



A CHAOSIUM PUBLICATION



# LORD SKYPPEN'S MANSION

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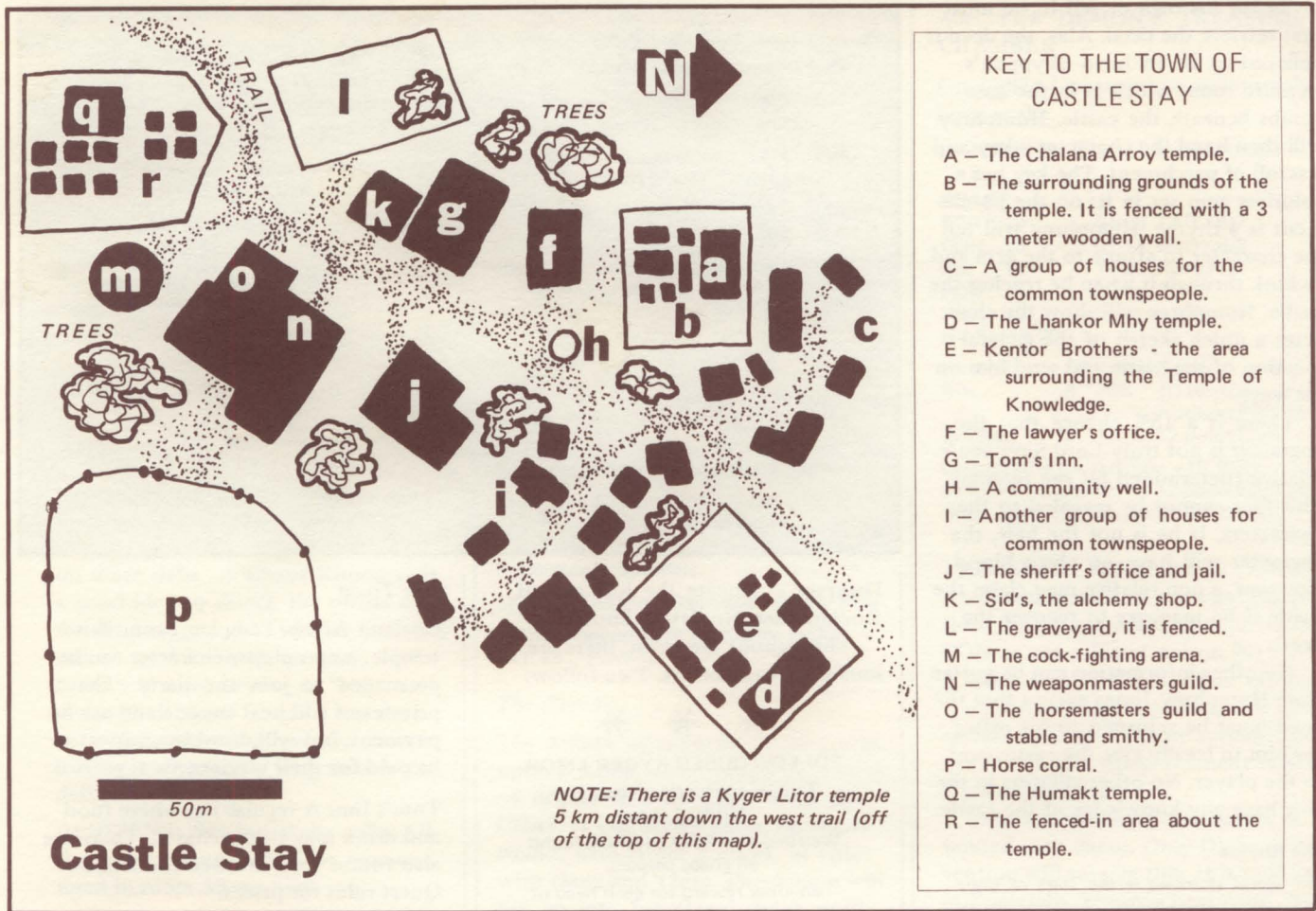
**A CHAOSIUM PUBLICATION**



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of importance if not own them. He especially wants to get into the Artifacts room rumored to be in the mansion. Jobar will aid the party as much as possible and fight if necessary. He will insist on using his Rune magic as sparingly as possible.

