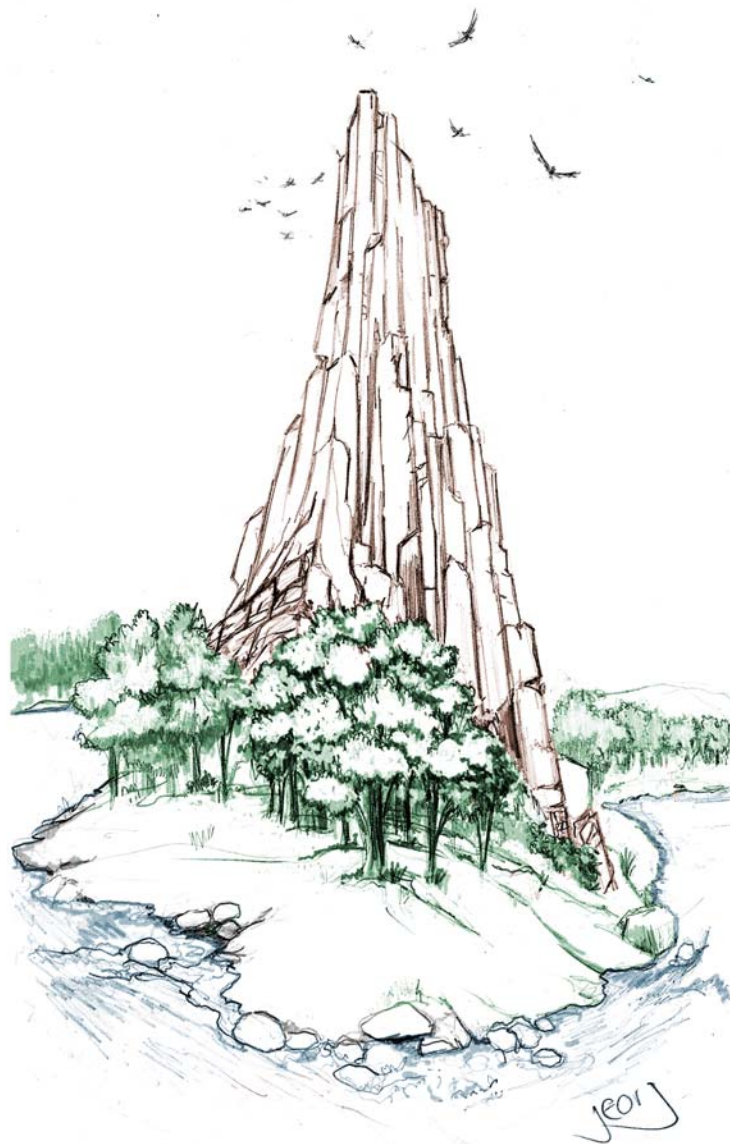
Balan's spell book contains the following spells: Audible Clamor, Aura of Protection, Bar Portal, Disguise, Fire Finger, Illusionary Leather Armor, Panic, Permanent Mark, Repair, Scorch, Shrink, Shift Blame, Skipping Betty Fireball, Springing, Veil of Darkness.

**Actions.** The longer that the characters stay at the spire, the more nervous Vesh and the guards become. Once a week passes they begin to discuss ways to escape, no longer caring if they complete their mission. This could lead to several attempts to escape with or without the PCs. Balan learns of these attempts and decrees that Vesh and the guards be captured and killed. The day following the ill-fated escape attempt, PCs wandering through the camp find the horrific sight of Vesh and the guards gutted and hanging from pikes.

Kavalt also provides an interesting opportunity for the characters. He and the wolves always accompany Balan and, while the wolves assist Balan in any fight, Kavalt's actions depend on how he was treated as a prisoner during the journey. Characters that became friends with the halfling are safe from his attacks and may even be able to convince the halfling to assist them. However, Kavalt's loyalty to Balan runs extremely deep.

- ▶ Characters may attempt a Diplomacy or Art of Seduction skill check (Very Difficult) against Kavalt's Resist Persuasion skill. Success indicates that the character somehow convinces the halfling to turn. Note that this can only occur if Kavalt was treated favorably on the journey. If he was poorly treated, he sides with Balan during the fight.

At first, Kavalt only helps assist the characters against





the wolves. After the wolves are dead, it takes a second skill check to convince him to attack Balan. Subsequent skill checks are required every 25 seconds as he struggles with his morals.

**Counter-Actions.** Despite the overwhelming numbers he has at his command, it is a matter of pride for Balan to deal with the characters on his own with only the help from his loyal wolves. This serves several purposes, but mostly it makes him appear all the more powerful to his minions while feeding his ego.

Balan ordered his lizard men not to become involved in the combat, but that shouldn't be evident to the players. The threat of over 100 lizard men at Balan's command should be enough for them to consider other alternatives to an outright attack. The one caveat is that a character that attacks a lizard man unprovoked must deal with the tribe; Balan lets the PCs' actions decide their fate, watching from a distance.

Once the fight begins, Balan directs his wolves to screen him while he employs a wand in each hand as his primary attack first using the last remaining *Arc* power from the Wand of Lightning followed by *Fire Finger* from the Wand of Fire and Flame. He will then cast a spell (likely Panic) while the wands reset. Thereafter he shoots a *Fire Finger* from the wand every 10 seconds saving the Wand of Lightning as a melee weapon. He is cautious about casting spells only doing so when he feels secure that he cannot be pummeled while undergoing spell fatigue.

He is cautious and unwilling to stand toe-to-toe with fighting men in melee. He usually has some sort of back-up or escape plan and in this case he carries a Potion of Invisibility for just such an occasion. Balan is a survivalist and opportunist and if need be abandons his grandiose plans to save his own skin. If on Balan's side, Kavalt uses his Distraction skill to attempt to draw the characters' attention away from Balan whenever possible.

*Note: The command words for his wands are not written down anywhere. PCs must declare and succeed at a Listening skill check (average difficulty) in order to obtain them. Fire Finger is triggered by "fab room", Arc by "tezh kaloom" and Shock by "yat buluk".*

**Balan Pateris.** Balan is Kalamaran by birth with a portly build, red hair, fair skin and bright blue eyes. He views people as tools to be used at his convenience and discarded when done. He is an opportunist first and

foremost and always has one eye on the future and his escape.

---

**Balan Pateris (242 EP):** CN Kalamaran human mage 5, HP 41, Init +5, Spd 10, Rch 1'; Atk +2, Dmg 6 (wand), Def +1, DR 0, ToP 15/ 6; Honor 62

*Quirk:* glutton

*Notable Skills:* animal empathy 45, animal training (wolves) 65, arcane lore 65, glean information 25, history (ancient past 200 years; Svimohzia 45, Kalamar 61), interrogation 23, language (Kalamaran 90, Svimohzish 45, Merchant's Tongue 61), observation 31, resist persuasion 66; *Profs:* dagger

*Equipment:* spell components, dagger, **Wand of Lightning** (19 charges), **Wand of Fire and Flame** (11 charges), **Potion of Invisibility**

*Spells Memorized:* A: Springing, J: Enrage, 1st: Scorch, 2nd: Magic Projectile, 3rd: Veil of Darkness, 4th: Skipping Betty Fireball, 5th: Panic

*Spell Points:* 430

---

**2 Dire Wolves (244 EP):** HP 42 each, Init -2, Spd 8, Rch 2', Atk +5, Dmg 4d4p, Def +5, DR 3, ToP 17/ 10, Size M, Move 20 ft./sec.

---

## Miznoh Spire Conclusion

Killing Balan is only the first step to escaping the island. The more difficult task may be leaving without the lizard men killing them. Since the lizard men are resistant to the PCs leaving (as per Balan's command), the characters must attempt to sneak out of the camp or come up with another manner to convince or trick the lizards to let them go.

One method is to remove Balan's head and carry it through the camp. The lizard men's fear of Balan is magnified in the presence of those able to kill him. Attempting to leave the island in this manner is successful and the lizard men do not resist their departure.

Other methods prove more difficult and may end in the PCs fighting their way off the island. Luckily the lizard men do not approach the spire unless summoned, so the characters can attempt to flee the island in another manner (though claiming their boat may be a most difficult task). If Kavalt lives through the process and was befriended by the characters, they may find that they have attracted a new companion.

### **Primitive Lizard Men (110 total) (45 EP each):**

HP 30 each, Init 0, RoF 5 (javelin), Spd 10 (6) (spear) or 7 (scimitar), Rch 10' (spear) or 3' (scimitar), Atk +3, Dmg d12p (javelin) or 2d6p+2 (spear) or 2d8p+2 (scimitar), Def 0 (+4 with shield), DR 2, ToP 12/ 6, Size M, Move 10 ft./sec. or swim 10 ft./sec.

*Equipment:* 3 javelins, 50% with spear & 50% with scimitar and small shield

Returning to Emosvom can be as eventful as the GM desires. Random encounters should continue to occur throughout their journey back upriver. The PCs may stop in [Anavim](#) to replenish supplies and recuperate should they desire.

Upon returning to Emosvom, Izvor will seek out the characters and expect a full debriefing. He will systematically go through his mission checklist offering rewards for each accomplished task. Note that if Vesh is dead, handing over Vesh's logbook\* (written in code) will serve as proof of their accomplishment. Remember that Vesh kept a detailed account of what transpired along the journey; so lying about their accomplishments won't help...

\*Vesh keeps (or kept) his logbook on his person. If Balan kills him, this will be lost and may jeopardize receipt of EP and monetary awards.

### **Review of Mission Objectives:**

#### **Orakh:**

⇒ Re-establish contact with Shafan, leader of Orakh (*could not be accomplished as he is dead*)

⇒ Renegotiate trade contract with Shafan (*could not be accomplished - the village is abandoned and Shafan is dead*)

⇒ Turn logbook into Izvor (Vesh will do this - if he is slain the book is presumed to be on the Jade Whommash - and possibly lost)

**Reward:** 150 EPs and 200 sp

#### **Nonesh Copper Mine:**

⇒ Determine the current status of the Nonesh Copper Mines and its workers (*award already granted*)

⇒ Relieve Foreman Dashaz and escort him home (*cannot be accomplished as he is dead*)

**Reward:** Returning Dashaz's corpse to Emosvom is worth a 300 EP story award

⇒ If necessary, clear the mine of dangers so that Vesh can inspect it and determine what future value it has to the trading company (*award already granted*)

#### **Anavim:**

⇒ Re-establish contact with the village leaders (*no award*)

⇒ Negotiate trade pact with village leaders (*500 EP may already have been rewarded if the PCs aided Vesh's negotiations*)

#### **Stirrott**

⇒ Empty the village of all locals (*none are present*)

⇒ Recover the statue of Alzzarra the town founder

**Reward:** If the statue is delivered to Izvor, grant a 300EP story award and 25 sp

⇒ Raze Stirrott to the ground (*award already granted*)

#### **Regarding Balan Pateris and Kavalt:**

⇒ Determine if Balan Pateris is alive (award if he escaped)

**Reward:** 250 EP

⇒ ... or return Balan Pateris to Emosvom (dead or alive)

**Reward:** 1750 EP and 375 sp (without physical proof only 750 EPs and 100 sp are awarded)

⇒ Escort Kavalt back to Emosvom

**Reward:** 150 EP

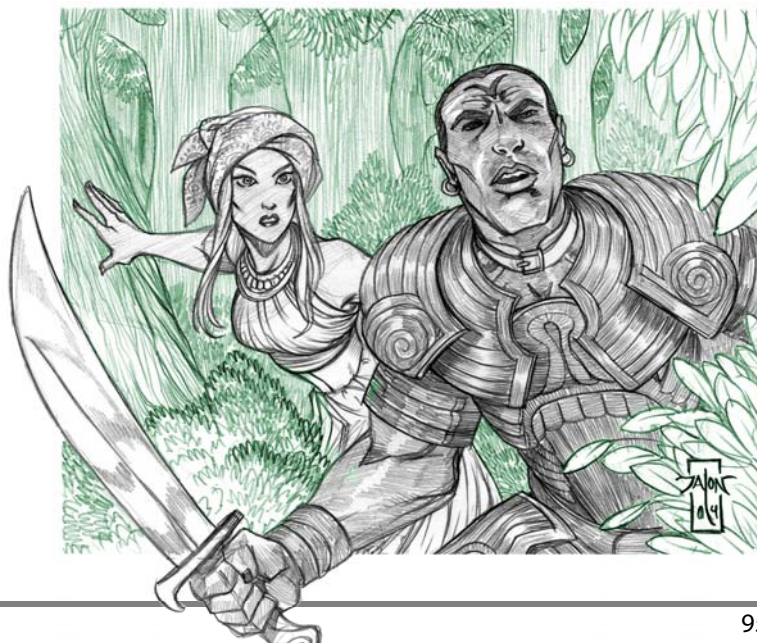
#### **Miscellaneous Goals:**

⇒ Capture the ruthless outlaw Sir Malvar "The Hood" Torist (alive)

**Reward:** 250 EP and 200 sp (an additional 20 sp is granted for proof of killing either of his lieutenants); merely killing Sir Malvar (with proof of the deed) is worth a 100 sp reward

⇒ Capture a live lion

**Reward:** 450 EP and 150 sp



# APPENDICIES

## Svimohzish PCs

In addition to the guidelines given in the *HackMaster Basic* rulebook, a player should take some other considerations into account when creating a character for Svimohzia.

To the traveler, Svimohzia harbors more dangers than worth, but it is an exotic and historical place. It is the home of ancient civilizations untouched by the hands of time, and some of the oldest human empires on Tellene. It houses religious sects that are found nowhere else in the world, unique tribal societies and peoples that have seen the rise and fall of entire civilizations. It also holds a beautiful wilderness at its heart – a beautiful, dangerous wilderness with the nature of a jungle beast.

There are a variety of reasons for travelers to come here – they might be looking to strike it rich, they might be looking for a quiet, tropical paradise, or they might seek to profit from the civil wars. The lands of Svimohzia are varied and diverse, ranging from dense jungle to open plains to ancient, luxurious cities, and the nations are not always on the best of terms.

The natives, however, believe that they live at the very heart of all civilization. They know that their homeland must be given the respect it deserves. The savannas and jungles are not the only place that danger exists, however, for even the rich playground of Zha-nehzmish can be dangerous to the unwary. It is an island of beauty and blood, riches and death, great opportunity and powerful risk.

### Svimohz Humans

The Svimohz have dark skin and a wide range of facial features that vary from region to region. They primarily speak Svimohzish, except in Ahznomahn (where they commonly speak Merchant's Tongue) and some of the folk who live near the Malachite Heights, where Dwarven is as common as Svimohzish. Those who live in Ozhvinmish and Meznamish also have their own dialect of Svimohzish, causing some confusion among travelers from other lands.

The Svimohz often have sprawling, close-knit families, especially in Ozhvinmish, Meznamish and rural Zazahni. Family ties are tight, and foreigners who fall in love with a Svimohz must make a good impression on the family or risk losing their

paramour's affection.

**Ahznoms.** Nearly a century ago, during the Meznamishii Empire's war with the hobgoblins, the Duchy of Ahznomahn declared its independence. Now the economic power of the island, Ahznomahn is a confederacy run by a Parliament of well-to-do merchants, wealthy barons and rich landholders. Yet, even before the confederacy declared independence, they were well known for their talents in sailing, shipbuilding and woodworking – traits they continue to maintain today.

Some people believe all Ahznoms are cutthroat merchants bent on economic conquest, beholden to the Golden Alliance, and are wary when dealing with them. While this is true of many Ahznoms, it scarcely defines the varied outlooks and opinions at home in this nation. Most Ahznoms want nothing more than to live without oppression from the zurenas of Parliament or a monarchy. There is a strong anarchistic trend in many of the commoners, who feel the transition of power has not improved their lives, and look fondly on the days of old.

Many Ahznoms are descended from the Zassho folk, the land's indigenous peoples. Other Ahznoms are of various Svimohz heritage, possibly including foreign blood, as many travelers and merchants can be found here. In fact, with the influx of immigrants from Kalamar and the Reanaaria Bay region, marriages between peoples of other regions are becoming more common, making it more difficult to identify a common racial trait among contemporary urban Ahznoms.

Most mainland Ahznoms have shiny black skin and soft pleasant features. They wear their hair short, and few men wear beards, due to the humidity and heat in this region. Ahznoms of pure Zassho blood are slightly shorter than their mainland kin, and almost all Ahznoms have black hair and dark eyes. Occasionally, hazel and blue eyes emerge, but these are rare and are always an omen for good or ill.

**Meznams.** Historically, the Meznam people were a relatively small group that lived near the Zhano-Mewhi Bay and moved north to the Mewzhano Bay. Their leaders were strong, particularly a chieftain known as Miznoh, and soon many conquered lands and tribal leaders swore allegiance to him. King Miznoh's Meznamishii Empire lasted for fifteen generations



of relative peace until Fortnight's Battle and economic problems caused its collapse.

Now, nearly a century later, the peaceful ways of the Meznamishii people are long gone, for being part of the greatest Svimohzish Empire known changed them. Some individual Meznams still bear open hostility to the folk of the seceded kingdoms, particularly their Ozhvin and Zazahni neighbors. Still, most folk seem content with their lot and friendly toward their neighbors, though they dream of better days and might quickly rise to a national call to war. Most Meznams are hard bargainers, something they have in common with their Ahznom cousins, but they place trade beneath family.

All of today's Meznams are tall, with sharp angular features, long beards and athletic builds. Their skin is ebony, and almost all Meznams have brown or black eyes, with gray and hazel being rare. Like many on the island, Meznams wear their hair short to keep cool in the sub-tropical climate.

**Mewhi.** The Mewhi folk, from whom the Mewhi Marsh takes its name, once lived in Zazahni, where they lived until the land's secession from the Meznamishii Empire and collapse of the new Zazahni kingdom into widespread civil war. Those Mewhi who escaped the destruction settled in the foothills of the Tanezh Mountains, and are now part of Meznamish. Pureblooded Mewhi also live in Ozhvinmish and (occasionally) in Zazahni.

Most Mewhi would rather negotiate before fighting, ready to make concessions to avert unnecessary bloodshed. Their agreeable nature does not suggest they are incapable of defending themselves, however. They are strong-willed, but value the sanctity of life over the trivialities that so often lead to death.

In appearance, they resemble Meznams, but tend to be just a bit taller and heavier.

**Ozhvins:** It is from the native tribes of this land (including some Zassho tribes) that an upstart named Mewzhano left for the riches of the west. There, he and his followers conquered its primitive fishing tribes and forged a new kingdom. A generation later one of his descendants, Miznoh by name, eventually arose to form the Meznamishii Empire, and returned to bloodily conquer Mewzhano's original tribe and its neighbors.

However, in time, the Duchy of Ozhvinmish seceded from the Empire. It is now the largest of the Svimohzish nations (a fact in which its people take great pride), but actually operates like two separate states with separate capitols. The King runs the western state, while a steward manages the eastern province.

Ozhvin personalities vary based on the region in which they live. Those in the west are conscious of social rules, while those of the east shun the values of their ancestors and show admiration (mixed with a heavy dose of jealousy) toward Ahznomahn. Even those in the south seem more like neighboring Zazahni than the Ozhvins of east and west. The reason behind these unusual psychological tendencies comes, perhaps, from their lack of identity. Miznoh struck the tribes liv-

ing here hard, destroying centuries of culture and identity. He left in his wake a shattered people, searching for their place in the empire. Consequently, many lack their own system of values and adopt those nearest to them.

The modern Ozhvins are tall and handsome, with gentle features and lithe builds. Those in the west often bear traces of Meznam bloodlines, as evidenced by sharp and angular features. Traces of elven blood are common in those from the Miznoh Forest, sometimes having pointed ears, somewhat lighter skin and slighter frames.

**Zassho.** The name for the ancestral peoples of eastern Svimohzia and the Mezh-Vowmi Isle. See Ahznoms and Ozhvins (above) for more information on these folk.

**Zazahni.** Miznoh's conquest changed the lives of the southern Mewhi people. In an effort to avoid unwanted warfare, they accepted the emperor, and refused to fight him and his legions. As they pledged their loyalty to the Emperor, sickened by the death, he spared the Mewhi, and let them live their lives as they would, but as subjects of the Empire.

With Miznoh came soldiers of Meznam-Zassho blood who took wives from the Mewhi people, creating the modern Zazahni. However, some pureblooded Mewhi retained their independence and their racial heritage, avoiding contact with their conquerors. After Zazahni collapsed from a cohesive state into a chaotic civil war, some of these pureblooded Mewhi fled to Meznamish and Ozhvinmish, while a few others remain in Zazahni.

Modern Zazahni are the descendants of the Mewhi and Meznam-Zassho ancestors. Culturally confused, they understand the value of peace, but feel that peace is achievable only on their terms. Most Svimohz have a difficult time interacting with these people for long and often call them duplicitous.

Zazahni are less muscular than the Meznams, but their shorter builds make them look barrel-chested and ungainly. They have broad faces, wide noses and soft brown eyes. They have the darkest coloring of all the people in Svimohzia.

## **Vohven Deji Humans**

Pockets of native Deji reside within the Vohven Jungle, driven deep into the jungle by the more warlike races, especially the Kargi hobgoblins. Their first movement was southward, in avoidance of the elf tribes of the north, and in the hope of finding new lands on the other side of the jungle. Failing that, they then moved northward again, acquiring new social customs and survival skills along the way as they fought against the frightening trolls, carnivorous apes and other creatures that lived beneath the green canopy.

Once settled in their new location, they split into three major factions divided into east, west and south. They then further divided into smaller groups, which remain largely separated and independent due to their geographic isolation in this massive and largely uncharted wilderness covering nearly 150,000 square miles.

While most outsiders believe that all Vohven Deji are barbaric savages, over half are peaceful hunter-gatherers who want nothing more than to live their lives in peace and do battle only when threatened. Each tribe has a leader (an Ony), who gains his position through inheritance, participation in title associations, selection by the residing Ony, or any number of different ways depending on the tribe.

Some of the more prominent groups are listed below, though the jungle is vast, and the GM may choose to add more with no fear of overcrowding. Most Vohven Deji stand about 4½ to 5 feet tall, with skin in varying shades of brown, black hair, dark brown eyes and speak in a halting, staccato manner punctuated with clicks and whistles.

**Jynavi.** All members of these golden-brown skinned tribes respect and pay homage to the dead, as well as those not yet born. Religious rituals attempt to achieve balance between the dead, the nature spirits, the earth and the living. These people live in tiny, self-governing villages tucked inside dense groves of trees. Their round, mud-walled houses are compact, sitting slightly above the ground with cone-shaped thatch roofs. In the center of the village is a public square with a dwelling place for the village Ony, the eldest of the tribe.

The Jynavi live in the northern central mass of the Vohven, between the wild elves and the Ryaga. They are intrepid explorers and traders, frequently trading with the Svimohz to the north. They exchange mineral wealth and beautifully carved items for cheap beads and other small goods.

**Ryaga.** Another group is the ebony-skinned Ryaga, whose tribes create beautiful sculptures in wood and bronze, and who have varied traditions resulting in a great diversity of mask forms. Maskers appear at funeral ceremonies (leaving the body in the jungle to rot) and embody the spirit of the deceased – or so it is believed. As the Ryaga tribes live mainly in the central mass of the Vohven Jungle, surrounded by many monsters and rival tribes, they are skilled in jungle combat.

The Ryaga are very superstitious and constantly live in fear of the supernatural. They wear charms in order to protect themselves from evil spirits and believe all spell casters are evil.

**Simay.** The Ahznoms believe these dark brown-skinned, easternmost tribes to be barbaric, if not cannibalistic, and they are not far from wrong. Left in their natural condition, they have sunk to the lowest depths and degrees of barbarism, dimly groping in a world of mental and moral obscurity. Strength is their most prized attribute, but without the honor prized by hobgoblins. What a Simay wants, he takes. Personal property is personal only so long as it can be defended. Even one's body is not their own, for the Simay feel no shame about eating the flesh of other humans. Perhaps their one redeeming feature is that they only eat humans when no other options are present.

The Simay worship their ancestors, and success during hunting is recognized as a gift from them. Shamans claim to use divination in order to learn the future and employ carved bone knives as rubbing oracles.

**Yeruji.** Members of this tribe can be recognized by the heavy ridge of scars, given during a ritual of adolescence and bisecting the forehead vertically. The Yeruji believe that a child is not a "complete" person, but is dirty and impure. When a child of either sex reaches puberty, he or she is to be purified. This scarring "cleanses" the child and ushers him into adulthood.

Music plays a unique role in the Yeruji culture, and it is sometimes used for certain types of communication. The music does not necessarily have a melody, but rather a rhythmic sound with much drumming and whistling. Naturally, Yeruji bards favor the didgeridoo as their instrument of choice.

Polygamy is widely practiced among the Yeruji, and being able to trace one's lineage to an important or very old ancestor is the primary measure of importance among all members of the tribe. Their shamans are known as *dejath-sasan* (a Deji phrase loosely translating as "out of the great earth", or sometimes "one with the land" in Merchant's Tongue).

The Yeruji live mostly in the northwestern Vohven and even claim several areas of the coast. As such, they are the tribesmen most often captured as slaves by the hobgoblins. They also contain the most likely player characters of all the Vohven tribes.

**Zhensha.** The Zhensha, on the other hand, worship an entity that they call "Dofededeji Shynadyr" (loosely translating as "the Lightning Eater"). In truth, this is a cultish combination of the Storm Lord and the Locust Lord. This great god, so they believe, gifted each creature with an inborn energy that others can gain by consuming the body of the dead creature. Like the Simay, they are cannibalistic, but the Zhensha believe it is their calling. They carry out their slaughter with a religious fanaticism unknown to the Simay. In Zhensha culture, finger bones of their victims are their most precious possession, and a matrilineal line of descent rules their tribal hierarchy.

## **Svimohz Culture**

**Food and Drink.** On the island of Svimohzia, the main food staple is meat from domesticated animals, including cattle, poultry, goats, lambs and pigs. Game meat, less common but by no means rare, can come from a wide variety of animals, including antelopes, gazelles, monkeys and snakes. Staple agricultural crops are corn, rice and wheat, though other crops include bananas, beans, cassava, citrus fruits, cocoa, coffee, cotton, palm oil, peanuts, soy beans, sugar, sweet potatoes, tea and tobacco. When crops are poor and game is scarce, the Svimohz rely on berries, herbs, roots and even insects.

Along the coastline, as well as many lakes and rivers, staple food products come from rice and seafood. Fish and rice find their way into most meals, from spiced rice dishes to rice noodles and rice cakes, as well as corn and corn meal. Most dishes include a variety of fish, crustaceans and squid. Grohz, a cetacean resembling a dolphin without a snout, is often seen in the Straits of Svimohzia, and its meat is usually served with breads and spices.

**Dining and Etiquette.** Traveling mercenaries who dine in the homes and taverns of Svimohzia will find the experience quite different from what they are accustomed to on the northern continent. Travelers stopping at an eatery may open the door to find the proprietor dressed in bright clothing, with a flamboyantly colored hat or other headpiece on his or her head. Cheerily beckoning travelers inside, he seats his patrons at a table covered with a brightly colored cloth. He then serves small cups of weak tea to each patron before returning to the kitchen to prepare the meals.

If dining in a Svimohzish home, travelers will be greeted warmly before being seated at a wooden table covered by a plain white or striped tablecloth. No one sits at the ends of the table – these places are reserved for bowls and platters of excess foods, including a large soup tureen. The host or hostess sits on the sides of the table along with the guests. All plates, bowls and other tableware are already turned upside down before the guests are seated. Each guest rights his own plate, mug or soup bowl (he receives but one of each, regardless of the number of courses) when the food is served. All foods arrive at the table simultaneously, set at the ends of the table. No dishes leave the table until after the meal ends.

**Meals.** The main meal of the day is known as *iriz*, while the last meal of the day is called *ugazhi*. Poor meals are typically composed of weak tea, bread and *zamoam* (a thick soup made of crushed peanuts, water and salt). Common meals include *maziwaya* (slightly sour skimmed milk), bread and *kozranga* (a plate of beef and potato stew), along with a plate of beans. Good meals are composed of a pitcher of ginger beer, *maboza* (a light, thin cornmeal bread), a small bowl of beans and a large plate of chicken (or fish) in coconut. Good meals also include dessert, or *nindiz*, consisting of bananas peeled and cooked in banana leaves.

Portion size depends upon the strength or weakness of the latest harvests (or of the host's wealth). Alternate main courses include *couzez* (rice with spicy vegetables and/or meat), *mombazab* (hot oysters on a bed of rock salt) or, in northwestern Svimohzia, *whemin* (a mix of mashed potatoes and corn).

**Currency.** Svimohz typically name coins after a famous historical figure or leader. As new rulers come to power, coins may be renamed, as the new monarch attempts to build his own legacy or erase that of his predecessor. While some coins have racial names appropriate to the area where the coins were minted, other coins in the same area are called by their names in Merchant's Tongue. This is due to the common use of Merchant's Tongue among, well, merchants. Some new coin names stick, and pass into common speech, while other coins retain their names.

Svimohz nations use slightly rounded, eight-sided coinage minted with bronze, copper, silver and gold. The colony of Vrandol and the free city of Bronish use round coins, while coins of Ul-Karg are triangular with rounded corners. Nonhumans, and the humans of the Vohven Jungle, do not mint coins, but rely on the barter system. Specifics on each land's currency may be found in *Svimohzia: the Ancient Isle*.

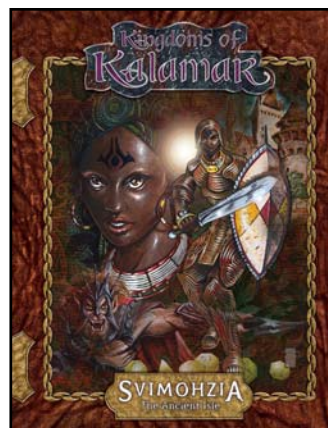
**Style of Dress.** In general, an adventurer native to Svimohzia wears patterned clothing with bright colors. Women might wear knee-length skirts and sandals (open-toed shoes or sandals that lace up to their knees). Females sometimes also prefer loose blouses with short capes, particularly in the rainy weather. Men, on the other hand, often wear vests without shirts, and loose, baggy breeches. Males also wear sandals, but always the open-toed variety without high laces. While these are common, they are not exclusive, and heroes and villains alike may wear a variety of garb.

**Language and Naming.** Each character speaks her native language (in the case of Dwarven) or national language (e.g., Svimohzish for Ahznoms, Meznames, etc.) as the primary language. The most common secondary language is Merchant's Tongue or a human tongue spoken by frequent trade partners.

**Svimohzish.** The Svimohzish language is widely thought of as the oldest of the modern human languages of Tellene, though most scholars now agree that Deji predates it. It is said that tribes of farmers or fishers along the northern coast of the Svimohzish Isle first developed Svimohzish. Characterized by soft consonant sounds spoken in a nasal tone or with a soft release of breath, many of the words are three syllables or more in length and double consonants are used frequently. Double vowels are used only as suffixes.

Grammar is simple yet effective. Sentences typically begin with a noun or pronoun, followed by the verb; many sentence structures are possible, though. Masculinity and femininity are shown by the articles 'ozh' and 'esh,' respectively, which appear after the noun. Adjectives and adverbs take the form of prefixes attached to the words they modify. Svimohzish uses the following letters: A, C, D, E, F, G, H, HZ, I, J, L, M, N, NH, O, P, R, S, SV, U, V, W, WH, Y, Z and ZH.

Svimohz take two names, sometimes three. The first name is a personal name usually created to sound nice, dignified or strong. Svimohz place great importance on the actual sound of the name and village 'name readers' are common fortunetellers in rural areas. The last name derives from a parent; whether the father or mother depends on the culture. In some parts of Zazahni, girls receive their family name from their father and boys theirs from their mother's family name. Unless one knows the local culture well, it is easy to make a mistaken assumption about a person's family based on the name.



If this adventure has piqued your curiosity, you can learn more about Svimohzia in the 256 page hardcover book. Imagine, if you will, the lands of Africa some two to three thousand years ago, but with cities and cultures that rival Ancient Rome for their glory. Now, in your mind's eye you have a glimmer of what is Svimohzia, a land of diverse cultures, shining cities, terrifying dangers and ancient wonders.

<http://tinyurl.com/3gc6l3v>



A

# APE

GORILLA  
KILLER APE

Also Known As:  
Angry Man of the Jungle

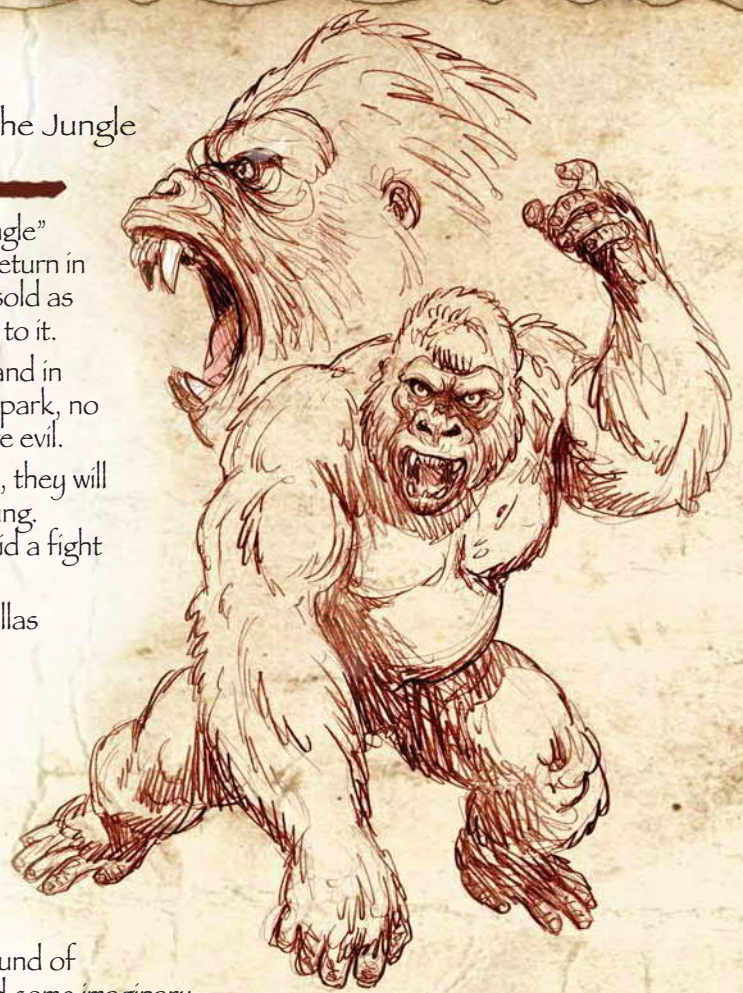
According to Svímohzish legend, the “Angry Men of the Jungle” were slavers in a previous life — cursed by the gods to “return in the skins of beasts and be set upon by men, hunted and sold as they themselves had done.” It’s a interesting tale but I don’t hold to it.

I’ve seen the great apes both in captivity at the great arenas and in the wild. I’ve detected nothing human about them — no divine spark, no hint of a soul or intellect. On the other hand, I can’t say they are evil.

They are wild beasts to my eye and, like any other wild animal, they will fight fiercely when cornered, protecting themselves or their young. Otherwise, they seem shy by nature and are more prone to avoid a fight than to seek one.

When traveling in the Vohven Jungle years ago, a band of gorillas followed our party for the better part of a day. Though initially unsure of their intent, we ascribed it to curiosity than any ill purpose. By nightfall we had grown accustomed to catching glances of them from afar and were no more concerned about their presence than if we had seen a field of cattle.

This genial tale should not presuppose one to believe that they’re not to be feared or respected. As with most legends, there is some kernel of truth behind the Svímohzish view of the ape. They can be aggressive during times of famine or drought when food is scarce. They are territorial by nature. Stories abound of unfortunates who ventured too near a nest of young, or passed some imaginary line in the forest and paid dearly for their boldness. — S



These primates have long, dark hair and powerful arms longer than their legs. They live in tropical or subtropical forests over a wide range of elevations from mountaintops to valleys as low as sea level. They are highly intelligent when compared to most animals, and can be quite dangerous when provoked.

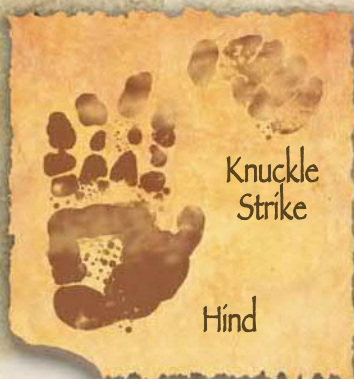
A mature male gorilla stands 5½ to 5¾ feet tall and can weight as much as 450 pounds. Their unusually long arm span (7 to 8½ feet) provides them greater reach than a human. These slump-shouldered creatures move quadrupedally using a gait called knuckle-walking. They can climb trees sturdy enough to support their weight

but apes are ground dwellers and climb only to reach succulent fruits. Gorillas are not swimmers.

The killer ape male is slightly larger than the gorilla, being over 6 feet tall when upright and weighing over 500 pounds. Killer apes have even darker hair, long canines that protrude from the mouth even when closed, and pronounced bony crests on the top and back of their skulls. These crests give their heads a more conical shape and help anchor their powerful jaw muscles.

The females of both species stand about a foot shorter and weight half as much as males.

SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON





## GORILLA

HIT POINTS:	30+4d8
SIZE/WEIGHT:	L / 325-450 lbs
TENACITY:	Steady
INTELLIGENCE:	Obtuse
FATIGUE FACTOR:	-2

## MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

## SAVES

PHYSICAL:	+10
MENTAL:	+7
DODGE:	+8

SPEED	4	INIT	-1
ATTAC	+8	DIG REDUCTION	
DEFENSE	+3	6	
see below		8	
medium REACH		DAMAGE	TOP SAVE

## ATTACK:

If provoked, gorillas attack by mauling an opponent, using their tremendous strength to inflict 2d4p+6 with their fists. Bite attacks deal 2d3p damage.

## SPECIAL ABILITIES:

Hiding and Sneaking 50% each

## KILLER APE

HIT POINTS:	30+5d10
SIZE/WEIGHT:	L / ≥ 500 lbs
TENACITY:	Steady
INTELLIGENCE:	Slow
FATIGUE FACTOR:	-2

## MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

## SAVES

PHYSICAL:	+13
MENTAL:	+8
DODGE:	+8

SPEED	3	INIT	-2
ATTAC	+12	DIG REDUCTION	
DEFENSE	+6	8	
see below		8	
medium REACH		DAMAGE	TOP SAVE

## ATTACK:

Can maul as gorillas for 2d4p+7; they may alternatively use clubs (attacking with Speed 5 for 2d6p+7 points of damage). Bite attacks deal 2d3p+3 damage.

## SPECIAL ABILITIES:

Hiding and Sneaking 60% each

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	3-12
% CHANCE IN LAIR:	20%
FREQUENCY:	Frequent
ALIGNMENT:	Non
VISION TYPE:	Standard
AWARENESS/SENSES:	Standard
HABITAT:	Rainforest
DIET:	Herbivorous
ORGANIZATION:	Troop
CLIMATE/TERRAIN:	Tropical woodlands

## GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	2-8
% CHANCE IN LAIR:	65%
FREQUENCY:	Sporadic
ALIGNMENT:	Neutral Evil
VISION TYPE:	Low Light Vision
AWARENESS/SENSES:	Standard
HABITAT:	Rainforest
DIET:	Omnivorous, but prefers meat
ORGANIZATION:	Troop
CLIMATE/TERRAIN:	Tropical woodlands

<sup>1</sup> A pinch of gorilla fur can be used as a component for the ninth level Polymorph to Primate spell, and can be sold for 1 sp per pinch. There is, of course, a limited market for this specialty item and bulk purchasers will opt to buy an entire pelt (see below).

<sup>2</sup> Gorilla pelts go for about 15 sp on the open market. Gorilla fangs are worth 1 sp per fang.

<sup>3</sup> 'Bush meat' is a prized meal when available and some inhabitants of Svimohzia consider gorilla brains to be extremely fine delicacies. A butcher will buy a fresh gorilla carcass for 60 sp.

<sup>4</sup> The consumption of gorilla blood and flesh is considered unclean in Ozvwinmish. Those who ignore this taboo will be shunned.

Notes and figures quoted apply to killer apes as well. Most individuals are unaware of the difference.

## YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	fur, in the Polymorph to Primate spell <sup>1</sup>
HIDE/TROPHY:	pelts and fangs <sup>2</sup>
TREASURE:	none of their own (killer apes may act as guards)
EDIBLE:	yes <sup>3</sup>
OTHER:	blood and flesh unclean in some areas <sup>4</sup>
EXPERIENCE POINT VALUE:	450 (gorilla), 925 (killer ape)



**Combat/Tactics:**

Gorillas are usually not aggressive unless threatened, though merely looking directly into the ape's eyes may be enough to provoke it into attacking. Killer apes are much more temperamental, especially when hungry (and since they need to eat about 20 pounds of food each day, hunger is rarely far away).

If challenged, an ape screams, beats his chest and/or breaks branches, bares his teeth and then charges forward. Apes attack first with their fists to grasp their opponent or knock him to the ground. Once an ape successfully grabs an opponent with its massive fist, it automatically inflicts a bite attack with its sharp canines every 5 seconds thereafter. An ape's grip can be broken with a successful knock-back or *Feat of Strength* (vs. *d20p+13*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a Small-sized melee weapon.

Gorillas and killer apes are highly intelligent animals and able to use simple tools and even weapons in the case of killer apes (such as improvising a club from a fallen tree branch). The latter may be taught to use more effective weapons.

**Habitat/Society:**

Gorillas live in jungles or on the tree-covered slopes of mountains, in groups of 5 to 10 individuals led by at least one dominant male. Humans often refer to this leader as a silverback because of the distinctive silver hair that appears as the male matures. Younger males without silvery hair are simply called blackbacks.

Killer apes are born into gorilla troops, leaving when they are about 11 years old and silver hair starts to appear on their backs. After departing, they travel alone or with a group of blackback killer apes until they can attract females to form a new group and start breeding. As with the less bloodthirsty gorillas, the silverback is the most powerful killer ape and leads the troop, making all the decisions, mediating conflicts (often by simply killing the ape that annoys him most), determining the movements of the troop, leading the others to food and taking responsibility for their safety and well being.

In both species, gestation lasts about nine months, with single births being most common and twins being quite rare. The young stay with their mother for several years, and reach maturity between the ages of eight to 13 years old.

A typical ape's lifespan is roughly 30 years in the wild, though a well cared for pack ape might live to be as much as 50 years old.

**Ecology:**

The typical gorilla is a mostly herbivorous creature, feeding on hundreds of different kinds of plants, including fruits, leaves and shoots, though it occasionally enjoys the pulpy crunch of small insects. Because they live in regions containing highly nutritious, locally abundant vegetation, they travel much shorter distances; they also have smaller home ranges and larger group sizes than their meat-eating kin.

The killer ape is technically an omnivore, able to subsist upon the same plants as the common gorilla, but it has strong carnivorous tendencies. When hunting, killer apes stalk with a silence that seems incredible for such a large beast, waiting until the last moment to pounce. Killer apes are jealous creatures and often hide their kills in dense vegetation or carry them up trees. Because they prefer to hunt for prey, killer apes have larger home ranges and daily travel distances than the herbivorous gorillas. Their diet consists mostly of monkeys and various ungulates, but they will eat almost any living creature from dung beetles to large humanoids.

Despite their size and strength, both species of primates are naturally afraid of crocodiles and alligators and cross water only if they can do so without getting wet. They occasionally compete for resources with leopards, lions and other big hunting cats.

**On Tellene:**

Some talented animal trainers are able to train gorillas for use as beasts of burden. They can be trained to carry equipment and provisions, can negotiate tunnels and underground passages in ways that mules cannot and also have the advantage of being able to hand the owner what he needs. Other than these special abilities, pack apes are identical in appearance and statistics to the standard gorilla; a killer ape cannot be trained as a pack ape.

Of course, of particular concern to the owner of a pack ape is their dangerous nature if not well treated. A mistreated or overloaded pack ape sheds its training more quickly than any other beast of burden, and when it does, it can be extremely dangerous. Such a pack ape attacks its master with great ferocity, doing double damage due to extreme rage.

The largest populations of gorillas and killer apes can be found in the Miznoh Forest and the barely accessible regions of the dense Vohven Jungle, the latter being a foreboding stretch of tropical rain forest occupying much of southern Svimohzia. The monarchs of the isle are mostly content to leave it as it is, to let sleeping terrors lie undisturbed, or to pretend it does not exist at all.