**Sheriff:** The sheriff will aid the party insomuch as to give them the present status of the forest. (Referee should determine this information.)

**Weapon and Horsemasters' Guild:** Each will sell anything the party wants.

**Sid's:** Sid is an alchemist. He is also very greedy for anything he can get because he has betrayed Issaries. He will sell everything for 25% over normal prices.

**Lawyer's Office:** The building is one floor, and has four rooms. There is a kitchen, a bedroom, an outer office, and an inner office. Normally no one will enter the inner office but Humphrey and Carlo.

The outer office consists of a desk and a few chairs. The office is lit by lanterns. Humphrey will meet all clients in this office - this is where he conducts all of his business.

There is a secret panel in the inner office; behind it is a locked safe. In the safe is 150W, 1200L, and 23C. Also within the safe is a key and a dozen land leases.

**Cock-Fighting Arena:** This building is where the local townsfolk go for their evening entertainment. Cockfighting is a popular sport in Castle Stay. Wagering is available from 1 to 5 clacks per fight. This is a poor town. There are five fights per night.

*Non-Player-Characters*

**Carlo [not optional]**  
 Carlo is the aide for Humphrey Jones. He will go along with the party to veri-

fy the deed. The party will have to look after Carlo but he will ask for no special treatment. He will take guard duty and fight for the party. He will not lead the party under any circumstances. If the party is losing badly, Carlo will flee to save his own life.

**Jobar Kentor [optional]**  
 Jobar is a Rune priest of Lhankor Mhy. He has been trying to get a group together to enter the forest for some time now, but no one seems interested. He will hear of the intentions of the group and will attempt to join them. He will use his magic to aid the party, and even wield his sword if necessary, though he is not very good.

**COCKFIGHTING**

Each cock has a CON of 2D6 and will do 1D4 points of damage if it hits with its spurs. The cocks will attack at the same strike rank and get one attack per round. Roll 1D3 on the following chart to determine the attack percentage for each cock (do not tell the players!).

D3 Roll	Attack Percentage
1	25%
2	40%
3	65%

The cocks will not go into shock as per normal rules; they fight until one is dead. Metal strips are attached to their claws to facilitate the battle.

**Hit Location Table (for cockfights only)**

Location	D20	Hit Points (1-6)
Right Claw	01-02	2
Left Claw	03-04	2
Abdomen	05-07	2
Chest	08-10	3
Right Wing	11-13	2
Left Wing	14-16	2
Head	17-20	2