# RHESUS MONKEY Also Known As: Macaque



Some years ago, I took advantage of a brief respite in my travels to study with a respected sage devoted to learning the ways of monkeys and apes. Yet, when I arrived, I found this elder in the midst of a wrecked room of animal cages, swearing curses fouler than those of any sailor of my acquaintance. It seemed one of the small macaques had loosed itself and its larger kin, and proceeded not only to wreck the room but also to make away with many of the sage's instruments and coinage. Seeing his distress, I turned to go and, through an unshuttered window, caught a brief glimpse of his nemesis sitting on a nearby tree branch, its tail kinked and its mouth seeming to grin in impish delight.

This small primate has fur ranging from brown to gray, except for its hairless pinkish face. A typical adult male stands nearly 2 feet tall, plus a tail of roughly equal length. Its overall weight is about 17 pounds. Females are slightly (about 10%) smaller and much (nearly 30%) lighter, but outnumber the males by about 4 to 1. Rhesus monkeys are quite intelligent (for animals) with dexterous hands and great climbing skills. They consequently can often become a nuisance that requires extraordinary means to combat.

## COMBAT/TACTICS

The rhesus monkey is a simian hooligan, pestering both travelers and villagers alike. As well as stealing food and causing widespread damage to crops, they also have an innate curiosity about shiny or unusual (to them) items such as weapons, coins and various household items.

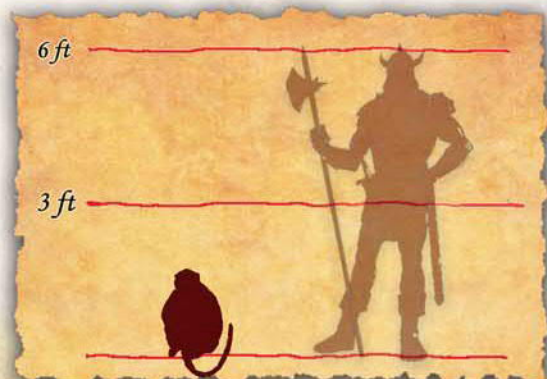
They are easily provoked, and may even suffer tantrums that culminate in the throwing of small rocks (or other items of similar size such as fruit or feces) at intruders. These noisy monkeys also have extremely loud screeches, which they use to communicate warnings with others of their kind.

## HABITAT/SOCIETY

These diurnal sapiens dwell within a wide range of elevations, though they are rare within temperate or colder climes. They enjoy traveling through trees as much as they do running along the ground, and so can be found throughout both grasslands and woodlands.

A troop may contain as many as 200 rhesus monkeys, though most troops have only a couple of dozen at best. With females outnumbering the males, most troops are matriarchal affairs ruled by the oldest female.

Rhesus monkeys mature between the ages of three and four, with an average lifespan of 15 years.



## RHESUS MONKEY

HIT POINTS:	2-4
SIZE/WEIGHT:	T/12-17 lbs.
TENACITY:	Cowardly
INTELLIGENCE:	Obtuse
FATIGUE FACTOR:	2

### MOVEMENT

CRAWL:	1¼
WALK:	2½
JOG:	5
RUN:	7½
SPRINT:	10

### SAVES

PHYSICAL:	-2
MENTAL:	0
DODGE:	+3

<b>SPEED</b> 6	<b>INIT</b> 0
<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +2	<b>DAMAGE</b> 2
<b>short REACH</b>	<b>TOP SAVE</b>
see below	

**ATTACK:** Rhesus monkeys have no melee attack. If agitated, they may throw rocks (range as throwing knife) at an opponent. Successful hits inflict 1-2 points of damage (no penetration).

**SPECIAL ABILITIES:** Rhesus monkeys have agile little hands and often steal items they desire; they may have novice or better Pick Pockets mastery

## GENERAL INFO/YIELD

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	2-8 (foragers), 20-200 (troop)
% CHANCE IN LAIR:	20%
FREQUENCY:	Ubiquitous
ALIGNMENT:	Non
VISION TYPE:	Standard
AWARENESS/SENSES:	Standard
HABITAT:	Arboreal and Terrestrial
DIET:	Herbivore, Insectivore
ORGANIZATION:	Troop
CLIMATE/TERRAIN:	Sub-Tropical to Tropical
EDIBLE:	Yes
EXPERIENCE POINT VALUE:	4



# CROCODILE

GREATER CROCODILE  
LESSER CROCODILE

Crocodiles are extremely dangerous animals. It is almost impossible to break free of the powerful jaws of these ambush predators once they've gotten hold of you and start to execute their 'death roll.'

The best way to keep from becoming the dinner of a crocodile is to avoid the edge of any river, stream or brackish water until you've taken precautions — for that is where they love to lie in wait. If you get within a body length of the water where they are, it is too late. It's good practice to prod the water with a long pole before crossing or drawing nearer. Observe other animals in the area. If they are taking to the water it may be safe. If they are keeping their distance, be leery.

Crocodile bellies are vulnerable and soft, so, if you need to attack one, try to get at its underside with a sharp blade. If that's not possible, attack the soft parts of the mouth or the eyes.

They are pure eating machines, built to strike. The last thing many crocodile victims have seen has been an explosion of water and foam followed by the flash of teeth. I thoroughly believe that the disappearance of several fellow wanderers is the direct result of them being eaten by crocodiles. You never want to meet one if you are by yourself. That is almost certainly the end of your existence. — *RP*



Crocodiles are large aquatic reptiles, with size varying by species (lesser and greater). Both species have brown to dark green leathery hides that, when partially submerged, give them the appearance of a floating log. Lesser crocodiles have an average length of 12 feet and weigh about 800 pounds, while greater ones stand roughly 18 feet long and weigh over 2 tons.

## Combat/Tactics:

The most common tactic for a crocodile is to wait, submerged and camouflaged until its prey comes close. It then lunges from the water, biting with its powerful jaws. A successful attack means the crocodile grabs its prey in its mouth, dealing damage appropriate for its size (4d4p+4 lesser, 4d4p+10 greater). Once its jaws are clamped down, only a successful Feat of Strength (*vs. d20p+12* lesser or *vs. d20p+18* greater) can open them. The crocodile then moves towards the water (if not already there), taking its prey under until it drowns.

If somehow prevented from retreating underwater, the crocodile's movements and grinding of teeth inflict automatic half damage every few seconds (based on its Speed) as it attempts to retreat with its meal. Crocodiles have no interest in fighting. Rather, their only desire is to grab a meal and escape.

Cold spells deal double damage against crocodiles.

## Habitat/Society/Ecology:

Lesser crocodiles live in freshwater habitats like rivers, lakes and wetlands where they feed mostly on vertebrates like fish, reptiles and mammals, or sometimes on invertebrates like mollusks and crustaceans. Greater crocodiles are found in brackish or saltwater areas, and eat similar (if larger) foods.

Crocodiles have even been encountered in moats, large caverns and dungeon pools, having been captured young and placed there by nefarious or forward-thinking individuals.

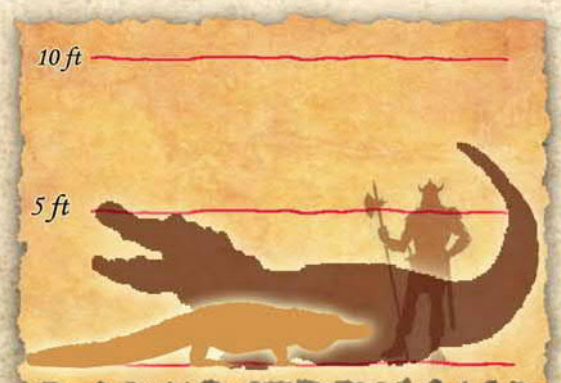
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON





## LESSER CROCODILE

HIT POINTS:	30+5d8
SIZE/WEIGHT:	L/800 lbs.
TENACITY:	Steady
INTELLIGENCE:	Animal, Low
FATIGUE FACTOR:	3

### MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	12½
SWIM:	15

### SAVES

PHYSICAL:	+9
MENTAL:	+9
DODGE:	+9

SPEED	7	INIT	-1
ATTACK	+9	DR/REDUCTION	
DEFENSE	+4	DAMAGE	5/3
REACH	short	TOP SAVE	7

**ATTACK:** Lesser crocodile bites deal 4d4p+4 points of damage (break free with FoS vs. d20p+12). Automatic half damage every 7 seconds grasped (DR from armor and body applies).

**WEAKNESSES:** The creature's underbelly is less well protected (DR 3). Cold spells deal double damage against lesser crocodiles.

## GREATER CROCODILE

HIT POINTS:	40+10d8
SIZE/WEIGHT:	H/2 tons
TENACITY:	Brave
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	3

### MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SWIM:	20

### SAVES

PHYSICAL:	+14
MENTAL:	+14
DODGE:	+14

SPEED	6	INIT	-1
ATTACK	+14	DR/REDUCTION	
DEFENSE	+4	DAMAGE	8/4
REACH	short	TOP SAVE	8

**ATTACK:** Powerful jaws deal 4d4p+10 points of damage (break free with FoS vs. d20p+18). Automatic half damage every 6 seconds grasped (DR from armor and body applies).

**WEAKNESSES:** The creature's underbelly is less well protected (DR 4). Cold spells deal double damage against greater crocodiles.

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	3-24
% CHANCE IN LAIR:	n/a
FREQUENCY:	Frequent
ALIGNMENT:	Non
VISION TYPE:	Keen eyesight
AWARENESS/SENSES:	Excellent hearing (Listening 80%) and smell (Tracking 50%)
HABITAT:	Freshwater lakes and rivers
DIET:	Carnivorous
ORGANIZATION:	Float
CLIMATE/TERRAIN:	Semi-tropical to tropical wetlands

## GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	1 or 2-12
% CHANCE IN LAIR:	n/a
FREQUENCY:	Infrequent
ALIGNMENT:	Non
VISION TYPE:	Keen eyesight
AWARENESS/SENSES:	Excellent hearing (Listening 80%) and smell (Tracking 50%)
HABITAT:	Brackish water and coastal areas
DIET:	Carnivorous
ORGANIZATION:	Solitary to bask
CLIMATE/TERRAIN:	Semi-tropical to tropical wetlands

### On Tellene:

Crocodiles are common throughout the warm lands of the Svimohzish Isle, southern Brandobia, and the southern Kalamaran Empire.

The most deaths in a single crocodile attack may have occurred during the time of Fortnight's Battle, when 900 hobgoblin soldiers (in an attempt to ambush the Zazahni legions) crossed the swamps at the mouth of the Durbattum River. Over 400 hobgoblins were said to have been eaten by the local crocodiles, although the Zazahni claimed that their swordplay was undoubtedly the largest contributory factor.

## YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	yes, hides for clothing and teeth for jewelry
TREASURE:	incidental
EDIBLE:	yes
OTHER:	eggs, worth up to 10 sp
EXPERIENCE POINT VALUE:	400 (lesser); 1150 (greater)




# HAUNT

Also Known As: Restless Spirit, Farada

**T**'was the oddest form of unlife I didst ever encounter. For verily didst it appear in spectral form like unto many of its kindred malevolent spirits yet absent was the malignity one does associate with these wicked spirits of the damned. Though we did brace at the eerie approach of the phantom and I, as am wont, didst command the spirit to abay in the name of the Shining One, neither did it abscond nor didst it approach. Fearing some trickery from this seemingly powerful being, we didst wonder in confusion as it didst mince about to our fore enacting some pantomime.

Methinks upon reflection that it attempted a true parle but so befuddled at this simle-skamble performance were we that it was lost upon us. In seeming frustration it launched itself in fury upon the heraldic knight who did lead our troupe. His keen blade did seemingly wound the spirit though not, perhaps, to the degree it should were his opponent mortal.

Undeterred by the Gallant's blow, the apparition did pass its hand through the knight's shield and mail, forthwith disappearing from our sight. Though reeled by this circumstance, he soon regained composure and bade us forth with vexsome energy, though in a quite dullsome tone. Suspecting possession, though incapable of immediate remedy, we trepidatiously followed our captain.

Wanting no part in villainy, fortunate were we that none was called for. Indeed, the afflicted knight didst at day's end complete a noble quest. Thereupon the haunt didst release the knight from its bondage, a boon so little expected, and fade from sight as it bid us farewell. - 



**H**aunts appear as slightly amorphous and diaphanous image of their former bodies. Many often mistake haunts for other forms of undead, be it a ghost or spectre. A haunt is created when a person dies prior to the completion of a significant task that he is unequivocally invested in. When this occurs, the life force becomes so strongly attached to its completion that the soul refuses to pass on into death until the task in question can be completed. This event is typically tied to a singular, and extremely powerful, emotion such as love, hate, greed, lust, revenge, and so forth.

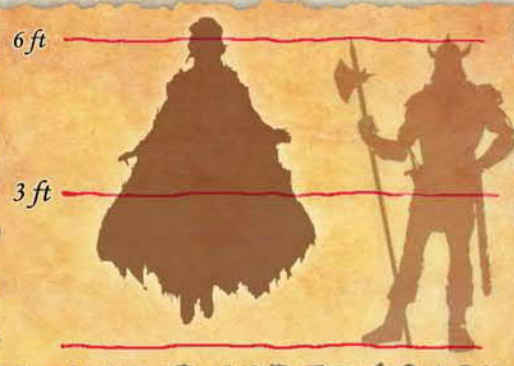
## Combat/Tactics:

In order to successfully complete its task, a haunt must first attempt to possess the body of another living creature. Most often

a haunt lies in wait in an incorporeal form, near its corpse, in order to surprise a victim. On any successful attack the victim must make a Wisdom saving throw (vs.  $d20p+10$ ). Failure indicates that the haunt has taken possession of the body and now has full control of the victim. Unfortunately, a haunt must touch the victim in order to take control of their body, and the touch of the undead does cause some physical damage to the living.

Once in control, a haunt may continue to inhabit the body for as long as it desires, but the victim is allowed subsequent saving throws every 24 hours. While possessing a body, the haunt is able to use the victim's weapons but does not have knowledge of their skills or abilities. As such, the haunt uses its listed combat abilities. If the

## SIZE COMPARISON



It is my experience that every culture and religion maintains proper ceremonies and rituals for the interring or cremation of a corpse. After all, it is well known that death may not be the end of one's days, even among those who seek not the Harvester's touch. The haunt, that strange spirit who slips within a living body and controls it like a mere marionette, makes fools of all such rites, for neither burying nor burning can sway it from its mission.



host dies, the haunt is expunged from the body and forced to return to the site of its death.

Haunts can pass through solid material at half their movement rate, as if it didn't exist. In addition, they possess the ability to hover and are not bound by gravity or obstacles that impede the living. However, a haunt is unable to travel farther than 50 feet from the location of its physical corpse, or the place it died. Moving the remains of a haunt's former mortal remains can sometimes (10%) permit the creature to relocate, but most often the undead is tied to the place that it died. These restrictions are circumvented through possession of a mortal body.

Haunts may be physically attacked but may only be injured by silvered weapons that have received a *Bless Weapon* invocation from a priest. Their incorporeal form renders spells that inflict physical damage ineffective and the nature of their animating (i.e. being bound to the place of their death) trumps turning by a cleric. If slain, the haunt fades away never to fulfill its final quest.

In most cases, a haunt chooses to possess someone of similar alignment or perceived ideals. It judges this either by secretly listening to the conversation of a group that has entered its abode or through use of its innate *Mind Reading* powers (as the spell but with no duration limits). Victims have the option of willingly allowing a haunt to possess their body. A successful Divine or Monster Lore skill check is required to know that this is an option once a haunt is encountered.

Once the required task is completed, a haunt passes on to the afterlife. At this time the possessed will often be enlightened as to who the haunt was in life and what why the task was so important to the haunt.

### Habitat/Society:

In becoming haunts, individuals retain only hazy memories of their past lives prior to the premature termination of their vital final undertaking. Though they may recall their name and position, any recollections are purely contextual to the mission that binds them to the mortal realm. Some haunts possess the ability to speak in a whispery fashion (though only in a language they were fluent in during life) and may attempt to recruit volunteers for the task that needs to be done. This is most often employed by haunts with a moral disposition that respects the free will of other beings but may also be used by crafty haunts who seek to deceive potential dupes into volunteering for a mission by falsifying the details and context.

In rare cases, the spectral body of a haunt can be found repeatedly miming the task it needs to accomplish, although these attempts are made in vain. In these cases, the haunt simulates the act that needs to be completed, over and over, like a broken recording, but to no avail. Most haunts possess the alignment they had in life, but the irresistible urge to complete the task at hand often drives them to attack the living on sight, regardless of their alignment (perhaps justifying it as accomplishing a greater good...)

### Ecology:

Haunts cling to their uncompleted task through sheer willpower. They do not feed, and they have no treasure (though some may have treasure on their corpses).

### On Tellene:

Haunts may be found anywhere on Tellene where someone died before the completion of a significant task.

## HAUNT

HIT POINTS:	20+3d8
SIZE/WEIGHT:	M/nil
TENACITY:	Brave
INTELLIGENCE:	Average
FATIGUE FACTOR:	n/a

SPEED	INIT
10	-1
ATTACK	DMG REDUCTION
+5	5
DEFENSE	see below
+7	n/a
short REACH	TOP SAVE

### MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

### SAVES

PHYSICAL:	+5
MENTAL:	immune
DODGE:	+5

**ATTACK:** A haunt's touch deals 1d3p points of damage (DR does not apply), and the victim must make a Wisdom save (vs d20p+10 or be possessed). Haunts may wield weapons when possessing a body, but use the haunt's combat statistics (except DR and ToP).

### SPECIAL DEFENSES:

In ghostly form, can only be damaged by blessed silvered weapons.

## GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	1
% CHANCE IN LAIR:	n/a
FREQUENCY:	Unusual
ALIGNMENT:	Any
VISION TYPE:	Undead Sight
AWARENESS/SENSES:	Standard
HABITAT:	Any
DIET:	n/a
ORGANIZATION:	Individuals
CLIMATE/TERRAIN:	Any

## YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nil
TREASURE:	incidental, with corpse
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	275



# HIPPOPOTAMUS

Also Known As: River Horse, Zharvo

Some years ago, when my naïve youth was readily given to pursuing fanciful stories of easy riches awaiting the bold explorer, I was canoeing the Izhano River below Emosvom en route to a rumored diamond mine deep within the Vohven Jungle. The river was wide and relatively calm, and our guide was carelessly relaxing in the bow, neglecting his principal duty of scouting for dangers unknown to us in this foreign terrain. Suddenly, I heard a resonant thump beneath my feet.

As we would soon learn, a zharvo had come up beneath the canoe. Seconds later we were perched crosswise on its head. As I frantically glanced around, I saw the guide rising to his feet. The beast had bitten a great chunk out of the rear of the canoe. As the canoe sank, we dove into the muddy water, for the zharvo was thrashing around and biting at anything that floated. The guide urged me to swim for shore as fast as I could, but without splashing, for it would attract the creature.

For what seemed an eternity, but could hardly have been more than a minute, we swam for the bank as the zharvo bit savagely at everything in the vicinity. It then stopped, peered about and sank eerily beneath the surface, leaving only bubbles to mark its position. I feared it must have seen us. The guide shouted anxiously to me, asking where the beast had gone.

I lied, claiming ignorance, and began swimming perpendicular to where I seen the creature's froth. Again the zharvo's distinctive 'bow wave' appeared on the surface. Dog paddling for my very life, I watched in terror as it drew closer and closer. It was mere yards from me when I was finally able to scramble onto the shore. The zharvo surfaced, grabbed the laggard guide in its huge maw and then retreated to the depths of the river. - ✘



This heavy, barrel-shaped mammal has some resemblance to an elongated giant pig, with its hairless body and short stubby legs. Unlike the pig, however, the hippo's four toed feet are webbed, proof of its semi-aquatic lifestyle. Though it prefers to dine on vegetation, its huge maw contains both tusklike canines and incisors, making its yawn quite a threatening expression. Its thick hide tends towards grayish-brown, though extremes of either single color are also possible.

An average adult male hippopotamus stands about 5 feet tall at the shoulder, with a body length of roughly 14 feet

(including a nearly 2-foot long tail) and an overall weight of nearly 4 tons. Females are slightly (about 10%) smaller than the males and stop growing after about 25 years, while males continue to grow as they age.

## Combat/Tactics:

The hippopotamus is an unpredictable beast with a bad temper at the best of times – a condition that can be even further exaggerated when it feels its young are in danger or during mating season when the bulls are under stress and in a state of heightened aggression. If its first charge fails to

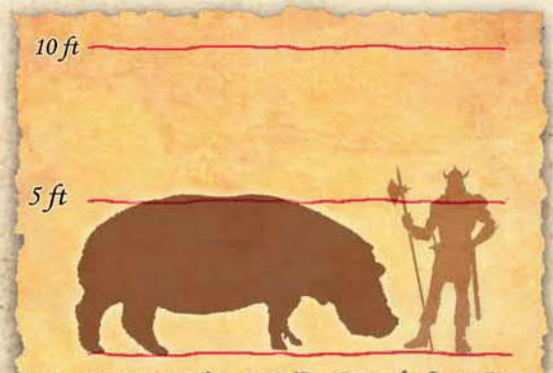
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON





trample the threat, it may continue to charge until the enemy falls. It is particularly dangerous to river boats, lying low in the water appearing passive and meek (or worse, nearly invisible) until the boat approaches within what it feels is an intolerable nearness. The beast automatically hits any watercraft it attacks, capsizing it if the watercraft weighs less than the hippo. Those falling into the water may then be attacked with a vicious bite.

A severely wounded hippo may retreat to water, submerging itself (which it can do for up to 6 minutes) or swimming away.

### Habitat/Society:

Hippos dwell in warm lands in and around slow-moving rivers or pools deep enough for submersion, spending most of their time wallowing in the muddy banks when not actually in the water. On land, hippos are solitary creatures that prefer to graze alone. A hippo's diet consists primarily of grass, which it grazes on for up to 5 hours each night.

In the water, hippos live in pods of a single male and 6 to 10 females, though pods nearly 10 times this size are possible. As long as a rival bull hippo acts suitably submissive when in another male's territory, fights between males are rare, but can occur on occasion.

Female hippos have a gestation period of around 8 months, giving birth to a single offspring either on land or in the water. A young hippo matures slowly, eating grass after 3 weeks but still suckling for up to a year and not reaching maturity until it is 5 or 6 years old.