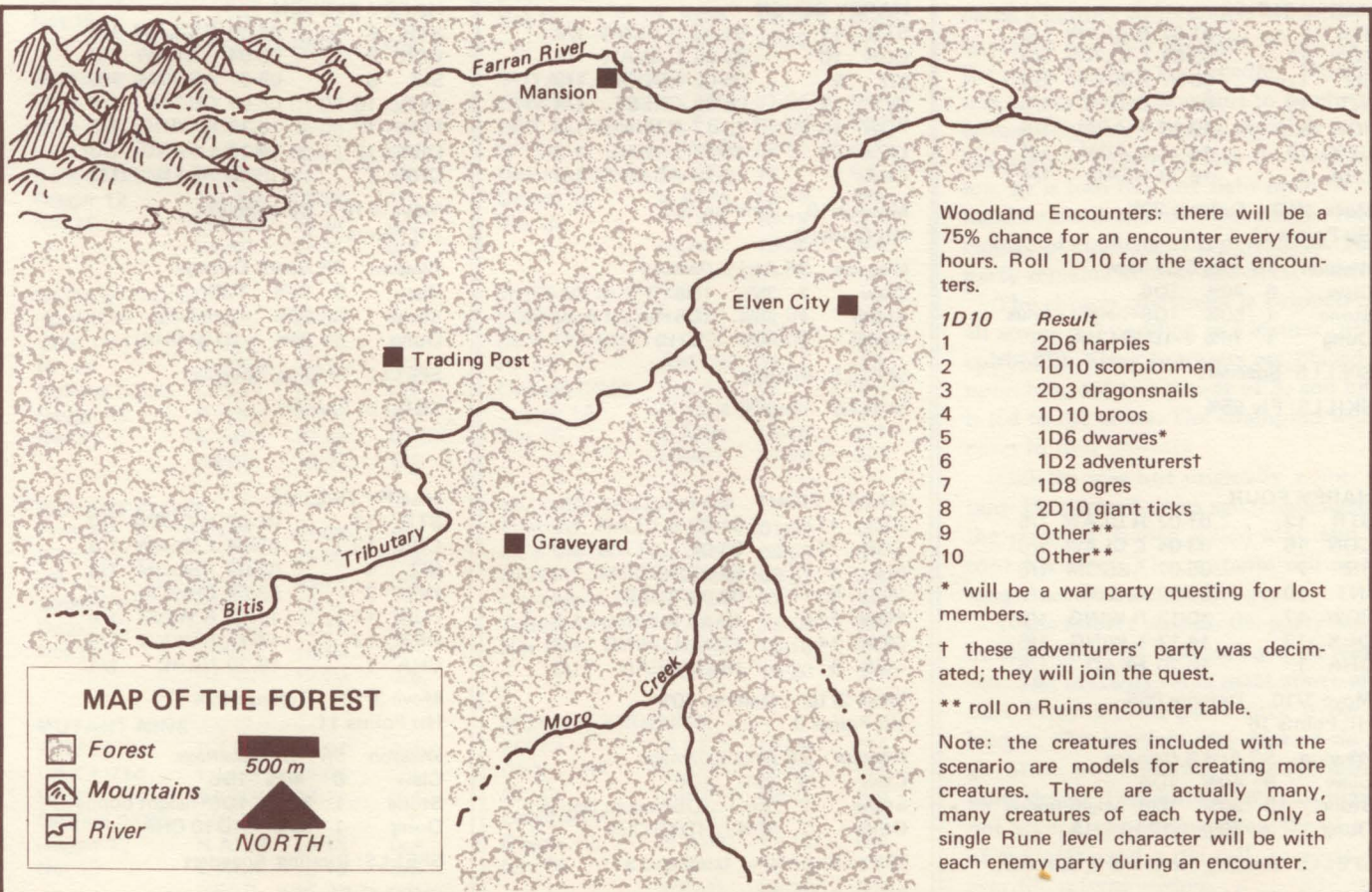
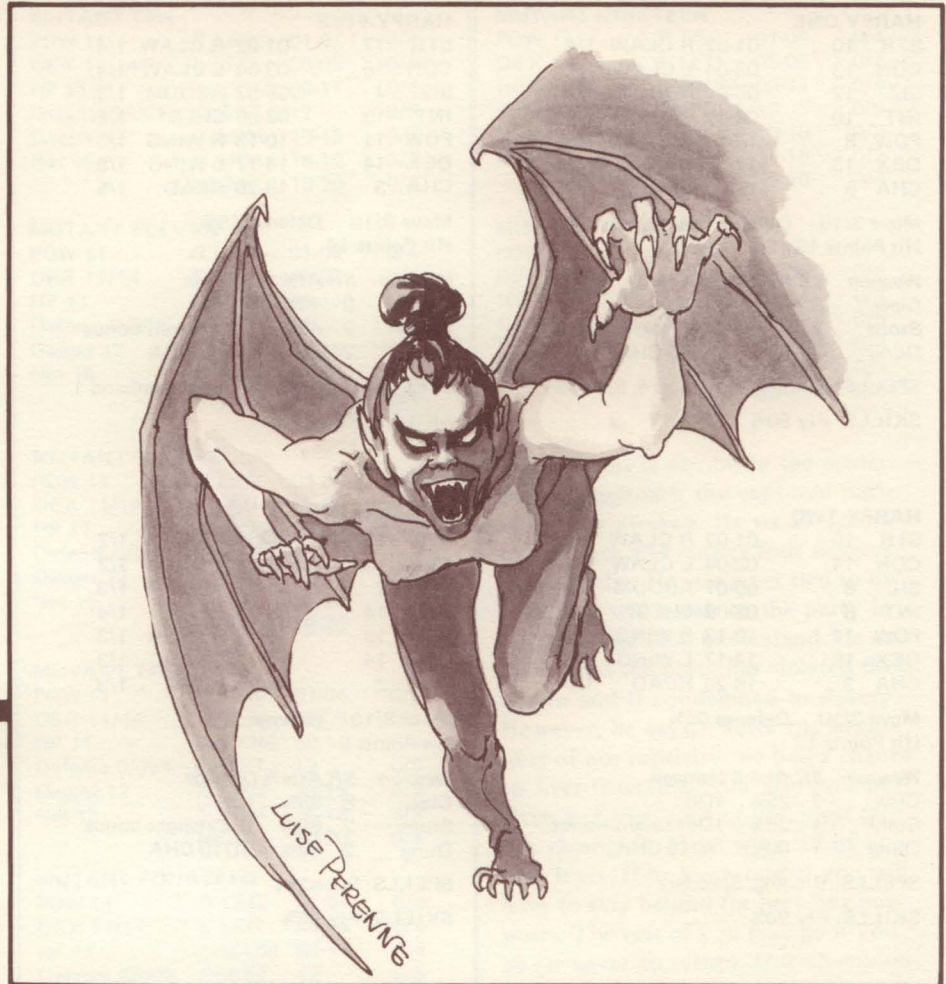
up, he will not sink above his head unless he is carrying more ENC than he has SIZ. If totally unencumbered, the character will only sink up to his waist. If half-encumbered, he will sink up to his upper chest. A standing character cannot move sideways. Momentum will carry a victim at least two meters into a pool before he realizes what he's fallen into.