A typical hippopotamus lives about 40 to 50 years.

### Ecology:

Though mostly herbivorous, an anomalous hippo may resort to scavenging or even predatory behavior. The hippopotamus' greatest natural enemy is the crocodile, who attacks the young, though giant crocodiles have been known to eat both adult and calves. On land, lions and other big hunting cats, giant hyenas and aarnz hounds all prey on the beast. Larger predators also eat hippos (such as the roc), but these attacks are so rare that such creatures can hardly be considered natural predators. Sapient beings (particularly humans), who hunt hippos for their teeth, meat and hide are also a threat that the hippo recognizes.

### On Tellene:

Hippos are native to Svimohzia and are quite numerous in the Vohven Jungle. They do not appear on the northern continent, though a Kalamaran emperor once commanded a hippo be imported to Bet Kalamar for the next season's games. Unfortunately, it never made its appearance - at least, not in the arena. While the cage traveled through the streets, the beast broke loose, crushing citizens and market stalls alike before finally expiring. Afterwards, the beast trainer wept from sorrow that the hippo never made it to his care, having died from dehydration and exhaustion (rather than from the clumsy sword blows of guards frantic to slay the creature before its path of destruction brought the Emperor's ire upon them).

## HIPPOPOTAMUS

HIT POINTS:	25+8d8
SIZE/WEIGHT:	G/ 2 tons
TENACITY:	Steady
INTELLIGENCE:	Animal, Low
FAIGUE FACTOR:	0

SPEED	INIT
10	2
ATTACK	DMG REDUCTION
12	7
DEFENSE	DAMAGE
4	7
short REACH	TOP SAVE
	7

### MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SWIM:	10

### SAVES

PHYSICAL:	+12
MENTAL:	+12
DODGE:	+12

**ATTACK:**  
Hippos deal 6d6p points of damage when trampling an opponent. If cornered, or in water, they may bite for 2d12p points of damage. Automatically capsizes watercraft that weighs less than the hippo.

**SPECIAL ABILITIES:**  
Listening 60%

## GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	2-24
% CHANCE IN LAIR:	n/a
FREQUENCY:	Uncommon
ALIGNMENT:	Non
VISION TYPE:	Poor eyesight
AWARENESS/SENSES:	Good sense of smell and hearing
HABITAT:	Deep lakes and rivers
DIET:	Herbivorous
ORGANIZATION:	Individuals or Herd
CLIMATE/TERRAIN:	Semi-tropical to Tropical wetlands

## YIELD

MEDICINAL:	powdered bones teeth said to cure incontinence
SPELL COMPONENTS:	nil
HIDE/TROPHY:	hide may be used in place of leather
TREASURE:	nil
EDIBLE:	yes
OTHER:	nil
EXPERIENCE POINT VALUE:	750



# SLIME, FLESH-EATING

Also Known As: Nik'Lo, Vuulaan

It was after some subterranean travel, including a quite perilous descent down a cliff face, that my companions and I encountered an immense iron door of obvious dwarven construction, but with no obvious handle, lock or keyhole. Even the moss that flourished on the walls and ceiling was unable to penetrate its almost invisible seams. We spent some time checking the barrier against danger, but found nothing. Then, so quickly that it robbed me of my senses, two things happened.

Our hired guide, he who worshipped the Discordant One, became frustrated at our lack of progress and kicked the door savagely with his hobnailed boot. The sound, small though it was, became so amplified by the rock around us that it seemed The Thunderer himself was raging in my head; every nerve and fiber of my body throbbed and tingled with the hellish vibration.

Suddenly, the air came alive with rain, pattering lightly over us all but heavy like a flood upon our hired villain. Under the thick green downpour, our flesh began to burn, and for some time we thought only of ourselves, discarding our clothes and scraping off the rain that continued to strike us as we fled like rats to the potential safety of a nearby tunnel. Even as I ran, the man's agonized scream rattled the diaphragms of my ears with horrible, deafening intensity, and I heard his torch fall hissing upon the rocks under a rain of green fire.

When we had at last recovered our senses, we returned with quiet tread to the door, as silent as mice. There were no sounds now, only a vague, ringing silence in my head. At the door, I drew back with a shudder. A heap of disconnected bones and a mishmash of reddish slush, onto which the occasional drop of green still fell, were all that remained. ~ ♪

**F**lesh-eating slime flourishes in damp subterranean areas. It feeds off of organic material by means of potent enzymes that can rapidly break down wood, leather and animal tissue. Its green color may lead inexperienced explorers to dismiss these growths as relatively benign moss – that is, until they lose a hand after brushing up against the stuff.

## Combat/Tactics:

This slime has a proclivity to grow in large masses along underground ceilings. Such growths frequently become so large as to have only a tenuous anchor and may be easily dislodged – even by the vibrations of a man walking beneath.

Should anyone disturb a growth, a globule equal to 3d6p Hit Points\* falls on him. A failed attack against the victim indicates the PC is only splashed with d4p HP of slime; otherwise he is coated. Using a shield to defend guarantees a dousing, but reduces the amount of slime touching the PC by the shield's DR (if the shield is immediately discarded).

\* This is the most common sized globule based upon field research. Particular environmental conditions may result in globules differing from this median range.

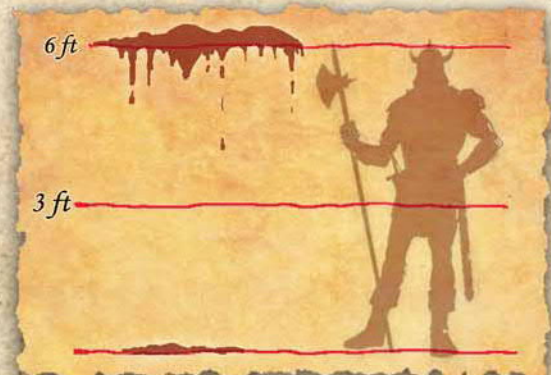


Words cannot describe the pain and terror of having one's limb exposed to flesh-eating slime.

## SIZE COMPARISON



I once observed a pack bearer's hand dissolve into a bloody stub in the space of a few seconds. The poor bastard dipped it into what he thought was a pool of stagnant water to retrieve a dropped dagger. ~ 3





Once in contact with organic material, the slime quickly begins to break it down. This process is excruciatingly painful and results in damage every 10 seconds equivalent to the quantity of slime in contact with the person. Leather, padded, studded leather and ringmail armors absorb the first 2 points of this damage before being destroyed while thick robes absorb 1 point.

Slime cannot be damaged by weapons but may be destroyed by fire. A torch burns up 1d4 HP worth of slime every 10 seconds while fire spells automatically inflict damage (the slime is not permitted a saving throw). In both of these instances, the character having the slime burned off his hide suffers equivalent damage.

The victim (and his allies) may also attempt to scrape the slime off. Assuming they have a blade handy, 1d3 HP can be scraped off every 10 seconds by each person attempting to do so (though the victim suffers 1 point of damage as he is inevitably nicked by the presumably sharp blades). These ad hoc scraping tools must themselves be burned to remove the slime before being able to be used for their primary function.

**Example:** Grekar the fighter (clad in leather armor and employing a medium shield) walks beneath some flesh-eating slime and dislodges a 13 HP globule. He employs his shield for defense and is thus covered in slime – though 6 HP worth is coating his shield. He immediately discards it taking 1d4p seconds to do so. The remaining slime begins to eat away at his skin – inflicting 7 points of damage every 10 seconds.

The party torchbearer immediately runs to his aid and begins burning the slime. He manages to burn away 2 HP worth of the goo during the first 10 seconds – incidentally burning Grekar for 2 points as well. 5 HP of slime thus remains. Grekar would ordinarily sustain 5 points of damage but only takes 3 as the remaining 2 is absorbed by his armor as it is dissolved.

In the following 10 seconds, the torchbearer again jabs at the slime covering Grekar this time burning away another 2 HP worth (and inflicting a 2 point burn on Grekar). Grekar himself spends the time using his short sword to scrape off goo and manages to remove an additional 2 HP worth (but nicks himself for 1 point). Since 2 HP of slime remain, Grekar takes 2 points of damage as his skin is being transformed into slime.

The torchbearer and Grekar continue in their actions for an additional 10 seconds. The torch burns 3 HP worth of slime (the balance and then some) but inflicts a 3 point burn. Since Grekar had stated he would continue to try scraping the slime off, he efforts are wasted but he manages to cut himself again for another hit point.

After the fighter casts aside his slime coated sword, he takes stock of his health. He's suffered 5 points of damage from the slime but 7 points from being burned by the torchbearer and another 2 points from cutting himself. He's also lost his shield and armor, and his sword is useless until the slime is burned off the blade.

### On Tellene:

Flesh-eating slime can be found in many subterranean areas through Tellene, but is most common in warmer climes.

<sup>1</sup>A single ounce of flesh-eating slime, if used as an additional material component in the mage's fifth level Munz's Bolt of Acid spell, extends the duration of acid seepage by 10 seconds.

## FLESH-EATING SLIME

HIT POINTS:	50
SIZE/WEIGHT:	M/100+ lbs.
TENACITY:	n/a
INTELLIGENCE:	Non
FATIGUE FACTOR:	n/a

<b>SPEED</b> 0	<b>INIT</b> n/a
<b>ATTACK</b> +3	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> n/a	<b>DAMAGE</b> n/a
<b>REACH</b> n/a	<b>TOP SAVE</b> TOP SAVE ▼

### MOVEMENT

CRAWL:	0
WALK:	0
JOG:	0
RUN:	0
SPRINT:	0

### SAVES

PHYSICAL:	+3
MENTAL:	immune
DODGE:	n/a

### ATTACK:

This slime deals damage equal to the appropriate HP quantity (typically 3d6p) every 10 seconds. A failed attack roll (by the slime) only splashes the victim with 1d4p HP.

### SPECIAL DEFENSES:

Corrosive to the touch.

## GENERAL INFO

ACTIVITY CYCLE:	Any
NO. APPEARING:	1-3
% CHANCE IN LAIR:	n/a
FREQUENCY:	Commonplace
ALIGNMENT:	Non
VISION TYPE:	n/a
AWARENESS/SENSES:	n/a
HABITAT:	Caverns and catacombs
DIET:	Omnivorous
ORGANIZATION:	n/a
CLIMATE/TERRAIN:	Temperate to tropical subterranean

## YIELD

MEDICINAL:	slime may be used to dissolve warts and growths
SPELL COMPONENTS:	1 ounce of slime, for Munz's Bolt of Acid <sup>1</sup>
HIDE/TROPHY:	nil
TREASURE:	incidental
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	200



## Player Aid

### Objectives for your river journey

#### At Orakh

1. Re-establish contact with the leader of Orakh, known as Shafan
2. Re-negotiate trade contract with Shafan (Vesh will handle negotiations)
3. If unable to re-establish contact with Shafan then locate the trade logbook in town and give it to Vesh

#### At the Nonesh Copper Mine

1. Determine the current status of the Nonesh Copper Mines and its workers
2. Relieve Foreman Dashaz and escort him home
3. If necessary, clear the mine of dangers so that Vesh can inspect it and determine what future value it has to the trading company

#### At Anavim

1. Re-establish contact with the village leaders
2. Negotiate trade pact with village leaders (Vesh handles negotiations)

#### At Stirrott

1. Empty the village of all locals
2. Recover the statue of Alzarra the town founder
3. Raze Stirrott to the ground

#### Regarding Balan Pateris and Kavatt

1. Determine if Balan Pateris is alive
2. Return Balan Pateris to Emosvom (dead or alive)
3. Return Kavatt to Emosvom

#### Miscellaneous Goals

1. Capture the ruthless outlaw Sir Malvar (The Hood) Torist (alive)
2. Capture a live lion

# The HackTrack System



By Jolly R. Blackburn

The new edition of **HackMaster** has a very elegant and (in my somewhat biased opinion anyway) exciting combat system. I love the **Count Up** system — every tick is as though a big second hand is sweeping the clock as combat unfolds fast and furious. What's not to love?

The party runs into a roving Grevan patrol on a narrow winding mountain pass and it's on initiative is rolled and GM announces "One!"

One of the things I like best about the system is you're NEVER in a position of waiting idly by for another player to take his turn. You've got something to do on every count (second), be it moving, casting a spell, readying a weapon or whatever. Combat in **HackMaster** requires a player to pay careful attention lest he lose an action and be at a disadvantage. With the flow of battle constantly changing, you don't want to be caught off guard.

Recently, at **GaryCon III** I ran a game for 13 players and it was exciting to see 12 hands reaching out to move miniatures on the table on every count.

Now the downside (and it's a minor one really) is there's a bit of a learning curve to the new combat rules. Some GM's and players stumble when using them the first few games. And let's face it -- we're not all engineers like my partners who are a breeze at fast math, keeping track of numbers in their heads and calculating the volume of that fireball just fired down the hole on the fly.

Enter the **HackTrack** system.

In the last installment of the **GameMaster's**

**Workbench (Strongbox of Doom)** a curious deck of cards could be seen standing in one of the bins.

As promised, this month we'll be discussing those cards and what we've fondly come to refer to as the **HackTrack System (HTS)** here in house.

*Note: before delving further I want to make it very clear — you do NOT need to use this system to enjoy HackMaster. It's simply a game aid — a tool. Much like the HackMaster Combat Wheel was for HM4e.*

While helping playtest **HackMaster**, I tried a variety of methods when gamemastering to keep track of what each of my NPCs and Monsters were doing, and when, during the count-up.

Now the D-Team are a blood-thirsty lot. They demand large battles and LOTS of them (usually in waves). At any given time there may be as many as a 20 figs out on the table (a dozen or so monsters and 7 or 8 PCs/Hirelings). For someone a bit touched with dyslexia (coupled with the D-Team's habit of mocking and taunting the acting GM) it can sometimes be challenging to keep track of so much activity and still bring your game.

I tried the old tried-and-true method of tick marks on scrap paper, fancy battle sheets with each monster listed and a nice place to mark down its next count, pennies on a count-up grid, spreadsheets...

Nothing was really working for me and all the record keeping was distracting me from what I love to do most as a GM -- Bringing it! So — out of personal necessity came the **HackTrack System**.

## THE HACKTRACK SYSTEM

The **HTS** has two basic components. **Hack Cards** (see the figure on the right) and a **Hack Rack** (more on that in a moment).

### HACK CARDS

The **Hack Card** is roughly the size of a standard playing card and contains virtually ALL the information a GM needs to conduct combat for the creature listed on it. Attack modifier, Damage Reduction, Armor, Saves, Movement, Hit-points — you name it, it's there.

## GameMaster's Workbench



Talking Shop and Sharing Tools of the Trade

Ogre		Location: Nonesh Copper Mine B54	
Size: H/553 lbs	Speed: 8	Attack: +3	Init: +4
Move: 10/15/20/25	Defense: -1	Damage: 4	Top Save: 6
Alignment: CE	Intelligence: Obtuse	2d10p +6	
Tenacity: Steady	Fatigue Factor: -2	5 ft REACH	
Vision: Standard	Phys: +6 Mental: +2	Dodge: +4	
ATTACK NOTES:		WEAPON: large club	
DEFENSE NOTES:		HITPOINTS: 52	
CARRIED: large club		TOP CHECK @: 21 HP	
EPV: 242			

Above: A fully filled out hack card for an Ogre — armed and ready to ruin a player-character's day.

You can download blank templates from [www.kenzerco.com](http://www.kenzerco.com) and fill the cards out yourself (extracting the data from the new **Hacklopedia of Beasts**).

You can also download some pre-generated cards with all the monster data filled in (GM only needs to roll up hit-points and calculate Threshold of Pain). Also, starting this month, all newly published **HackMaster** modules (in pdf format) will include pre-generated cards for all the NPCs and monsters in the adventure.

Each **Hack Card** represents a single individual monster or NPC. I won't explain the **Combat Rose** featured on the card or the data elements here — you can find all that information in the introduction of the new **Hacklopedia**.

I do however want to go over a couple of the unique elements on the card.







*Above:* A curved wooden card holder — good candidate for a **Hack Rack** and highly recommended.

**Hit Point Box:** It's worth mentioning how the hit-point box works on the cards. If a **Hack Card** is pre-generated you'll find a number of check-boxes that equal that individual monster's hitpoint total. If you've downloaded a monster template, you'll see a number of tick boxes in black equaling the monster's basic HP total along with a number of red tick boxes up to that monster's maximum possible hitpoints. You simply need to roll the number of dice indicated at the top of the box, add the result to the monster's base hp (along with any modifiers) and then line through any excess boxes.

### THE HACK RACK

Now this part of the **HTS** is going to require a bit of work on your part — and some decision making. The **Hack Rack** is simply a card holder that holds your **Hack Cards**. The rack is used to show what action count each **Hack Card** attacks or takes its action on.

There are lots of options out there ranging from \$5.00 to \$25.00. in cost. You can even make your own (which I ended up doing — see the photo at the bottom of the page). One really nice option that's been popular are the

wooden curved card holders **Chessex** ([www.chessex.com](http://www.chessex.com)) sells. (see the photo above). Another good option if you're on a budget are domino card holders (readily available on **Amazon.com** and **Ebay**).

It's really up to your personal taste/budget.

Once you've acquired a card rack you need to modify it by segmenting it into 10 to 20 sections. Each segment represents 1 second on the Count-Up. You can be quick-and-dirty about it as I was in the photo [below] using a Sharpie or you can print up fancy labels like the rack in figure 1.



Two **Hack Racks** that run 1 thru 10 works best. As you will see this will allow you to run battles of infinite length.

### THE SWEEP CARD (OPTIONAL)

One more component of the basic **HackTrack System** is the **Sweep Card**.

Now, this is completely optional. Some GM's see no need for it. Others love it.

Basically, the sweep card is a marker that tells indicates the current count. Everything to the left of the card is seconds in the past — everything on the right is in the future. As the GM calls out the Count-Up, he moves/slides the **wheel** along the track, ticking off the seconds like the second hand of a clock.

As it arrives in a new second, any **HackCards** in that position are 'swept' and take action. The sweep card can be as simple as a card-sized piece of paper with a solid color or more elaborate like the wheeled sweep card pictured on the next page.

### USING THE HACK TRACK SYSTEM

Now that you have all the parts of the **HTS** gathered up, the fun can start.

Using the system is fairly simple and straight forward.

**Initiative:** When a combat encounter begins initiative is rolled. The GM takes a **Hack Card** for each monster/npc participating and places the cards on the appropriate count on the **Hack Rack**. He then places the sweep card on count 1 and begins the count.

**The Count-Up:** As the GM calls out the count, he moves the sweep card down the track. When he comes to a card he picks it up, performs any action such as attacking, loosing a spell, etc.

**Moving Hack Cards:** Once a monster has taken its action, the GM advances its card

### HACKTRACK SYSTEM EXAMPLE OF PLAY

In Figure 1 we see a combat encounter in progress. Looking at the Sweep Card (A) we know the count is at 57 — a hard fought battle is in progress as the players take on a patrol of hardened Grevan warriors.

The Grevan, on count 58 (B), will swing when the sweep card reaches him in one second.

The Grevan, on count 59 (C), has dropped his weapon and will pick it up when the sweep card reaches him (his card is turned upside down to indicate his status).

The Grevan at count 74 (D), has been topped and will regain consciousness when the sweep card reaches him.

When the sweep card reaches count ten on its current track, the GM will advance the wheel to 6 to indicate the count is now in the 'sixties' On the following count, he will move the sweep card to the "1" position (61) on the next track up and continue the count.

**Figure: 1**



*Note:* the card rack above is home-made. GMs using the **HackTrack** system have come up with a wide variety of solutions which they've shared on the **kenzerco** forums. You'll find plans for this one there.

down the track based on its speed/weapon speed. For example, the sweep card arrives at Count 6 where a Kobold card waits. The GM picks up the card and decides the Kobold is attacking the PC Fighter standing before him. Once the attack is resolved, the GM looks at the Kobold's speed (which happens to be six in this case) and moves the card down the track to Count 12, where it awaits the Sweep Card's arrival so it can attack again.

**Scribble Scribble:** The **Hack Cards** are designed to be marked up. As a monster takes damage, the GM checks off the hit-point boxes. If it is fatigued, the GM indicates that as well in the Fatigue box. If you use a pencil, the cards can be used again and again before being disposed of. Some GMs like to put their cards in plastic card protectors and use dry-erase pens. Whatever floats your boat.

**Wheeled Sweep Card:** If you are using a sweep card with a thumb wheel when you reach the "10" segment on the track, this is your cue to advance the wheel by one. For example, the count-up is 9 and you advance the SC to 10. The wheel would be moved from 0 to 1 to indicate the count is in the 'tens' and the next

**Hack Cards and Hack Racks configured with a Strongbox of Doom**



count will be 11. When the SW reaches the next "10" segment the wheel is advanced to "2" and the next count would be 21.

**Hack Card Status:** The HLS is fairly new and extremely flexible. Every GM I know has his or her own special tweaks and additions. Many of them are available as downloads on our website or have been discussed in the forums.

I'll make brief mention here of a few of my own uses for the cards.

When a monster is topped (i.e. fails a Trauma Check forced by a wound exceeding its Threshold of Pain), I generally just remove its card from the track since it's unlikely it will revive before combat is over. But sometimes I'll simply 'tap' the card and turn it sideways

In the case of monsters who drop their weapons, I simply turn them upside down (after moving them up to the count on which they will have picked up the weapon - if applicable).

If a monster is being affected by a spell, is spell fatigued, bleeding out, etc., I use special markers to place over the monster's card as a visual reminder.

**Conclusion**

And that's the basic **Hack Track System**. Again you can play **HackMaster** just fine without this system, but like myself, a lot of GMs who have adopted it are reporting it's making their job easier (especially with those LARGE skirmishes) and frees them to focus on other things (like monster tacticals). It's there if you need it.

Next month, we'll be looking at some other cool GM aids that build on this system.

Until then, game on!!! — Jolly Blackburn



**Free Downloads and Accessories**

At [www.kenzerco.com](http://www.kenzerco.com) you'll find an ever growing number of free downloads to help you bring **HTS** to your own table.

From both blank and pre-generated Hack Card templates, to **Hack Card Status Markers** and even a DIY constructable **Sweep Card**, there are plenty of game aids to explore and choose from.

In addition, a lot of HackMaster GMs have embraced the HTS and have been putting their own thumbprint on it and introducing even more ideas and innovations on our **HM forums**.