If characters want to pull a fallen partner out of the quicksand, they can pull him one meter towards shore every melee round on which they make a roll of STR vs the victim's SIZ + ENC on the resistance table. A party should have a rope handy for this purpose.

There is a 20% chance that any body of water (except a river) will be defiled and undrinkable.

### Forest Creatures

Harpies can attack with both claws at once. They have a -05% chance to hit with dropped stones or dung for each meter of height over the first two meters. If a victim is hit by harpy dung he must wash in wine to clean off. Until he is cleaned, only creatures of chaos will associate with him.





**HARPY ONE**

STR 10 01-02 R CLAW 1/4  
 CON 13 03-04 L CLAW 1/4  
 SIZ 12 05-07 ABDOM 1/5  
 INT 10 08-09 CHEST 1/6  
 POW 8 10-13 R WING 1/5  
 DEX 13 14-17 L WING 1/5  
 CHA 5 18-20 HEAD 1/5

Move 3/10 Defense 05%  
 Hit Points 13

**Weapon SR Attk% Damage**

Claw 8 30% 1D6  
 Stone 2 30% 1D6+height bonus  
 Dung 2 75% -1D10 CHA

SPELLS: Binding, Ironhand 4, Speedart

SKILLS: Fly 90%

**HARPY TWO**

STR 10 01-02 R CLAW 1/4  
 CON 14 03-04 L CLAW 1/4  
 SIZ 8 05-07 ABDOM 1/5  
 INT 8 08-09 CHEST 1/6  
 POW 14 10-13 R WING 1/5  
 DEX 16 14-17 L WING 1/5  
 CHA 3 18-20 HEAD 1/5

Move 3/10 Defense 05%  
 Hit Points 13

**Weapon SR Attk% Damage**

Claw 7 25% 1D6  
 Stone 1 25% 1D6+height bonus  
 Dung 1 80% -1D10 CHA

SPELLS: Binding, Speedart

SKILLS: Fly 90%

**HARPY THREE**

STR 7 01-02 R CLAW 1/3  
 CON 11 03-04 L CLAW 1/3  
 SIZ 11 05-07 ABDOM 1/4  
 INT 13 08-09 CHEST 1/5  
 POW 9 10-13 R ARM 1/4  
 DEX 19 14-17 L ARM 1/4  
 CHA 4 18-20 HEAD 1/4

Move 3/10 Defense 20%  
 Hit Points 11

**Weapon SR Attk% Damage**

Claw 6 40% 1D6  
 Stone 1 50% 1D6+height bonus  
 Dung 1 75% -1D10 CHA

SPELLS: Speedart

SKILLS: Fly 95%

**HARPY FOUR**

STR 12 01-02 R CLAW 1/5  
 CON 16 03-04 L CLAW 1/5  
 SIZ 7 05-07 ABDOM 1/6  
 INT 10 08-09 CHEST 1/7  
 POW 17 10-13 R WING 1/6  
 DEX 12 14-17 L WING 1/6  
 CHA 1 18-20 HEAD 1/6