**GREVAN** HP

Size: H/675lbs  
 Move: 5/10/15/20/25  
 Alignment: NE  
 Tenacity: Fearless +2  
 Vision: Standard  
 Intelligence: Average  
 Fatigue Factor: 3/6  
 Phys: +3 Mental: +8 Dodge: +10

WEAPON: Battle Axe  
 Hvy Crossbow

HITPOINTS: 35+400

DEFENSE NOTES: Medium Shield, Leather Armor

CARRIED: 54 sp, Medicine Bag, Dagger

EPV: 500

**HEAVY CROSSBOW**

DISTANCE: 5-80 d20p  
 81-140 d12p  
 141-190 d8p  
 191-250 d4p

RATE OF FIRE: 40  
 AIMING: 30

WEAPON: Battle Axe  
 Hvy Crossbow

HITPOINTS: 35+400

DEFENSE NOTES: Medium Shield, Leather Armor

CARRIED: 54 sp, Medicine Bag, Dagger

EPV: 500

**THROWING AXE**

DISTANCE: 5-20 d20p  
 21-30 d12p  
 31-40 d8p  
 41-60 d4p

RATE OF FIRE: 7  
 # OF AXES: 4

WEAPON: Battle Axe  
 Hvy Crossbow

HITPOINTS: 35+400

DEFENSE NOTES: Medium Shield, Leather Armor

CARRIED: 54 sp, Medicine Bag, Dagger

EPV: 500

Front

Optional - Back

**Hacktrack Sweep Card Rev 1.a**

TENS

ACTION SPEEDS IN SECONDS

Change facing to adjacent	1*
Sit/Kneel/Stand from prone/reverse	1*
Pick up dropped weapon at feet	1*
Draw/Ready small weapons	0
Draw/Ready medium weapons	1
Draw/Ready large weapons	2
Ready carried ranged weapons	1
Draw loaded weapon from back	1
Ready stored weapons	5
Take Aim (ranged weapon)	4

\*Free when combined with another movement or action

Sweep Card  
 www.kenzerco.com  
 copyright©2011

GLUE

FOLD

FOLD

wheel option 1

wheel option 2





# Giant Wasp

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +4	<b>INIT</b> 1	<b>DAMAGE</b> n/a

d4p + poison  
 2 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**  
 VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 10**  
 □□□□ □□□□

**TOP CHECK @: N/A**

EPV: 20

# Giant Wasp

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +4	<b>INIT</b> 1	<b>DAMAGE</b> n/a

d4p + poison  
 2 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**  
 VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 10**  
 □□□□ □□□□

**TOP CHECK @: N/A**

EPV: 20

# Giant Wasp

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +4	<b>INIT</b> 1	<b>DAMAGE</b> n/a

d4p + poison  
 2 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**  
 VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 10**  
 □□□□ □□□□

**TOP CHECK @: N/A**

EPV: 20

# Giant Wasp

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +4	<b>INIT</b> 1	<b>DAMAGE</b> n/a

d4p + poison  
 2 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**  
 VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 10**  
 □□□□ □□□□

**TOP CHECK @: N/A**

EPV: 20

# Giant Wasp

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 0
<b>DEFENSE</b> +4	<b>INIT</b> 1	<b>DAMAGE</b> n/a

d4p + poison  
 2 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**  
 VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 10**  
 □□□□ □□□□

**TOP CHECK @: N/A**

EPV: 20

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +7	<b>INIT</b> 0	<b>DAMAGE</b> 7

M  
 2d6p+1  
 10 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 bamboo shield & spear

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +7	<b>INIT</b> 0	<b>DAMAGE</b> 7

M  
 2d6p+1  
 10 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 bamboo shield & spear

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +7	<b>INIT</b> 0	<b>DAMAGE</b> 7

M  
 2d6p+1  
 10 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 bamboo shield & spear

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +7	<b>INIT</b> 0	<b>DAMAGE</b> 7

M  
 2d6p+1  
 10 ft REACH  
**TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 bamboo shield & spear

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 9 HP**

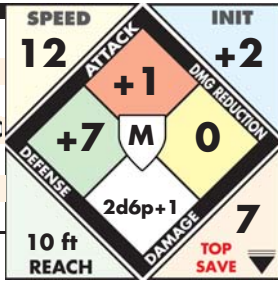
EPV: 30



# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

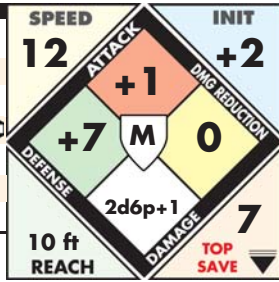
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

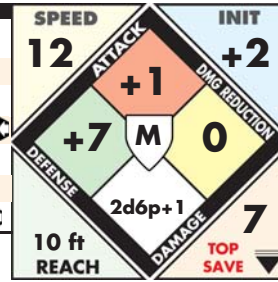
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

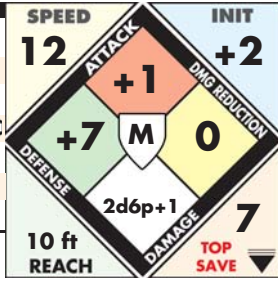
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

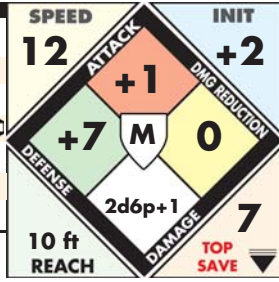
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

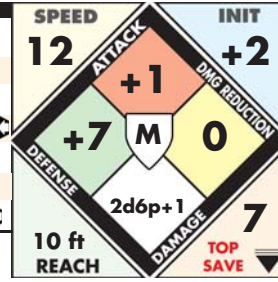
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Native

Location: random encounters in Chapter 2

**Size:** M/130-170 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**DEFENSE NOTES:**

**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**

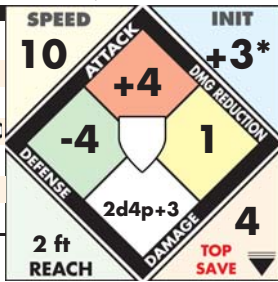
**CARRIED:**  
bamboo shield & spear

EPV: 30

# Boa Constrictor

Location: random encounters in Chapter 2

**Size:** M/100 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 2  
**Saves:** Phys: +4 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
can sense body heat within 15'; \*uses d3 Initiative die when dropping from tree above  
**DEFENSE NOTES:**  
FoS vs. d20+18 to break grasp; captured victim may be inadvertently hit

**WEAPON:**  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 12 HP**

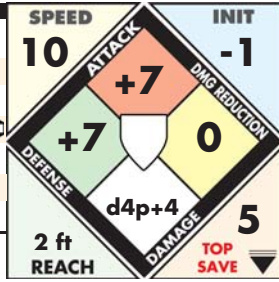
**CARRIED:**

EPV: 100

# Strix

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes  
**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**WEAPON:**  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 8 HP**

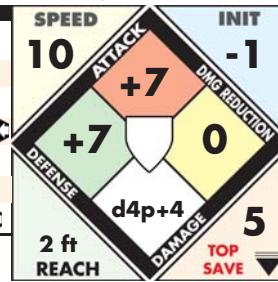
**CARRIED:**

EPV: 67

# Strix

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes  
**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**WEAPON:**  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 8 HP**

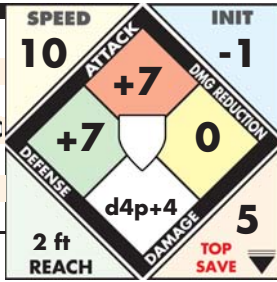
**CARRIED:**

EPV: 67

# Strix

Location: random encounters in Chapter 2

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Phys:** +2 **Mental:** 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**  
**TOP CHECK @:** 8 HP

**EPV:** 67

**WEAPON:**

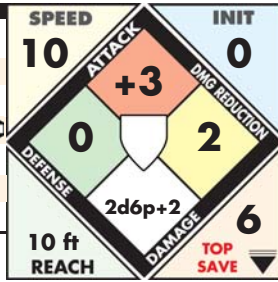
**HITPOINTS: 18**

□□□□ □□□□ □□□□  
□□□□ □□□□ □□

# Lizard Man

Location: random encounters in Chapter 2

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3



**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
spear

**EPV:** 45

**WEAPON:** spear

**HITPOINTS: 30**

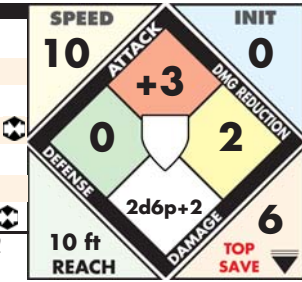
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** 12 HP

# Lizard Man

Location: random encounters in Chapter 2

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3



**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
spear

**EPV:** 45

**WEAPON:** spear

**HITPOINTS: 30**

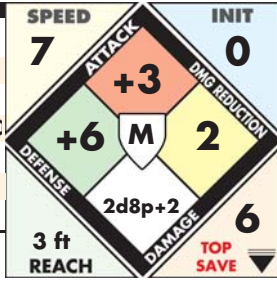
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** 12 HP

# Lizard Man

Location: random encounters in Chapter 2

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3



**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, med. bamboo shield

**EPV:** 45

**WEAPON:** scimitar

**HITPOINTS: 30**

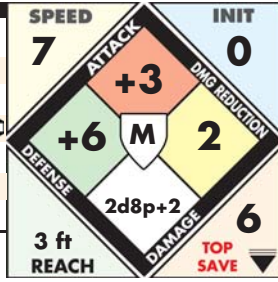
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** 12 HP

# Lizard Man

Location: random encounters in Chapter 2

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3



**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, med. bamboo shield

**EPV:** 45

**WEAPON:** scimitar

**HITPOINTS: 30**

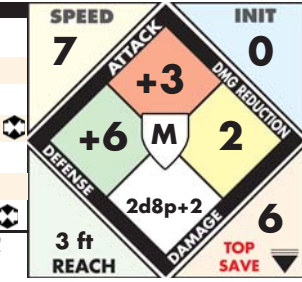
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** 12 HP

# Lizard Man

Location: random encounters in Chapter 2

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3



**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, med. bamboo shield

**EPV:** 45

**WEAPON:** scimitar

**HITPOINTS: 30**

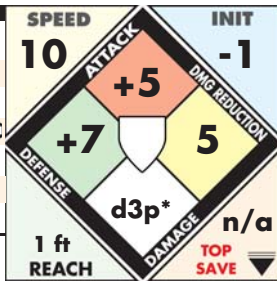
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** 12 HP

# Hava Mizani (Haunt)

Location: Chapter 2: First Camp

**Sz:** M/ insubstantial  
**Move:** 10/15/20/25  
**Alignment:** NG  
**Tenacity:** Brave  
**Vision:** Undead Sight  
**Int:** Average  
**Fatigue Factor:** -3  
**Phys:** +5 **Mental:** n/a  
**Dodge:** +5



**ATTACK NOTES:**  
\*possesses victim with touch (WIS save vs. d20+10)

**DEFENSE NOTES:**  
only harmed by blessed silvered weapons

**CARRIED:**  
**TOP CHECK @:** N/A

**EPV:** 275

**WEAPON:**

**HITPOINTS: 32**

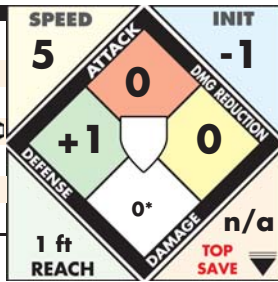
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**TOP CHECK @:** N/A

# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/ 2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0



**ATTACK NOTES:**  
bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**  
**TOP CHECK @:** N/A

**EPV:** 14

**WEAPON:**

**HITPOINTS: 3**

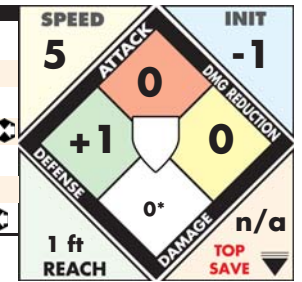
□□□

**TOP CHECK @:** N/A

# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/ 2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0



**ATTACK NOTES:**  
bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**  
**TOP CHECK @:** N/A

**EPV:** 14

**WEAPON:**

**HITPOINTS: 3**

□□□

**TOP CHECK @:** N/A



# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 5 **INIT** -1  
**ATTACK** 0 **DMG REDUCTION**  
**DEFENSE** +1 **DAMAGE** 0  
**1 ft REACH** **TOP SAVE**

**ATTACK NOTES:**  
 bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 3**  
 □□□

**TOP CHECK @: N/A**

EPV: 14

# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 5 **INIT** -1  
**ATTACK** 0 **DMG REDUCTION**  
**DEFENSE** +1 **DAMAGE** 0  
**1 ft REACH** **TOP SAVE**

**ATTACK NOTES:**  
 bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 3**  
 □□□

**TOP CHECK @: N/A**

EPV: 14

# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 5 **INIT** -1  
**ATTACK** 0 **DMG REDUCTION**  
**DEFENSE** +1 **DAMAGE** 0  
**1 ft REACH** **TOP SAVE**

**ATTACK NOTES:**  
 bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 3**  
 □□□

**TOP CHECK @: N/A**

EPV: 14

# Giant Centipede

Location: Chapter 2: Zarzha Ruins

**Size:** T/2 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 5 **INIT** -1  
**ATTACK** 0 **DMG REDUCTION**  
**DEFENSE** +1 **DAMAGE** 0  
**1 ft REACH** **TOP SAVE**

**ATTACK NOTES:**  
 bite injects VF 5 poison (save or suffer 1d6p hp @ 1 hp/10 s)

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 3**  
 □□□

**TOP CHECK @: N/A**

EPV: 14

# Mavovo

Location: Chapter 2: Mavovo's Lair

**Size:** L/430 lbs  
**Move:** 10/15/20/25  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** Obtuse  
**Fatigue Factor:** -2  
**Phys:** +10 **Mental:** -7  
**Dodge:** +8

**SPEED** 4 **INIT** -1  
**ATTACK** +8 **DMG REDUCTION**  
**DEFENSE** +3 **DAMAGE** 6  
**2d4p+6**  
**3 ft REACH** **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 50**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□

**TOP CHECK @: 20**

EPV: 450

# Native

Location: random encounters in Chapter 3

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 12 **INIT** +2  
**ATTACK** +1 **DMG REDUCTION**  
**DEFENSE** +5 **DAMAGE** 0  
**2d6p+1**  
**10 ft REACH** **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 sm. bamboo shield, spear, club

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 3

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 12 **INIT** +2  
**ATTACK** +1 **DMG REDUCTION**  
**DEFENSE** +5 **DAMAGE** 0  
**2d6p+1**  
**10 ft REACH** **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 sm. bamboo shield, spear, club

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 3

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Phys:** +10 **Mental:** 0  
**Dodge:** 0

**SPEED** 12 **INIT** +2  
**ATTACK** +1 **DMG REDUCTION**  
**DEFENSE** +5 **DAMAGE** 0  
**2d6p+1**  
**10 ft REACH** **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 sm. bamboo shield, spear, club

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**TOP CHECK @: 9 HP**

EPV: 30

# Native

Location: random encounters in Chapter 3

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** 0

**SPEED** 12 **INIT** +2  
**ATTACK** +1 **DMG REDUCTION**  
**DEFENSE** +5 **DAMAGE** 0  
**2d6p+1**  
**10 ft REACH** **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**  
 sm. bamboo shield, spear, club

**WEAPON:** spear

**HITPOINTS: 28**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

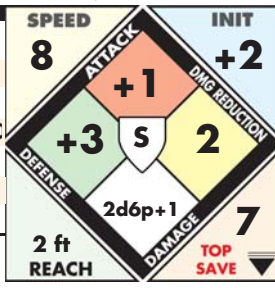
**TOP CHECK @: 9 HP**

EPV: 30

# Hood's Man

Location: random encounters in Chapter 3

**Size:** M/165 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



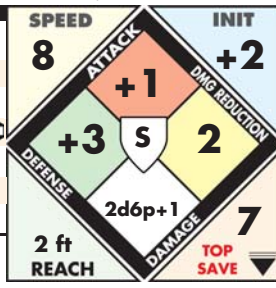
**ATTACK NOTES:**  
**DEFENSE NOTES:**  
**CARRIED:**  
leather armor, sm. shield, short sword, club, d4 cp

**WEAPON:** short sword  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**  
**EPV: 30**

# Hood's Man

Location: random encounters in Chapter 3

**Size:** M/165 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



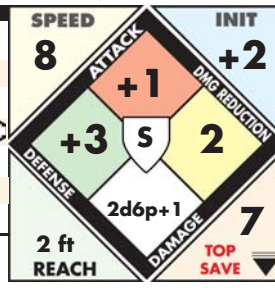
**ATTACK NOTES:**  
**DEFENSE NOTES:**  
**CARRIED:**  
leather armor, sm. shield, short sword, club, d4 cp

**WEAPON:** short sword  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**  
**EPV: 30**

# Hood's Man

Location: random encounters in Chapter 3

**Size:** M/165 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



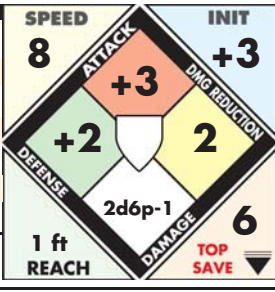
**ATTACK NOTES:**  
**DEFENSE NOTES:**  
**CARRIED:**  
leather armor, sm. shield, short sword, club, d4 cp

**WEAPON:** short sword  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 9 HP**  
**EPV: 30**

# Goblin

Location: random encounters in Chapter 3

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



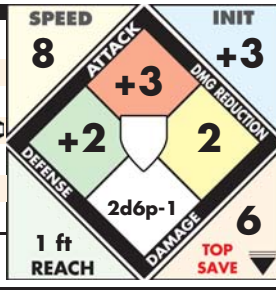
**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)  
**DEFENSE NOTES:**  
**CARRIED:**  
short bow, 12 arrows, short sword

**WEAPON:** short sword, short bow  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□  
**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: random encounters in Chapter 3

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



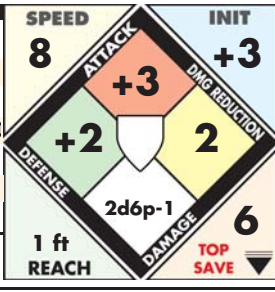
**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)  
**DEFENSE NOTES:**  
**CARRIED:**  
short bow, 12 arrows, short sword

**WEAPON:** short sword, short bow  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□  
**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: random encounters in Chapter 3

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



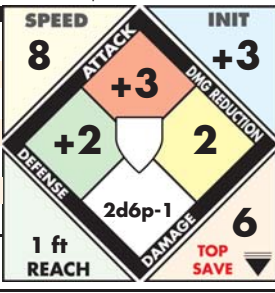
**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)  
**DEFENSE NOTES:**  
**CARRIED:**  
short bow, 12 arrows, short sword

**WEAPON:** short sword, short bow  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□  
**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: random encounters in Chapter 3

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



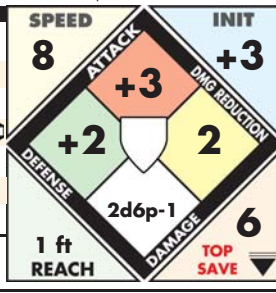
**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)  
**DEFENSE NOTES:**  
**CARRIED:**  
short bow, 12 arrows, short sword

**WEAPON:** short sword, short bow  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□  
**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: random encounters in Chapter 3

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



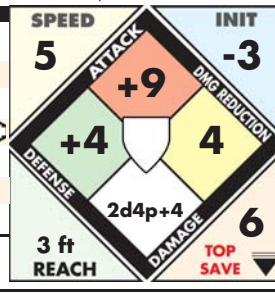
**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)  
**DEFENSE NOTES:**  
**CARRIED:**  
short bow, 12 arrows, short sword

**WEAPON:** short sword, short bow  
**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□  
**TOP CHECK @: 8 HP**  
**EPV: 22**

# Lion

Location: random encounters in Chapter 3

**Size:** L/400 lbs  
**Move:** 10/20/25/30  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Standard  
**Int:** Animal, High  
**Fatigue Factor:** 2  
**Saves:** Phys: +9 Mental: +7  
**Dodge:** +8



**ATTACK NOTES:**  
2 successive claw hits means the lion has grasped its prey and automatically inflicts 2d6+6 hp every 5s thereafter  
**DEFENSE NOTES:**  
**CARRIED:**

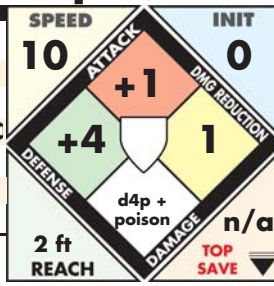
**WEAPON:**  
**HITPOINTS: 43**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**TOP CHECK @: 17 HP**  
**EPV: 492**



# Giant Wasp

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7



**ATTACK NOTES:**  
VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**WEAPON:**

**HITPOINTS: 10**  
□□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

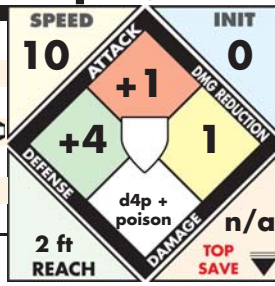
**TOP CHECK @:** N/A

**EPV: 20**

# Giant Wasp

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7



**ATTACK NOTES:**  
VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**WEAPON:**

**HITPOINTS: 10**  
□□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

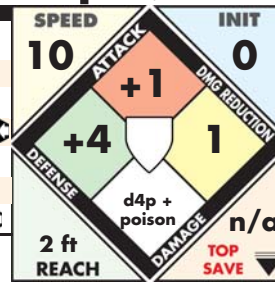
**TOP CHECK @:** N/A

**EPV: 20**

# Giant Wasp

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7



**ATTACK NOTES:**  
VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**WEAPON:**

**HITPOINTS: 10**  
□□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

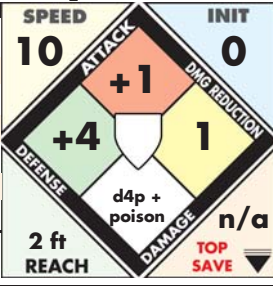
**TOP CHECK @:** N/A

**EPV: 20**

# Giant Wasp

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/30 ft  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +2  
**Dodge:** +7



**ATTACK NOTES:**  
VF 9 poison; fail = -2 ATK, DEF & DMG for 2d12 hrs; nat 1 = death

**WEAPON:**

**HITPOINTS: 10**  
□□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

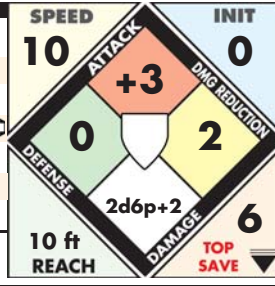
**TOP CHECK @:** N/A

**EPV: 20**

# Lizard Man

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**

**WEAPON:** spear

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:** spear

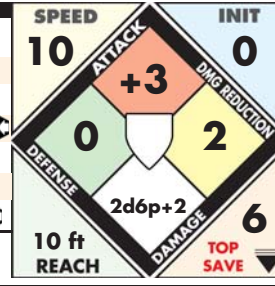
**TOP CHECK @:** 12 HP

**EPV: 45**

# Lizard Man

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**

**WEAPON:** spear

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:** spear

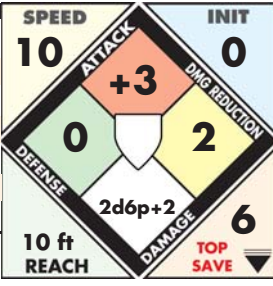
**TOP CHECK @:** 12 HP

**EPV: 45**

# Lizard Man

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**

**WEAPON:** spear

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:** spear

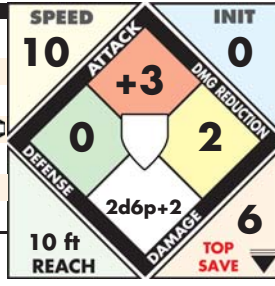
**TOP CHECK @:** 12 HP

**EPV: 45**

# Lizard Man

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**

**WEAPON:** spear

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:** spear

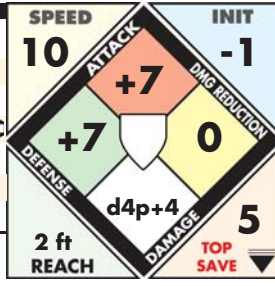
**TOP CHECK @:** 12 HP

**EPV: 45**

# Strix

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**WEAPON:**

**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**

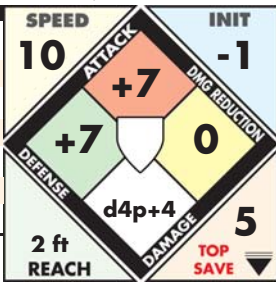
**TOP CHECK @:** 8 HP

**EPV: 67**

# Strix

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**



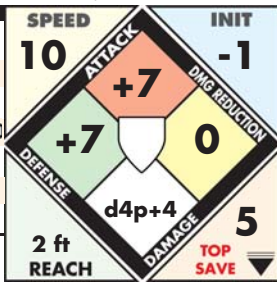
**TOP CHECK @: 8 HP**

**EPV: 67**

# Strix

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**



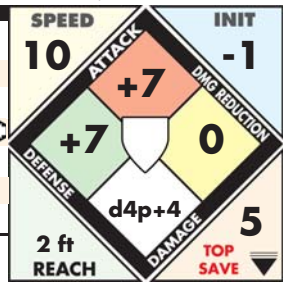
**TOP CHECK @: 8 HP**

**EPV: 67**

# Strix

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**



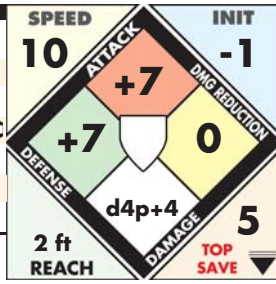
**TOP CHECK @: 8 HP**

**EPV: 67**

# Strix

Location: random encounters in Chapter 3

**Size:** T/5 lbs  
**Move:** 1/20 fly  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +4



**ATTACK NOTES:**  
After initial hit drains blood for d4p damage per 10 s; knock-back or FoS vs. d20+12 removes

**DEFENSE NOTES:**  
Victim may be mistakenly hit by attacks on attached Strix

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**



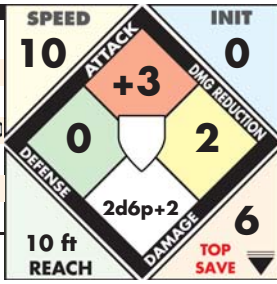
**TOP CHECK @: 8 HP**

**EPV: 67**

# Lizard Man Spy

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will flee if spotted

**DEFENSE NOTES:**

**CARRIED:**  
spear

**WEAPON:** spear

**HITPOINTS: 30**



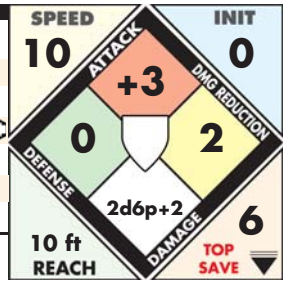
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man Spy

Location: random encounters in Chapter 3

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will flee if spotted

**DEFENSE NOTES:**

**CARRIED:**  
spear

**WEAPON:** spear

**HITPOINTS: 30**



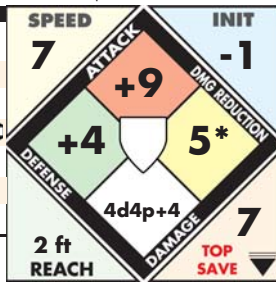
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lesser Crocodile

Location: random encounters in Chapter 3

**Size:** L/800 lbs  
**Move:** 5/10/12.5/15  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Keen  
**Int:** Animal, Low  
**Fatigue Factor:** 3  
**Saves:** Phys: +9 Mental: +9  
**Dodge:** +9



**ATTACK NOTES:**  
upon successful bite automatically does 2d4p+4 every 7s; break free w/ FoS vs. d20+12; may drag victim under water

**DEFENSE NOTES:**  
\*DR 3 underbelly

**CARRIED:**

**WEAPON:**

**HITPOINTS: 53**



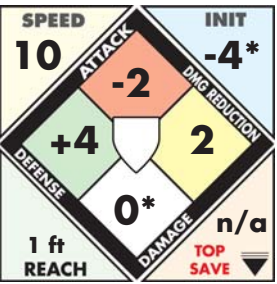
**TOP CHECK @: 21 HP**

**EPV: 400**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**



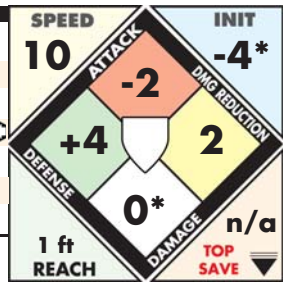
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**



**TOP CHECK @: N/A**

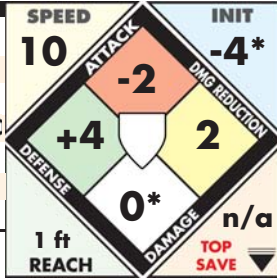
**EPV: 50**



# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

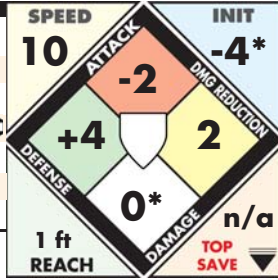
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

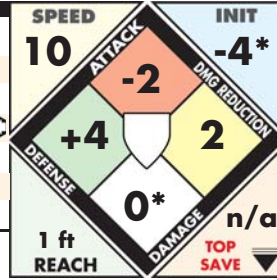
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

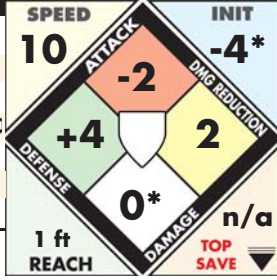
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

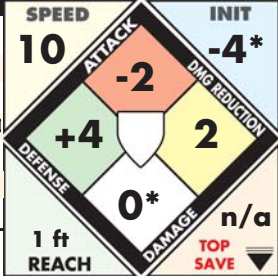
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

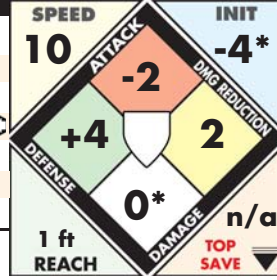
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

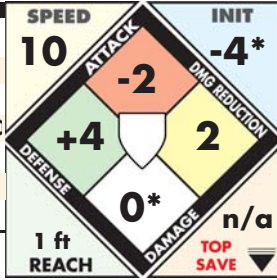
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

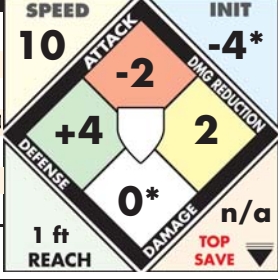
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

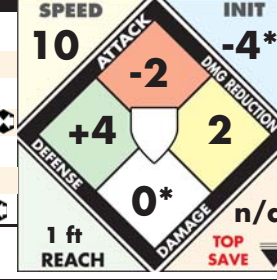
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: -2 Mental: -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 4**  
 □□□□

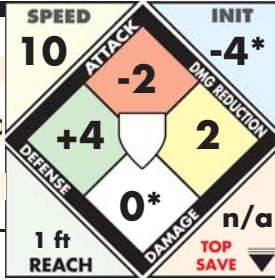
**TOP CHECK @: N/A**

**EPV: 50**

# Big Spider

Location: Chapter 3 - Orakh

**Size:** T/1 lb  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -2 **Mental:** -2  
**Dodge:** -2



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+5 or suffer -1 to ATK, DEF & DMG for 2d6 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 4**  
 □□□□

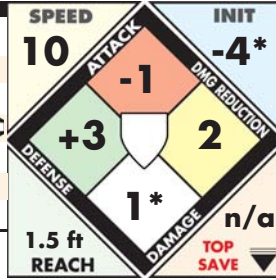
**TOP CHECK @:** N/A

**EPV: 50**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

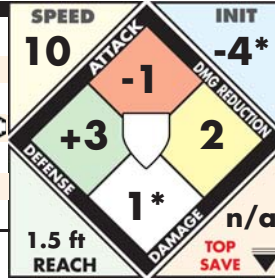
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

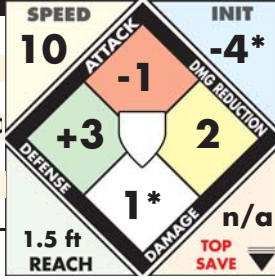
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

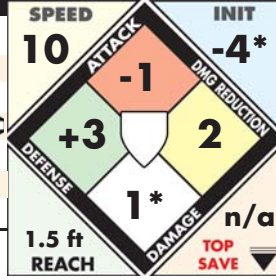
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

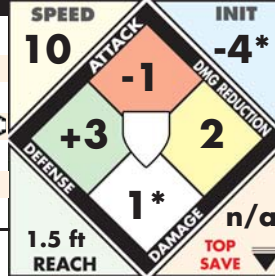
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

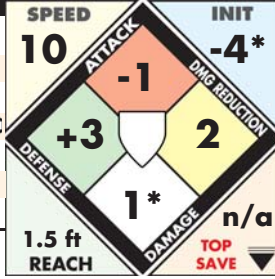
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

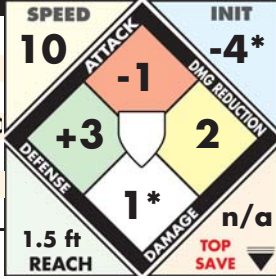
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

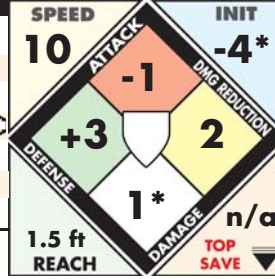
**TOP CHECK @:** N/A

**EPV: 67**

# Large Spider

Location: Chapter 3 - Orakh

**Size:** T/5 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** -1 **Mental:** -1  
**Dodge:** -1



**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+6 or suffer -1 to ATK, DEF & DMG for 2d12 hours; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**  
**HITPOINTS: 11**  
 □□□□ □□□□ □

**TOP CHECK @:** N/A

**EPV: 67**



### Very Large Spider

Location: Chapter 3 - Orakh

**Size:** S/18 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +1  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	-4*
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
d3p*	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+7 or suffer -2 to ATK, DEF & DMG for 2d12 hours; nat 1 on save = death; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**  
 □□□□ □□□□ □□□□  
 □□□

**TOP CHECK @:** N/A

EPV: 100

### Very Large Spider

Location: Chapter 3 - Orakh

**Size:** S/18 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +1  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	-4*
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
d3p*	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+7 or suffer -2 to ATK, DEF & DMG for 2d12 hours; nat 1 on save = death; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**  
 □□□□ □□□□ □□□□  
 □□□

**TOP CHECK @:** N/A

EPV: 100

### Very Large Spider

Location: Chapter 3 - Orakh

**Size:** S/18 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +1  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	-4*
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
d3p*	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+7 or suffer -2 to ATK, DEF & DMG for 2d12 hours; nat 1 on save = death; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**  
 □□□□ □□□□ □□□□  
 □□□

**TOP CHECK @:** N/A

EPV: 100

### Very Large Spider

Location: Chapter 3 - Orakh

**Size:** S/18 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: +1  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	-4*
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
d3p*	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+7 or suffer -2 to ATK, DEF & DMG for 2d12 hours; nat 1 on save = death; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 18**  
 □□□□ □□□□ □□□□  
 □□□

**TOP CHECK @:** N/A

EPV: 100

### Huge Spider

Location: Chapter 3 - Orakh

**Size:** S/35 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** semi  
**Fatigue Factor:** n/a  
**Saves:** Phys: +4 Mental: +4  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
9	-4*
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+4	
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d4p*	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**  
 Init die 1 better; Poisonous Bite: save vs. d20+10 or suffer -3 to ATK, DEF & DMG for 2d12 hours; successful save = -1 penalties; nat 1 on save = death; bite effects are cumulative

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 34**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□

**TOP CHECK @:** N/A

EPV: 200

### Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** +3

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
0	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	1
d4p+1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	7

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 9**  
 □□□□ □□□□

**TOP CHECK @:** 4 HP

EPV: 12

### Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** +3

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
0	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	1
d4p+1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	7

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 9**  
 □□□□ □□□□

**TOP CHECK @:** 4 HP

EPV: 12

### Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** +3

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
0	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	1
d4p+1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	7

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @:** 5 HP

EPV: 12

### Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** +3

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
0	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	1
d4p+1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	7

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @:** 5 HP

EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Giant Rat

Location: Chapter 3 - Orakh

**Size:** S/20 lbs  
**Move:** 1.25/2.5/5/7.5  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Poor  
**Int:** Animal, High  
**Fatigue Factor:** -3  
**Phys:** 0 **Mental:** 0  
**Dodge:** +3

SPEED	10	INIT	0
ATTACK	0	DMG REDUCTION	0
DEFENSE	-1	DAMAGE	7
d4p+1		TOP SAVE	
1 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 12**  
 □□□□ □□□□ □□

**TOP CHECK @: 5 HP**  
 EPV: 12

# Pertvled

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Slow  
**Fatigue Factor:** -5  
**Phys:** +5 **Mental:** +5  
**Dodge:** +5

SPEED	10	INIT	+3
ATTACK	+6	DMG REDUCTION	+3
DEFENSE	+4	DAMAGE	8
2d4p+8		TOP SAVE	
8 ft REACH			

**ATTACK NOTES:**

**DEFENSE NOTES:**  
 41 Honor

**CARRIED:**  
 staff, leather armor

**WEAPON:** staff

**HITPOINTS: 50**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□

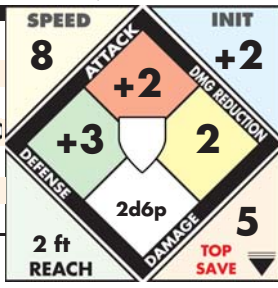
**TOP CHECK @: 20 HP**  
 EPV: 242



# Sabeleen

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/125 lbs  
**Move:** 5/10/15/20  
**Alignment:** CN  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Bright  
**Fatigue Factor:** -5  
**Saves:** Phys: +1 Mental: +1  
**Dodge:** +1



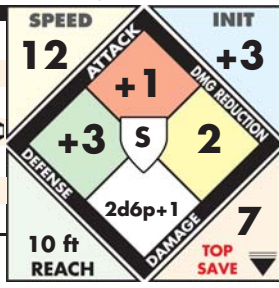
**ATTACK NOTES:**  
**WEAPON:** short sword  
**HITPOINTS: 24**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**  
24 Honor

**CARRIED:**  
short sword, leather armor  
**TOP CHECK @: 8 HP**  
EPV: 67

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



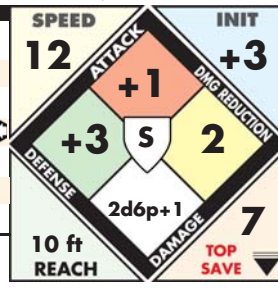
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



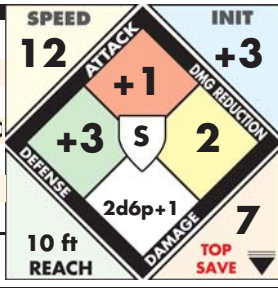
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



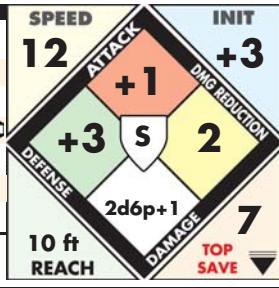
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



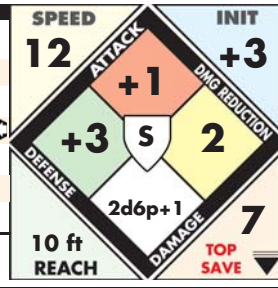
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



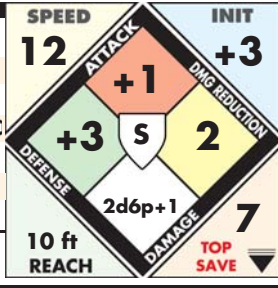
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



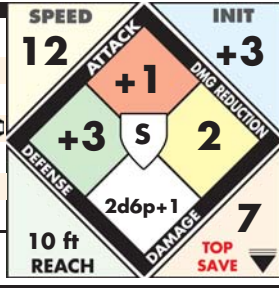
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



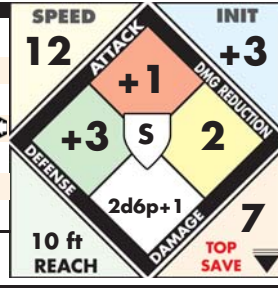
**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Native

Location: Chapter 3 - Sir Malvar's camp

**Size:** M/155 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0



**ATTACK NOTES:**  
**WEAPON:** spear  
**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□  
**DEFENSE NOTES:**

**CARRIED:**  
sm. bamboo shield, spear, club  
**TOP CHECK @: 9 HP**  
EPV: 30

# Hippopotamus

Location: Chapter 4 - Niznar Lake

**Size:** G/2 tons  
**Move:** 10/15/20/25  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Poor  
**Int:** Animal, Low  
**Fatigue Factor:** 0  
**SAVES:** Phys: +12 Mental: +12  
**Dodge:** +12

SPEED	INIT
10	2
ATTACK	DMG REDUCTION
+12	7
DEFENSE	DAMAGE
+4	2d12p
2 ft REACH	
TOP SAVE	

**ATTACK NOTES:**  
may trample for 6d6p damage

**WEAPON:**

**HITPOINTS: 61**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 5 HP**  
**EPV: 750**

# Goblin

Location: Nonesh Copper Mine B5

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B5

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B5

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B5

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**  
initiate combat with short bows (RoF 12, DMG 2d6p)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**SAVES:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK	DMG REDUCTION
+3	2
DEFENSE	DAMAGE
+6	2d6p-1
1 ft REACH	
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**



# Goblin Archer

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**INIT:** +3  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p) if possible; uses short sword if engaged in melee

**WEAPON:** short sword, short bow

**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, short bow, 2d12 cp

**TOP CHECK @: 8 HP**  
EPV: 22

# Goblin Archer

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**INIT:** +3  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p) if possible; uses short sword if engaged in melee

**WEAPON:** short sword, short bow

**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, short bow, 2d12 cp

**TOP CHECK @: 8 HP**  
EPV: 22

# Goblin Archer

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**INIT:** +3  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p) if possible; uses short sword if engaged in melee

**WEAPON:** short sword, short bow

**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, short bow, 2d12 cp

**TOP CHECK @: 8 HP**  
EPV: 22

# Goblin Archer

Location: Nonesh Copper Mine B6

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**INIT:** +3  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p) if possible; uses short sword if engaged in melee

**WEAPON:** short sword, short bow

**HITPOINTS: 18**  
□□□□ □□□□ □□□□  
□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, short bow

**TOP CHECK @: 8 HP**  
EPV: 22

# War Dog

Location: Nonesh Copper Mine B8

**Size:** M/150 lbs  
**Move:** 10/15/20/25  
**Alignment:** non  
**Tenacity:** Brave  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** 0  
**Saves:** Phys: +5 Mental: +2  
**Dodge:** +2

**SPEED:** 9  
**ATTACK:** +4  
**DMG REDUCTION:** -2  
**DEFENSE:** +4  
**DAMAGE:** 3d4p+2  
**INIT:** -2  
**REACH:** 1 ft  
**TOP SAVE:** 10

**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 34**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 14 HP**  
EPV: 100

# War Dog

Location: Nonesh Copper Mine B8

**Size:** M/150 lbs  
**Move:** 10/15/20/25  
**Alignment:** non  
**Tenacity:** Brave  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** 0  
**Saves:** Phys: +5 Mental: +2  
**Dodge:** +2

**SPEED:** 9  
**ATTACK:** +4  
**DMG REDUCTION:** -2  
**DEFENSE:** +4  
**DAMAGE:** 3d4p+2  
**INIT:** -2  
**REACH:** 1 ft  
**TOP SAVE:** 10

**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 34**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 14 HP**  
EPV: 100

# Wild Dog

Location: Nonesh Copper Mine B8

**Size:** M/60 lbs  
**Move:** 15/20/25/25  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -1  
**Saves:** Phys: +2 Mental: +2  
**Dodge:** +3

**SPEED:** 10  
**ATTACK:** +2  
**DMG REDUCTION:** -2  
**DEFENSE:** +4  
**DAMAGE:** 1d4p+1  
**INIT:** -2  
**REACH:** 1 ft  
**TOP SAVE:** 10