Move 3/10 Defense 05%  
 Hit Points 16

**Weapon SR Attk% Damage**

Claw 9 40% 1D6  
 Stone 3 30% 1D6+height bonus  
 Dung 3 70% -1D10 CHA

SPELLS: Binding, Ironhand 2, Speedart

SKILLS: Fly 90%

**HARPY FIVE**

STR 17 01-02 R CLAW 1/4  
 CON 16 03-04 L CLAW 1/4  
 SIZ 4 05-07 ABDOM 1/5  
 INT 13 08-09 CHEST 1/6  
 POW 11 10-13 R WING 1/5  
 DEX 14 14-17 L WING 1/5  
 CHA 3 18-20 HEAD 1/5

Move 3/10 Defense 15%  
 Hit Points 14

**Weapon SR Attk% Damage**

Claw 9 40% 1D6  
 Stone 2 45% 1D6+height bonus  
 Dung 2 85% -1D10 CHA

SPELLS: Befuddle, Binding, Ironhand 1

SKILLS: Fly 90%

**HARPY SIX**

STR 12 01-02 R CLAW 1/2  
 CON 10 03-04 L CLAW 1/2  
 SIZ 7 05-07 ABDOM 1/3  
 INT 14 08-09 CHEST 1/4  
 POW 12 10-13 R WING 1/3  
 DEX 14 14-17 L WING 1/3  
 CHA 2 18-20 HEAD 1/3

Move 3/10 Defense 10%  
 Hit Points 9

**Weapon SR Attk% Damage**

Claw 8 35% 1D6  
 Stone 2 60% 1D6+height bonus  
 Dung 2 80% -1D10 CHA

SPELLS: Speedart

SKILLS: Fly 95%

**HARPY SEVEN**

STR 11 01-02 R CLAW 1/2  
 CON 10 03-04 L CLAW 1/2  
 SIZ 5 05-07 ABDOM 1/3  
 INT 12 08-09 CHEST 1/4  
 POW 16 10-13 R WING 1/3  
 DEX 20 14-17 L WING 1/3  
 CHA 1 18-20 HEAD 1/3

Move 3/10 Defense 10%  
 Hit Points 9

**Weapon SR Attk% Damage**

Claw 7 35% 1D6  
 Stone 1 35% 1D6+height bonus  
 Dung 1 80% -1D10 CHA

SPELLS: Binding

SKILLS: Fly 95%

**HARPY EIGHT**

STR 11 01-02 R CLAW 1/2  
 CON 11 03-04 L CLAW 1/2  
 SIZ 4 05-07 ABDOM 1/3  
 INT 9 08-09 CHEST 1/4  
 POW 11 10-13 R WING 1/3  
 DEX 14 14-17 L WING 1/3  
 CHA 6 18-20 HEAD 1/3

Move 3/10 Defense 10%  
 Hit Points 9

**Weapon SR Attk% Damage**

Claw 9 35% 1D6  
 Stone 2 35% 1D6+height bonus  
 Dung 2 80% -1D10 CHA

SPELLS: Binding, Ironhand 3

SKILLS: Fly 90%

**HARPY NINE**

STR 13 01-02 R CLAW 1/5  
 CON 17 03-04 L CLAW 1/5  
 SIZ 8 05-07 ABDOM 1/6  
 INT 9 08-09 CHEST 1/7  
 POW 12 10-13 R WING 1/6  
 DEX 13 14-17 L WING 1/6  
 CHA 6 18-20 HEAD 1/6

Move 3/10 Defense 05%  
 Hit Points 16

**Weapon SR Attk% Damage**

Claw 8 35% 1D6  
 Stone 2 40% 1D6+height bonus  
 Dung 2 85% -1D10 CHA

SPELLS: Ironhand 2

SKILLS: Fly 95%

**HARPY TEN**

STR 5 01-02 R CLAW 1/4  
 CON 15 03-04 L CLAW 1/4  
 SIZ 7 05-07 ABDOM 1/5  
 INT 9 08-09 CHEST 1/6  
 POW 17 10-13 R WING 1/5  
 DEX 7 14-17 L WING 1/5  
 CHA 5 18-20 HEAD 1/5