**ATTACK NOTES:**  
flee upon sustaining any damage

**WEAPON:**

**HITPOINTS: 17**  
□□□□ □□□□ □□□□  
□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 7 HP**  
EPV: 22

# Wild Dog

Location: Nonesh Copper Mine B8

**Size:** M/60 lbs  
**Move:** 15/20/25/25  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -1  
**Saves:** Phys: +2 Mental: +2  
**Dodge:** +3

**SPEED:** 10  
**ATTACK:** +2  
**DMG REDUCTION:** -2  
**DEFENSE:** +4  
**DAMAGE:** 1d4p+1  
**INIT:** -2  
**REACH:** 1 ft  
**TOP SAVE:** 10

**ATTACK NOTES:**  
flee upon sustaining any damage

**WEAPON:**

**HITPOINTS: 17**  
□□□□ □□□□ □□□□  
□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 7 HP**  
EPV: 22

# Wild Dog

Location: Nonesh Copper Mine B8

**Size:** M/60 lbs  
**Move:** 15/20/25/25  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -1  
**Saves:** Phys: +2 Mental: +2  
**Dodge:** +3

**SPEED:** 10  
**ATTACK:** +2  
**DMG REDUCTION:** -2  
**DEFENSE:** +4  
**DAMAGE:** 1d4p+1  
**INIT:** -2  
**REACH:** 1 ft  
**TOP SAVE:** 10

**ATTACK NOTES:**  
flee upon sustaining any damage

**WEAPON:**

**HITPOINTS: 17**  
□□□□ □□□□ □□□□  
□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: 7 HP**  
EPV: 22

# Wild Dog

Location: Nonesh Copper Mine B8

**Size:** M/60 lbs  
**Move:** 15/20/25/25  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -1  
**Saves:** Phys: +2 Mental: +2  
**Dodge:** +3

**SPEED:** 10  
**INIT:** -2  
**ATTACK:** +2  
**DMG REDUCTION:** 2  
**DEFENSE:** +4  
**DAMAGE:** 1d4p+1  
**TOP SAVE:** 10  
**REACH:** 1 ft

**ATTACK NOTES:**  
flee upon sustaining any damage

**WEAPON:**  
**HITPOINTS:** 17  
□□□□ □□□□ □□□□  
□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** 7 HP  
**EPV:** 22

# Wild Dog

Location: Nonesh Copper Mine B8

**Size:** M/60 lbs  
**Move:** 15/20/25/25  
**Alignment:** non  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -1  
**Saves:** Phys: +2 Mental: +2  
**Dodge:** +3

**SPEED:** 10  
**INIT:** -2  
**ATTACK:** +2  
**DMG REDUCTION:** 2  
**DEFENSE:** +4  
**DAMAGE:** 1d4p+1  
**TOP SAVE:** 10  
**REACH:** 1 ft

**ATTACK NOTES:**  
flee upon sustaining any damage

**WEAPON:**  
**HITPOINTS:** 17  
□□□□ □□□□ □□□□  
□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** 7 HP  
**EPV:** 22

# Goblin

Location: Nonesh Copper Mine B18

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +6  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**

**WEAPON:** short sword  
**HITPOINTS:** 20  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin

Location: Nonesh Copper Mine B18

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +6  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**

**WEAPON:** short sword  
**HITPOINTS:** 20  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin

Location: Nonesh Copper Mine B18

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +6  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**

**WEAPON:** short sword  
**HITPOINTS:** 20  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin

Location: Nonesh Copper Mine B18

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +6  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**

**WEAPON:** short sword  
**HITPOINTS:** 20  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin

Location: Nonesh Copper Mine B18

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +6  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**

**WEAPON:** short sword  
**HITPOINTS:** 20  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**  
has Potion of Speed

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin w/ Xbow

Location: Nonesh Copper Mine B22

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**WEAPON:** short sword, lt. crossbow  
**HITPOINTS:** 21  
□□□□ □□□□ □□□□  
□□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
short sword, light crossbow

**TOP CHECK @:** 8 HP  
**EPV:** 22

# Goblin w/ Xbow

Location: Nonesh Copper Mine B22

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** 2  
**DEFENSE:** +2  
**DAMAGE:** 2d6p-1  
**TOP SAVE:** 6  
**REACH:** 1 ft

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**WEAPON:** short sword, lt. crossbow  
**HITPOINTS:** 21  
□□□□ □□□□ □□□□  
□□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
short sword, light crossbow

**TOP CHECK @:** 8 HP  
**EPV:** 22



### Goblin w/ Xbow

Location: Nonesh Copper Mine B22

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +2 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**WEAPON:** short sword, lt. crossbow

**HITPOINTS: 21**  
□□□□ □□□□ □□□□  
□□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
short sword, light crossbow

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin w/ Xbow

Location: Nonesh Copper Mine B22

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +2 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**WEAPON:** short sword, lt. crossbow

**HITPOINTS: 21**  
□□□□ □□□□ □□□□  
□□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
short sword, light crossbow

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin w/ Xbow

Location: Nonesh Copper Mine B22

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +2 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**WEAPON:** short sword, lt. crossbow

**HITPOINTS: 21**  
□□□□ □□□□ □□□□  
□□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
short sword, light crossbow

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 8 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** 2d6p-1  
**REACH** 1 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

### Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED** 10 **INIT** +3  
**ATTACK** +3 **DMG REDUCTION**  
**DEFENSE** +6 **DAMAGE** d4p+d6-1  
**REACH** 1.5 ft **TOP SAVE** 6

**ATTACK NOTES:**

**WEAPON:** club

**HITPOINTS: 19**  
□□□□ □□□□ □□□□  
□□□□

**DEFENSE NOTES:**

**CARRIED:**  
club, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
10	+3
ATTACK +3	DMG REDUCTION
DEFENSE +6	2
d4p+d6 -1	
1.5 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** club

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 club, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin Sgt.

Location: Nonesh Copper Mine B23

**Size:** S/90 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Steady  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -1  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
12	+3
ATTACK +4	DMG REDUCTION
DEFENSE +3	3
4d4p	
2 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** battle axe

**HITPOINTS: 23**  
 □□□□ □□□□ □□□□  
 □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
 battle axe, 4d12 cp

**TOP CHECK @: 10 HP**

**EPV: 32**

# Goblin Combatant #1

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +6	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 8 (19)**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin Combatant #2

Location: Nonesh Copper Mine B23

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
10	+3
ATTACK +3	DMG REDUCTION
DEFENSE +6	2
d4p+d6 -1	
1.5 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**

**WEAPON:** club

**HITPOINTS: 11 (19)**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 club, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B25

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +2	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**  
 may throw empty flagon as missile weapon  
 (knife range: 1 hp on hit)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B25

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +2	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**  
 may throw empty flagon as missile weapon  
 (knife range: 1 hp on hit)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B25

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +2	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**  
 may throw empty flagon as missile weapon  
 (knife range: 1 hp on hit)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B25

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +2	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**  
 may throw empty flagon as missile weapon  
 (knife range: 1 hp on hit)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, 2d12 cp

**TOP CHECK @: 8 HP**

**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B25

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

SPEED	INIT
8	+3
ATTACK +3	DMG REDUCTION
DEFENSE +2	2
2d6p-1	
1 ft REACH	DAMAGE 6
TOP SAVE	

**ATTACK NOTES:**  
 may throw empty flagon as missile weapon  
 (knife range: 1 hp on hit)

**WEAPON:** short sword

**HITPOINTS: 20**  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, 2d12 cp

**TOP CHECK @: 8 HP**

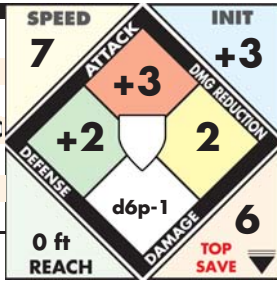
**EPV: 22**



# Goblin Cook

Location: Nonesh Copper Mine B26

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4



**ATTACK NOTES:**

**WEAPON:** knife

**HITPOINTS: 22**

□□□□ □□□□ □□□□  
 □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
 knife, 3d12 cp, d6 sp

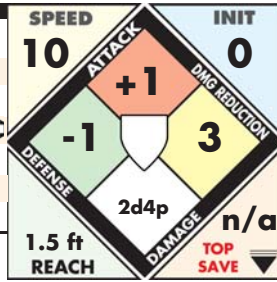
**TOP CHECK @: 9 HP**

**EPV: 22**

# Gt. Beetle

Location: Nonesh Copper Mine B29

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 16**

□□□□ □□□□ □□□□  
 □

**DEFENSE NOTES:**

**CARRIED:**

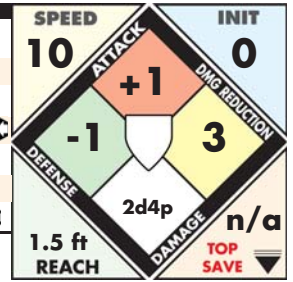
**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B29

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 16**

□□□□ □□□□ □□□□  
 □

**DEFENSE NOTES:**

**CARRIED:**

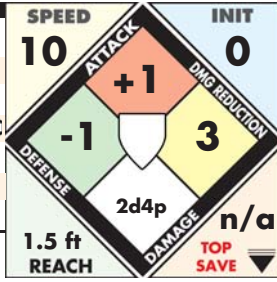
**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B29

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 16**

□□□□ □□□□ □□□□  
 □

**DEFENSE NOTES:**

**CARRIED:**

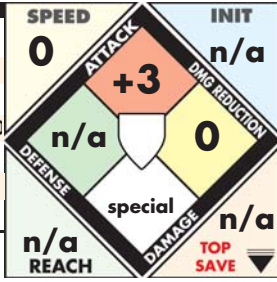
**TOP CHECK @: N/A**

**EPV: 11**

# Flesh Eating Slime

Location: Nonesh Copper Mine B32

**Size:** M/100 lbs  
**Move:** 0  
**Alignment:** non  
**Tenacity:** n/a  
**Vision:** n/a  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +3 Mental: n/a  
**Dodge:** n/a



**ATTACK NOTES:**  
 read monster description

**WEAPON:**

**HITPOINTS: 50**

□□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**  
 corrosive to touch

**CARRIED:**

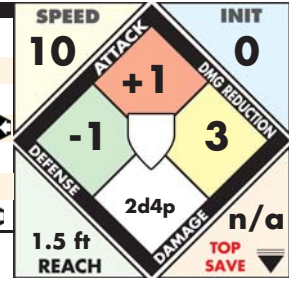
**TOP CHECK @: N/A**

**EPV: 200**

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 15**

□□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**

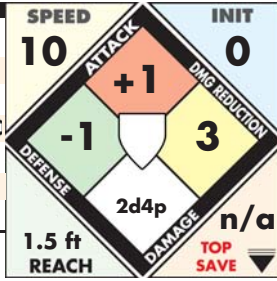
**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 15**

□□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**

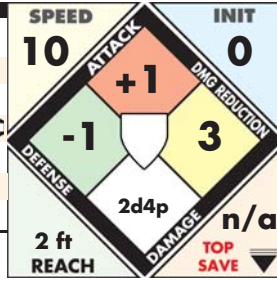
**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 15**

□□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**

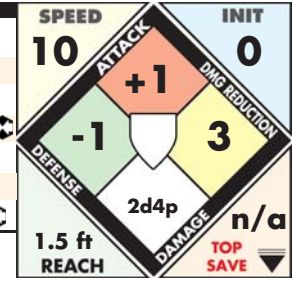
**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1



**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 15**

□□□□ □□□□ □□□□  
 □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: N/A**

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>INIT</b> 0
<b>DEFENSE</b> -1	<b>DAMAGE</b> 2d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 15**  
 □□□□ □□□□ □□□□

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>INIT</b> 0
<b>DEFENSE</b> -1	<b>DAMAGE</b> 2d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 15**  
 □□□□ □□□□ □□□□

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B36

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>INIT</b> 0
<b>DEFENSE</b> -1	<b>DAMAGE</b> 2d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 15**  
 □□□□ □□□□ □□□□

**TOP CHECK @:** N/A

EPV: 11

# Gt. Fire Beetle

Location: Nonesh Copper Mine B37

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>INIT</b> 2
<b>DEFENSE</b> -2	<b>DAMAGE</b> 4d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @:** N/A

EPV: 25

# Gt. Fire Beetle

Location: Nonesh Copper Mine B37

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>INIT</b> 2
<b>DEFENSE</b> -2	<b>DAMAGE</b> 4d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @:** N/A

EPV: 25

# Gt. Fire Beetle

Location: Nonesh Copper Mine B37

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>INIT</b> 2
<b>DEFENSE</b> -2	<b>DAMAGE</b> 4d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @:** N/A

EPV: 25

# Gt. Fire Beetle

Location: Nonesh Copper Mine B37

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>INIT</b> 2
<b>DEFENSE</b> -2	<b>DAMAGE</b> 4d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @:** N/A

EPV: 25

# Gt. Beetle

Location: Nonesh Copper Mine B38

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>INIT</b> 0
<b>DEFENSE</b> -1	<b>DAMAGE</b> 2d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 14**  
 □□□□ □□□□ □□□□

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B38

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>INIT</b> 0
<b>DEFENSE</b> -1	<b>DAMAGE</b> 2d4p	<b>DMG REDUCTION</b> 3
<b>REACH</b> 1.5 ft		
<b>TOP SAVE</b>		

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 14**  
 □□□□ □□□□ □□□□

**TOP CHECK @:** N/A

EPV: 11



# Gt. Beetle

Location: Nonesh Copper Mine B38

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 14**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B38

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 14**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Fire Beetle

Location: Nonesh Copper Mine B39

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
12	2
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-2	3
4d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 20**  
□□□□ □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 25

# Gt. Fire Beetle

Location: Nonesh Copper Mine B39

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
12	2
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-2	3
4d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 20**  
□□□□ □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 25

# Gt. Fire Beetle

Location: Nonesh Copper Mine B39

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +2 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
12	2
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-2	3
4d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 20**  
□□□□ □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 25

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 15**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 15**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 15**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

<b>SPEED</b>	<b>INIT</b>
10	0
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+1	
<b>DEFENSE</b>	<b>DAMAGE</b>
-1	3
2d4p	
<b>REACH</b>	<b>TOP SAVE</b>
1.5 ft	n/a

**ATTACK NOTES:**

**WEAPON:**  
**HITPOINTS: 15**  
□□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @:** N/A

EPV: 11

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

**SPEED:** 10  
**INIT:** 0  
**ATTACK:** +1  
**DMG REDUCTION:** 0  
**DEFENSE:** -1  
**DAMAGE:** 3  
**WEAPON:** 2d4p  
**REACH:** 1.5 ft  
**TOP SAVE:** n/a

**ATTACK NOTES:**

**WEAPON:**

**DEFENSE NOTES:**

**HITPOINTS: 15**

**CARRIED:**

**TOP CHECK @:** N/A

**EPV: 11**

# Gt. Beetle

Location: Nonesh Copper Mine B40

**Size:** S/10 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Cowardly  
**Vision:** Standard  
**Intelligence:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: 0  
**Dodge:** +1

**SPEED:** 10  
**INIT:** 0  
**ATTACK:** +1  
**DMG REDUCTION:** 0  
**DEFENSE:** -1  
**DAMAGE:** 3  
**WEAPON:** 2d4p  
**REACH:** 1.5 ft  
**TOP SAVE:** n/a

**ATTACK NOTES:**

**WEAPON:**

**DEFENSE NOTES:**

**HITPOINTS: 15**

**CARRIED:**

**TOP CHECK @:** N/A

**EPV: 11**

# Goblin Sgt.

Location: Nonesh Copper Mine B41

**Size:** S/90 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Steady  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -1  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +4  
**DMG REDUCTION:** +3  
**DEFENSE:** +7  
**DAMAGE:** 3  
**WEAPON:** 2d6p  
**REACH:** 2 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**DEFENSE NOTES:**

**HITPOINTS: 23**

**CARRIED:**

**TOP CHECK @:** 10 HP

**EPV: 22**

# Goblin Sgt.

Location: Nonesh Copper Mine B41

**Size:** S/90 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Steady  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -1  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +4  
**DMG REDUCTION:** +3  
**DEFENSE:** +7  
**DAMAGE:** 3  
**WEAPON:** 2d6p  
**REACH:** 2 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**DEFENSE NOTES:**

**HITPOINTS: 23**

**CARRIED:**

**TOP CHECK @:** 10 HP

**EPV: 32**

# Goblin Sgt.

Location: Nonesh Copper Mine B41

**Size:** S/90 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Steady  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -1  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +4  
**DMG REDUCTION:** +3  
**DEFENSE:** +7  
**DAMAGE:** 3  
**WEAPON:** 2d6p  
**REACH:** 2 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**DEFENSE NOTES:**

**HITPOINTS: 23**

**CARRIED:**

**TOP CHECK @:** 10 HP

**EPV: 32**

# Goblin Sgt.

Location: Nonesh Copper Mine B41

**Size:** S/90 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Steady  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -1  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +4  
**DMG REDUCTION:** +3  
**DEFENSE:** +7  
**DAMAGE:** 3  
**WEAPON:** 2d6p  
**REACH:** 2 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**

**WEAPON:** short sword

**DEFENSE NOTES:**

**HITPOINTS: 23**

**CARRIED:**

**TOP CHECK @:** 10 HP

**EPV: 32**

# Goblin Archer

Location: Nonesh Copper Mine B41

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2  
**WEAPON:** 2d6p-1  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p)  
if possible; uses short sword if engaged  
in melee

**WEAPON:** short sword,  
short bow

**DEFENSE NOTES:**

**HITPOINTS: 18**

**CARRIED:**

**TOP CHECK @:** 8 HP

**EPV: 22**

# Goblin Archer

Location: Nonesh Copper Mine B41

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2  
**WEAPON:** 2d6p-1  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p)  
if possible; uses short sword if engaged  
in melee

**WEAPON:** short sword,  
short bow

**DEFENSE NOTES:**

**HITPOINTS: 18**

**CARRIED:**

**TOP CHECK @:** 8 HP

**EPV: 22**

# Goblin Archer

Location: Nonesh Copper Mine B41

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**INIT:** +3  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +2  
**DAMAGE:** 2  
**WEAPON:** 2d6p-1  
**REACH:** 1 ft  
**TOP SAVE:** 6

**ATTACK NOTES:**  
utilize short bows (RoF 12, DMG 2d6p)  
if possible; uses short sword if engaged  
in melee

**WEAPON:** short sword,  
short bow

**DEFENSE NOTES:**

**HITPOINTS: 18**

**CARRIED:**

**TOP CHECK @:** 8 HP

**EPV: 22**



# Hazzrak

Location: Nonesh Copper Mine B41

**Size:** M/180 lbs  
**Move:** 5/10/15/20  
**Alignment:** LE  
**Tenacity:** Brave  
**Vision:** Low Light  
**Intelligence:** Average  
**Fatigue Factor:** -1  
**Saves:** Phys: +5 Mental: +5  
**Dodge:** +5

**SPEED:** 10  
**ATTACK:** +6  
**DMG REDUCTION:** +2  
**DEFENSE:** +4  
**M:** M  
**DAMAGE:** 4  
**2d8p+2**  
**6**  
**2 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** longsword +1

**HITPOINTS: 29**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 ringmail, med. shield, longsword +1, keys

**TOP CHECK @: 12 HP**  
**EPV: 67**

# Goblin

Location: Nonesh Copper Mine B46

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B46

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B46

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B46

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield, 2d12 cp

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Screecher

Location: Nonesh Copper Mine B48

**Size:** S/50 lbs  
**Move:** 0  
**Alignment:** non  
**Tenacity:** n/a  
**Vision:** n/a  
**Intelligence:** n/a  
**Fatigue Factor:** n/a  
**Saves:** Phys: +4 Mental: n/a  
**Dodge:** -6

**SPEED:** n/a  
**ATTACK:** n/a  
**DMG REDUCTION:** n/a  
**DEFENSE:** -6  
**S:** S  
**DAMAGE:** 4  
**0**  
**0 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:**

**HITPOINTS: 25**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**

**TOP CHECK @: N/A**  
**EPV: 5**

# Ogre

Location: Nonesh Copper Mine B54

**Size:** H/553 lbs  
**Move:** 10/15/20/25  
**Alignment:** CE  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Obtuse  
**Fatigue Factor:** -2  
**Saves:** Phys: +8 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +4  
**DEFENSE:** -1  
**DAMAGE:** 4  
**2d10p+6**  
**6**  
**5 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** large club

**HITPOINTS: 52**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
 large club

**TOP CHECK @: 21 HP**  
**EPV: 242**

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

**SPEED:** 8  
**ATTACK:** +3  
**DMG REDUCTION:** +3  
**DEFENSE:** +6  
**S:** S  
**DAMAGE:** 2  
**2d6p-1**  
**6**  
**1 ft REACH**  
**TOP SAVE**

**ATTACK NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**DEFENSE NOTES:**

**CARRIED:**  
 short sword, sm. shield

**TOP CHECK @: 8 HP**  
**EPV: 22**

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
8	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+6	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	6

**ATTACK NOTES:**

**DEFENSE NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
short sword, sm. shield

EPV: 22

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
8	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+6	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	6

**ATTACK NOTES:**

**DEFENSE NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
short sword, sm. shield

EPV: 22

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
8	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+6	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	6

**ATTACK NOTES:**

**DEFENSE NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
short sword, sm. shield

EPV: 22

# Goblin

Location: Nonesh Copper Mine B56

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
8	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+6	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
1 ft	6

**ATTACK NOTES:**

**DEFENSE NOTES:**

**WEAPON:** short sword

**HITPOINTS: 21**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
short sword, sm. shield

EPV: 22

# Goblin

Location: Nonesh Copper Mine B57

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
12	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
9 ft	6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**DEFENSE NOTES:**

**WEAPON:** spear, lt. crossbow

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
spear, light crossbow

EPV: 22

# Goblin

Location: Nonesh Copper Mine B57

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
12	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
9 ft	6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**DEFENSE NOTES:**

**WEAPON:** spear, lt. crossbow

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
spear, light crossbow

EPV: 22

# Goblin

Location: Nonesh Copper Mine B57

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
12	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
9 ft	6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**DEFENSE NOTES:**

**WEAPON:** spear, lt. crossbow

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
spear, light crossbow

EPV: 22

# Goblin

Location: Nonesh Copper Mine B57

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
12	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
9 ft	6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**DEFENSE NOTES:**

**WEAPON:** spear, lt. crossbow

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
spear, light crossbow

EPV: 22

# Goblin

Location: Nonesh Copper Mine B57

**Size:** S/85 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** LE  
**Tenacity:** Nervous  
**Vision:** Ext. Low Light  
**Intelligence:** Slow  
**Fatigue Factor:** -2  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +4