Move 3/10 Defense 0%  
 Hit Points 15

**Weapon SR Attk% Damage**

Claw 10 35% 1D6  
 Stone 4 60% 1D6+height bonus  
 Dung 4 75% -1D10 CHA

SPELLS: Befuddle, Binding

SKILLS: Fly 90%

**HARPY ELEVEN**

STR 8 01-02 R CLAW 1/2  
 CON 8 03-04 L CLAW 1/2  
 SIZ 8 05-07 ABDOM 1/3  
 INT 16 08-09 CHEST 1/4  
 POW 12 10-13 R WING 1/3  
 DEX 12 14-17 L WING 1/3  
 CHA 4 18-20 HEAD 1/3

Move 3/10 Defense 05%  
 Hit Points 7

**Weapon SR Attk% Damage**

Claw 9 35% 1D6  
 Stone 3 80% 1D6+height bonus  
 Dung 3 75% -1D10 CHA

SPELLS: Binding, Speedart

SKILLS: Fly 90%

**HARPY TWELVE**

STR 11 01-02 R CLAW 1/3  
 CON 13 03-04 L CLAW 1/3  
 SIZ 4 05-07 ABDOM 1/4  
 INT 7 08-09 CHEST 1/5  
 POW 14 10-13 R WING 1/4  
 DEX 17 14-17 L WING 1/4  
 CHA 1 18-20 HEAD 1/4

Move 3/10 Defense 10%  
 Hit Points 11

**Weapon SR Attk% Damage**

Claw 8 40% 1D6  
 Stone 1 35% 1D6+height bonus  
 Dung 1 80% -1D10 CHA

SPELLS: Binding, Speedart

SKILLS: Fly 85%

















**COCKATRICE**

STR	8	01-02	RH LEG	2/4
CON	13	03-04	LH LEG	2/4
SIZ	5	05-07	HIND Q	2/5
POW	16	08-10	FORE Q	2/5
DEX	13	11-12	R WING	2/3
Move	8	13-14	L WING	2/3
Defense	05%	15-16	RF LEG	2/4
Hit Points	12	17-18	LF LEG	2/4
		19-20	HEAD	2/4

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Peck	9	45%	1D10	+ petrifying venom

All Jack O'Bears can attack with both claws at once. Their ability to harmonize with a glance costs them no Power, and is the result of a chaotic gift.

**JACK O'BEAR ONE**

STR	22	01-04	R LEG	3/4
CON	11	05-08	L LEG	3/4
SIZ	15	09-11	ABDOM	3/4
INT	5	12	CHEST	3/5
POW	13	13-15	R ARM	3/3
DEX	12	16-18	L ARM	3/3
CHA	12	19-20	HEAD	3/4

Move 10 Defense 00%  
Hit Points 12

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Glance	1	100%	Harmonize	
Claw	8	55%	1D6+1D6	

**JACK O'BEAR TWO**

STR	15	01-04	R LEG	3/5
CON	11	05-08	L LEG	3/5
SIZ	21	09-11	ABDOM	3/5
INT	7	12	CHEST	3/6
POW	14	13-15	R ARM	3/4
DEX	14	16-18	L ARM	3/4
CHA	11	19-20	HEAD	3/5

Move 10 Defense 00%  
Hit Points 14

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Glance	1	100%	Harmonize	
Claw	7	65%	1D6+1D6	

**JACK O'BEAR THREE**

STR	22	01-04	R LEG	3/5
CON	11	05-08	L LEG	3/5
SIZ	18	09-11	ABDOM	3/5
INT	5	12	CHEST	3/6
POW	23	13-15	R ARM	3/4
DEX	17	16-18	L ARM	3/4
CHA	14	19-20	HEAD	3/5

Move 10 Defense 10%  
Hit Points 15

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Glance	1	100%	Harmonize	
Claw	6	70%	1D6+2D6	

The webbing of a giant spider acts as a Glue spell which affects the victim's entire body. Successive layers of web are cumulative and add to the Strength of the total. A spider may not both bite and throw webbing. Webbing covers an area equal to half the spider's body length across, covering a circular area.