<b>SPEED</b>	<b>INIT</b>
12	+3
<b>ATTACK</b>	<b>DMG REDUCTION</b>
+3	+3
<b>DEFENSE</b>	<b>DAMAGE</b>
+2	2
2d6p-1	
<b>REACH</b>	<b>TOP SAVE</b>
9 ft	6

**ATTACK NOTES:**  
utilize crossbows for fire support when acting as reinforcements; use short swords if engaged in melee

**DEFENSE NOTES:**

**WEAPON:** spear, lt. crossbow

**HITPOINTS: 19**  
 □□□□ □□□□ □□□□  
 □□□□ □

**TOP CHECK @: 8 HP**

**CARRIED:**  
spear, light crossbow

EPV: 22





**Sir Malvar**  
‘The Hood’ Torist

Location: Chapter 4 - Anavim

**Size:** M/165 lbs  
**Move:** 5/10/15/20  
**Alignment:** CN  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Bright  
**Fatigue Factor:** -2  
**Saves:** Phys: +5 Mental: +5  
**Dodge:** +5

<b>SPEED</b> 8	<b>ATTACK</b> +6	<b>DMG REDUCTION</b> +3
<b>DEFENSE</b> +8	<b>INIT</b> 5	<b>DAMAGE</b> 4
2d8p +3		
<b>REACH</b> 3.5 ft	<b>TOP SAVE</b> 7	

**WEAPON:** longsword

**HITPOINTS: 40**  
□□□□ □□□□ □□□□  
□□□□ □□□□

**DEFENSE NOTES:**  
56 Honor

**CARRIED:**  
studded +1, sm. shield +1, longsword, longbow, dagger 95 cp, 50 sp

**TOP CHECK @: 16 HP**  
**EPV: 242**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +1	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d6p+1		
<b>REACH</b> 10 ft	<b>TOP SAVE</b> 7	

**WEAPON:** spear

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +1	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d6p+1		
<b>REACH</b> 10 ft	<b>TOP SAVE</b> 7	

**WEAPON:** spear

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +1	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d6p+1		
<b>REACH</b> 10 ft	<b>TOP SAVE</b> 7	

**WEAPON:** spear

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -3  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 12	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +1	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d6p+1		
<b>REACH</b> 10 ft	<b>TOP SAVE</b> 7	

**WEAPON:** spear

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 11	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +5	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d8p+1		
<b>REACH</b> 3 ft	<b>TOP SAVE</b> 7	

**WEAPON:** morning star

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
morning star, small bamboo shield

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Native**

Location: Chapter 4 - Avavim  
(Escape? scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 11	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +5	<b>INIT</b> 0	<b>DAMAGE</b> 0
2d8p+1		
<b>REACH</b> 3 ft	<b>TOP SAVE</b> 7	

**WEAPON:** morning star

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
morning star, small bamboo shield

**TOP CHECK @: 9 HP**  
**EPV: 30**

**Bajyr**

Location: Chapter 4 - Avavim  
(A guide to trouble scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** CN  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -1  
**Saves:** Phys: +4 Mental: +4  
**Dodge:** +4

<b>SPEED</b> 9	<b>ATTACK</b> +6	<b>DMG REDUCTION</b> +3
<b>DEFENSE</b> +1	<b>INIT</b> 3	<b>DAMAGE</b> 3
2d8p +4		
<b>REACH</b> 3.5 ft	<b>TOP SAVE</b> 7	

**WEAPON:** longsword

**HITPOINTS: 36**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**  
32 Honor

**CARRIED:**  
studded, longsword, knife, Potion of Water Breathing, jasper 9sp (65 if cut)

**TOP CHECK @: 14 HP**  
**EPV: 200**

**Native**

Location: Chapter 4 - Avavim  
(A guide to trouble scenario)

**Size:** M/160 lbs  
**Move:** 5/10/15/20  
**Alignment:** N  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -2  
**Saves:** Phys: 0 Mental: 0  
**Dodge:** 0

<b>SPEED</b> 10	<b>ATTACK</b> +1	<b>DMG REDUCTION</b> +2
<b>DEFENSE</b> +5	<b>INIT</b> 0	<b>DAMAGE</b> 0
d4p+d6p +1		
<b>REACH</b> 2.5 ft	<b>TOP SAVE</b> 7	

**WEAPON:** club, 3 javelins

**HITPOINTS: 28**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
club, 3 javelins, small bamboo shield

**TOP CHECK @: 9 HP**  
**EPV: 30**

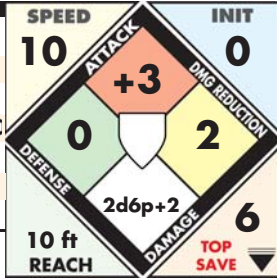




# Lizard Man

Location: Chapter 4 - Lizard Men Camp (Scouting Party)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

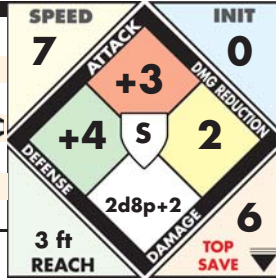
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (Scouting Party)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield, 3 javelins

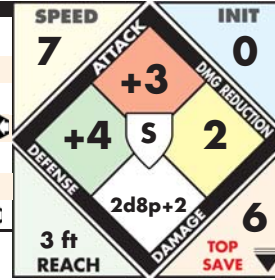
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (Scouting Party)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield, 3 javelins

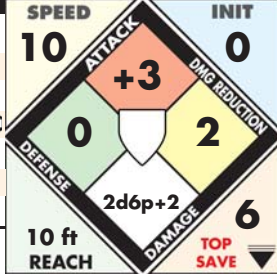
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

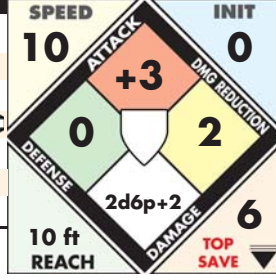
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

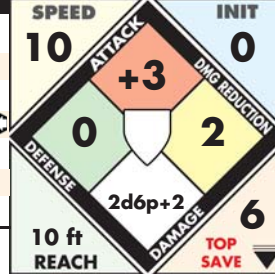
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

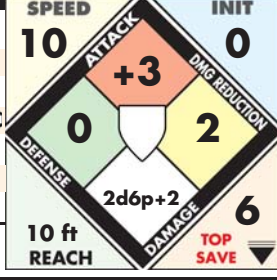
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

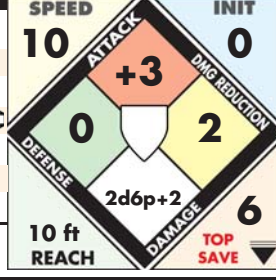
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
spear, 3 javelins

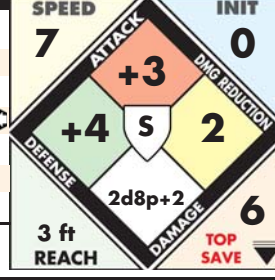
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield, 3 javelins

**TOP CHECK @: 12 HP**

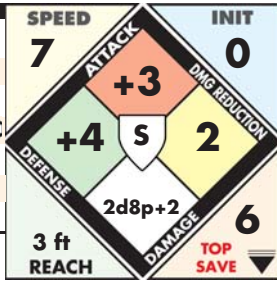
**EPV: 45**



# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield. 3 javelins

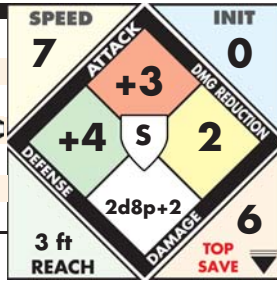
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield. 3 javelins

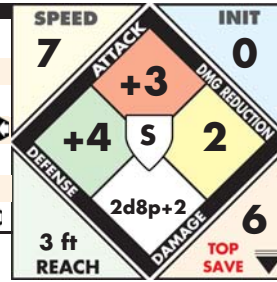
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield. 3 javelins

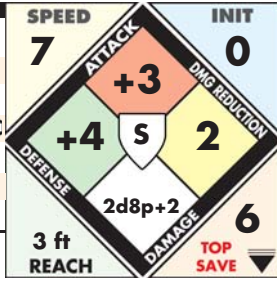
**TOP CHECK @: 12 HP**

**EPV: 45**

# Lizard Man

Location: Chapter 4 - Lizard Men Camp (The Camp)

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Saves:** Phys: +3 Mental: +2  
**Dodge:** +3



**ATTACK NOTES:**  
will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**DEFENSE NOTES:**

**CARRIED:**  
scimitar, sm. shield. 3 javelins

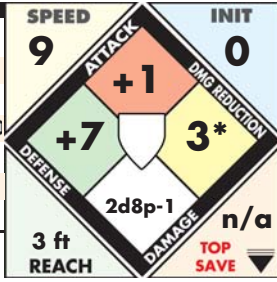
**TOP CHECK @: 12 HP**

**EPV: 45**

# Skeleton

Location: Chapter 6 - Stirrott (wave one)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**WEAPON:** Scimitar

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**CARRIED:**  
rusty scimitar, med. shield

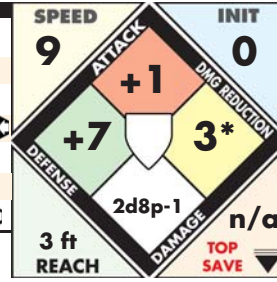
**TOP CHECK @: N/A**

**EPV: 67**

# Skeleton

Location: Chapter 6 - Stirrott (wave one)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**WEAPON:** Scimitar

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**CARRIED:**  
rusty scimitar, med. shield

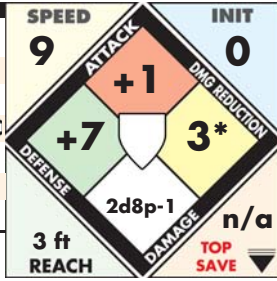
**TOP CHECK @: N/A**

**EPV: 67**

# Skeleton

Location: Chapter 6 - Stirrott (wave one)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**WEAPON:** Scimitar

**HITPOINTS: 30**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□

**CARRIED:**  
rusty scimitar, med. shield

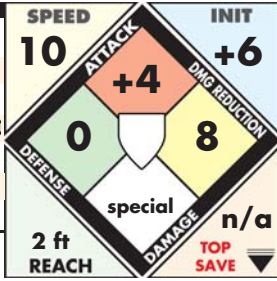
**TOP CHECK @: N/A**

**EPV: 67**

# Zombie

Location: Chapter 6 - Stirrott (wave two)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: n/a  
**Dodge:** +1



**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**WEAPON:**

**HITPOINTS: 34**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□□□  
□□□□

**CARRIED:**

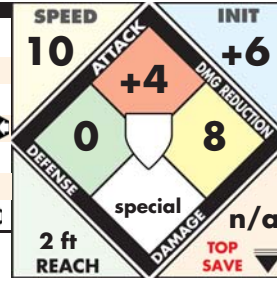
**TOP CHECK @: N/A**

**EPV: 100**

# Zombie

Location: Chapter 6 - Stirrott (wave two)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Saves:** Phys: +1 Mental: n/a  
**Dodge:** +1



**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**WEAPON:**

**HITPOINTS: 34**  
□□□□ □□□□ □□□□  
□□□□ □□□□ □□□□  
□□□□

**CARRIED:**

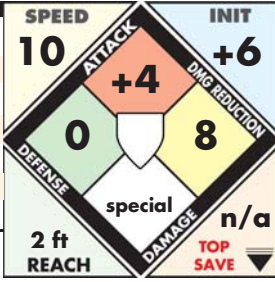
**TOP CHECK @: N/A**

**EPV: 100**

# Zombie

Location: Chapter 6 - Stirrott  
(wave three)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**DEFENSE NOTES:**  
Will Factor 3

**CARRIED:**

**WEAPON:**

**HITPOINTS: 34**



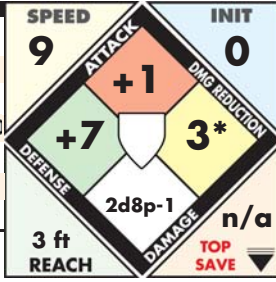
**TOP CHECK @:** N/A

**EPV: 100**

# Skeleton

Location: Chapter 6 - Stirrott  
(wave four)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**CARRIED:**  
rusty scimitar, med. shield

**WEAPON:** Scimitar

**HITPOINTS: 30**



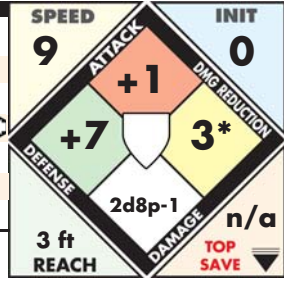
**TOP CHECK @:** N/A

**EPV: 67**

# Skeleton

Location: Chapter 6 - Stirrott  
(wave four)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**CARRIED:**  
rusty scimitar, med. shield

**WEAPON:** Scimitar

**HITPOINTS: 30**



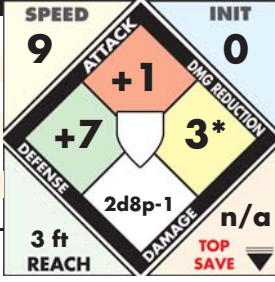
**TOP CHECK @:** N/A

**EPV: 67**

# Skeleton

Location: Chapter 6 - Stirrott  
(final wave)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**CARRIED:**  
rusty scimitar, med. shield

**WEAPON:** Scimitar

**HITPOINTS: 30**



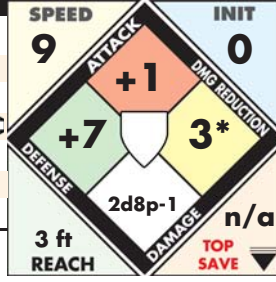
**TOP CHECK @:** N/A

**EPV: 67**

# Skeleton

Location: Chapter 6 - Stirrott  
(final wave)

**Size:** M/25 lbs  
**Move:** 5/10/15/20  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**

**DEFENSE NOTES:**  
\*+10 DR vs. piercing, +6 DR vs. hacking; Will Factor 1

**CARRIED:**  
rusty scimitar, med. shield

**WEAPON:** Scimitar

**HITPOINTS: 30**



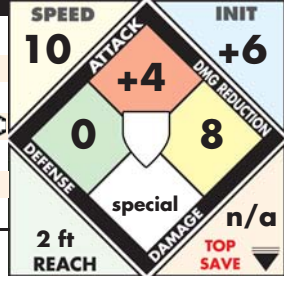
**TOP CHECK @:** N/A

**EPV: 67**

# Zombie

Location: Chapter 6 - Stirrott  
(final wave)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



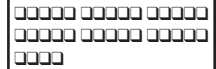
**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**DEFENSE NOTES:**  
Will Factor 3

**CARRIED:**

**WEAPON:**

**HITPOINTS: 34**



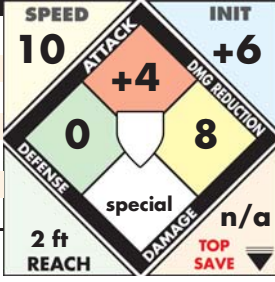
**TOP CHECK @:** N/A

**EPV: 100**

# Zombie

Location: Chapter 6 - Stirrott  
(final wave)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**DEFENSE NOTES:**  
Will Factor 3

**CARRIED:**

**WEAPON:**

**HITPOINTS: 34**



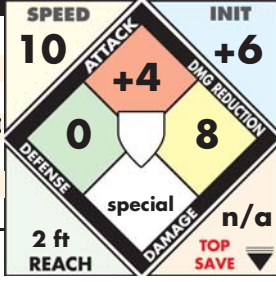
**TOP CHECK @:** N/A

**EPV: 100**

# Zombie

Location: Chapter 6 - Stirrott  
(final wave)

**Size:** M/150 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** non  
**Tenacity:** Fearless  
**Vision:** Standard  
**Int:** non  
**Fatigue Factor:** n/a  
**Phys:** +1 **Mental:** n/a  
**Dodge:** +1



**ATTACK NOTES:**  
auto bite attack (d4p) every 10s after 2 successful grab attacks; break free w/ FoS vs. d20+12

**DEFENSE NOTES:**  
Will Factor 3

**CARRIED:**

**WEAPON:**

**HITPOINTS: 34**



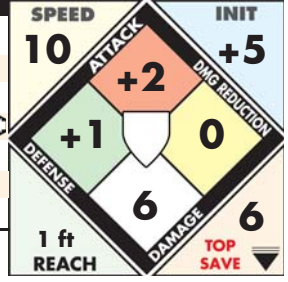
**TOP CHECK @:** N/A

**EPV: 100**

# Balan Pateris

Location: Chapter 6 - Miznoh Spire

**Size:** M/264 lbs  
**Move:** 5/10/15/20  
**Alignment:** CN  
**Tenacity:** Steady  
**Vision:** Standard  
**Intelligence:** Smart  
**Fatigue Factor:** 0  
**Phys:** +5 **Mental:** +5  
**Dodge:** +5



**ATTACK NOTES:**  
uses Shock power from Wand of Lightning as melee weapon; prefers to cast spells where situation minimizes vulnerability of spell fatigue

**DEFENSE NOTES:**  
62 Honor, Spell Use (read description)

**CARRIED:**  
wand of lightning, wand of fire & flame, potion of invisibility, dagger

**WEAPON:** wand of lightning

**HITPOINTS: 41**



**TOP CHECK @:** 15 HP

**EPV: 242**



## Kavalt (as foe) Location: Chapter 6 - Miznoh Spire

**Size:** S/57 lbs  
**Move:** 2.5/5/7.5/10  
**Alignment:** CN  
**Tenacity:** Nervous  
**Vision:** Standard  
**Intelligence:** Average  
**Fatigue Factor:** -1  
**Phys:** +1 **Mental:** +1  
**Dodge:** +1

**SPEED** 7 **INIT** -1\*

**ATTACK** +2 **DMG REDUCTION** 0

**DEFENSE** +6 **DAMAGE** (d4p-2) x2-1 **5**

0 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 unarmed unless weapon acquired during adventure; one less init die size

**DEFENSE NOTES:**  
 11 Honor, 16 Luck Points

**CARRIED:**

**WEAPON:**

**HITPOINTS: 17**  
 □□□□ □□□□ □□□□  
 □□

**TOP CHECK @: 6 HP**

**EPV: 67**

## Dire Wolf Location: Chapter 6 - Miznoh Spire

**Size:** M/200 lbs  
**Move:** 15/20/25/30  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -2  
**Phys:** +7 **Mental:** +2  
**Dodge:** +5

**SPEED** 8 **INIT** -2

**ATTACK** +5 **DMG REDUCTION** 3

**DEFENSE** +5 **DAMAGE** 4d4p **10**

2 ft REACH **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 42**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 17 HP**

**EPV: 122**

## Dire Wolf Location: Chapter 6 - Miznoh Spire

**Size:** M/200 lbs  
**Move:** 15/20/25/30  
**Alignment:** non  
**Tenacity:** Steady  
**Vision:** Low Light  
**Int:** Animal, High  
**Fatigue Factor:** -2  
**Phys:** +7 **Mental:** +2  
**Dodge:** +5

**SPEED** 8 **INIT** -2

**ATTACK** +5 **DMG REDUCTION** 3

**DEFENSE** +5 **DAMAGE** 4d4p **10**

2 ft REACH **TOP SAVE**

**ATTACK NOTES:**

**DEFENSE NOTES:**

**CARRIED:**

**WEAPON:**

**HITPOINTS: 42**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 17 HP**

**EPV: 122**

## Balan's Lizard Man Thralls (type 1) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 10 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** 0 **DAMAGE** 2d6p+2 **6**

10 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

## Balan's Lizard Man Thralls (type 1) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 10 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** 0 **DAMAGE** 2d6p+2 **6**

10 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

## Balan's Lizard Man Thralls (type 1) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 10 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** 0 **DAMAGE** 2d6p+2 **6**

10 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

## Balan's Lizard Man Thralls (type 2) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 7 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** +4 **DAMAGE** 2d8p+2 **6**

3 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 scimitar, sm. shield, 3 javelins

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

## Balan's Lizard Man Thralls (type 2) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 7 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** +4 **DAMAGE** 2d8p+2 **6**

3 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 scimitar, sm. shield, 3 javelins

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

## Balan's Lizard Man Thralls (type 2) Location: Chapter 6 - Miznoh Spire

**Size:** M/ 150 lbs  
**Move:** 5/10/15/20  
**Alignment:** N(CE)  
**Tenacity:** Nervous  
**Vision:** Low Light  
**Int:** Slow  
**Fatigue Factor:** -3  
**Phys:** +3 **Mental:** +2  
**Dodge:** +3

**SPEED** 7 **INIT** 0

**ATTACK** +3 **DMG REDUCTION** 2

**DEFENSE** +4 **DAMAGE** 2d8p+2 **6**

3 ft REACH **TOP SAVE**

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**DEFENSE NOTES:**

**CARRIED:**  
 scimitar, sm. shield, 3 javelins

**WEAPON:** scimitar, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□

**TOP CHECK @: 12 HP**

**EPV: 45**

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45

**Balan's Lizard Man Thralls (type 1)** Location: Chapter 6 - Miznoh Spire

Size: M/ 150 lbs  
 Move: 5/10/15/20  
 Alignment: N(CE)  
 Tenacity: Nervous  
 Vision: Low Light  
 Int: Slow  
 Fatigue Factor: -3  
 Phys: +3 Mental: +2  
 Dodge: +3

**ATTACK NOTES:**  
 will hurl javelins if situation permits (ROF 5, DMG d12)

**WEAPON:** spear, 3 javelins

**HITPOINTS: 30**  
 □□□□ □□□□ □□□□  
 □□□□ □□□□ □□□□

**DEFENSE NOTES:**

**CARRIED:**  
 spear, 3 javelins

**TOP CHECK @: 12 HP**  
 EPV: 45







# WRATH OF THE VOHVEN

BY JERIMY GRAFENSTEIN



Wrath of the Vohven is a multi-part adventure set in the southern island continent of Svimohzia. Sponsored by the Jade Lion Trading Company, the players have the opportunity to engage in a variety of adventures – some of considerable extent – as they explore the vast jungle spanning the Izhoven river basin. Along their journey they will encounter several heretofore unknown monsters as they make their way to a final confrontation with a rogue agent of the company who has quite possibly gone mad.