**GIANT SPIDER ONE, two-meters long**

STR	14	01	RR LEG	2/5
CON	12	02	RH LEG	2/5
SIZ	17	03	LR LEG	2/5
POW	13	04	LH LEG	2/5
DEX	11	04-08	ABDOM	2/7
Move	10	09-10	RC LEG	2/5
Defense	00%	11-12	RF LEG	2/5
Hit Points	14	13-14	LC LEG	2/5
		15-16	LF LEG	2/5
		17-20	HEAD	2/7

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	8	50%	1D6+1D4	+ poison POT 14
Webbing	2	55%	Web strength	9

**GIANT SPIDER TWO, two-meters long**

STR	10	01	RR LEG	2/6
CON	16	02	RH LEG	2/6
SIZ	17	03	LR LEG	2/6
POW	10	04	LH LEG	2/6
DEX	14	05-08	ABDOM	2/8
Move	10	09-10	RC LEG	2/6
Defense	00%	11-12	RF LEG	2/6
Hit Points	18	13-14	LC LEG	2/6
		15-16	LF LEG	2/6
		17-20	HEAD	2/8

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	7	50%	1D6+1D4	+ poison POT 18
Webbing	2	70%	Web strength	9

**GIANT SPIDER THREE, four meters long**

STR	30	01	RR LEG	4/6
CON	12	02	RH LEG	4/6
SIZ	27	03	LR LEG	4/6
INT	5	04	LH LEG	4/6
POW	12	05-08	ABDOM	4/8
DEX	14	09-10	RC LEG	4/6
Move	8	11-12	RF LEG	4/6
Hit Points	17	13-14	LC LEG	4/6
		15-16	LF LEG	4/6
		17-20	HEAD	4/8

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	6	65%	1D6+3D6	+ poison POT 17
Webbing	2	70%	Web strength	14

**GIANT SPIDER FOUR, four meters long**

STR	26	01	RR LEG	4/4
CON	7	02	RH LEG	4/4
SIZ	25	03	LR LEG	4/4
INT	6	04	LH LEG	4/4
POW	9	05-08	ABDOM	4/6
DEX	15	09-10	RC LEG	4/4
Move	8	11-12	RF LEG	4/4
Hit Points	11	13-14	LC LEG	4/4
		15-16	LF LEG	4/4
		17-20	HEAD	4/6

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	6	60%	1D6+2D6	+ poison POT 11
Webbing	2	75%	Web strength	13

**GIANT SPIDER FIVE, six meters long**

STR	42	01	RR LEG	6/7
CON	13	02	RH LEG	6/7
SIZ	39	03	LR LEG	6/7
INT	3	04	LH LEG	6/7
POW	12	05-08	ABDOM	6/9
DEX	13	09-10	RC LEG	6/7
Move	6	11-12	RF LEG	6/7
Hit Points	20	13-14	LC LEG	6/7
		15-16	LF LEG	6/7
		17-20	HEAD	6/9

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	6	70%	1D6+4D6	+ poison POT 20
Webbing	2	65%	Web strength	20

**GIANT SPIDER SIX, six meters long**

STR	43	01	RR LEG	6/8
CON	17	02	RH LEG	6/8
SIZ	37	03	LR LEG	6/8
INT	10	04	LH LEG	6/8
POW	13	05-08	ABDOM	6/10
DEX	14	09-10	RC LEG	6/8
Move	6	11-12	RF LEG	6/8
Hit Points	24	13-14	LC LEG	6/8
		15-16	LF LEG	6/8
		17-20	HEAD	6/10

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	6	65%	1D6+4D6	+ poison POT 24
Webbing	2	70%	Web strength	18

The walktapus can use up to four tentacles to attack with at once. If two tentacles have struck the same target, they will constrict every round. Armor will protect only until its absorption rate is overcome, when it is broken.

Walktapus' can release a gas cloud of systemic poison in a 3m circle.

**WALKTAPUS**

STR	24	01-02	R LEG	4/8
CON	18	03-04	L LEG	4/8
SIZ	26	05	ABDOM	4/8
POW	8	06	CHEST	4/9
DEX	9	07-08	R ARM	4/7
Move	7	09-10	L ARM	4/7
Hit Points	22	11	TENT 1	4/7
		12	TENT 2	4/7
		13	TENT 3	4/7
		14	TENT 4	4/7
		15	TENT 5	4/7
		16	TENT 6	4/7
		17	TENT 7	4/7
		18	TENT 8	4/7
		19-20	HEAD	4/8

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Tentacle	7	45%	2D6	
Constrict	-	-	4D6	

NOTE: gas cloud of systemic poison POT 18 in a 3 meter circle.

**WOLF ONE**

STR	14	01-02	RH LEG	1/4
CON	15	03-04	LH LEG	1/4
SIZ	9	05-07	HIND Q	1/6
POW	12	08-10	FORE Q	1/6
DEX	16	11-13	RF LEG	1/4
Move	12	14-16	LF LEG	1/4
Defense	05%	17-20	HEAD	1/5
Hit Points	15			

<i>Weapon</i>		<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
Bite	7	60%	1D8	

**WOLF TWO**

STR 16 01-02 RH LEG 1/5  
 CON 16 03-04 LH LEG 1/5  
 SIZ 9 05-07 HIND Q 1/7  
 POW 18 08-10 FORE Q 1/7  
 DEX 16 11-13 RF LEG 1/5  
 Move 12 14-16 LF LEG 1/5  
 Defense 10% 17-20 HEAD 1/6  
 Hit Points 17

*Weapon SR Attk% Damage*  
 Bite 7 55% 1D8+1D4

**WOLF THREE**

STR 16 01-02 RH LEG 1/5  
 CON 17 03-04 LH LEG 1/5  
 SIZ 11 05-07 HIND Q 1/7  
 POW 14 08-10 FORE Q 1/7  
 DEX 15 11-13 RF LEG 1/5  
 Move 12 14-16 LF LEG 1/5  
 Defense 05% 17-20 HEAD 1/6  
 Hit Points 17

*Weapon SR Attk% Damage*  
 Bite 8 70% 1D8+1D4

**WOLF FOUR**

STR 15 01-02 RH LEG 1/3  
 CON 13 03-04 LH LEG 1/3  
 SIZ 7 05-07 HIND Q 1/5  
 POW 8 08-10 FORE Q 1/5  
 DEX 18 11-13 RF LEG 1/3  
 Move 12 14-16 LF LEG 1/3  
 Defense 10% 17-20 HEAD 1/4  
 Hit Points 12

*Weapon SR Attk% Damage*  
 Bite 7 65% 1D8

**WOLF FIVE**

STR 13 01-02 RH LEG 1/4  
 CON 16 03-04 LH LEG 1/4  
 SIZ 8 05-07 HIND Q 1/6  
 POW 15 08-10 FORE Q 1/6  
 DEX 15 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 05% 17-20 HEAD 1/5  
 Hit Points 15

*Weapon SR Attk% Damage*  
 Bite 8 45% 1D8

**WOLF SIX**

STR 13 01-02 RH LEG 1/3  
 CON 13 03-04 LH LEG 1/3  
 SIZ 7 05-07 HIND Q 1/5  
 POW 11 08-10 FORE Q 1/5  
 DEX 13 11-13 RF LEG 1/3  
 Move 12 14-16 LF LEG 1/3  
 Defense 05% 17-20 HEAD 1/4  
 Hit Points 12

*Weapon SR Attk% Damage*  
 Bite 8 55% 1D8

**WOLF SEVEN**

STR 12 01-02 RH LEG 1/4  
 CON 15 03-04 LH LEG 1/4  
 SIZ 9 05-07 HIND Q 1/6  
 POW 16 08-10 FORE Q 1/6  
 DEX 16 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 05% 17-20 HEAD 1/5  
 Hit Points 15

*Weapon SR Attk% Damage*  
 Bite 7 35% 1D8

**WOLF EIGHT**

STR 18 01-02 RH LEG 1/4  
 CON 14 03-04 LH LEG 1/5  
 SIZ 8 05-07 HIND Q 1/6  
 POW 16 08-10 FORE Q 1/6  
 DEX 16 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 05% 17-20 HEAD 1/5  
 Hit Points 14

*Weapon SR Attk% Damage*  
 Bite 7 60% 1D8+1D4

**WOLF NINE**

STR 16 01-02 RH LEG 1/4  
 CON 16 03-04 LH LEG 1/4  
 SIZ 4 05-07 HIND Q 1/6  
 POW 10 08-10 FORE Q 1/6  
 DEX 17 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 15% 17-20 HEAD 1/5  
 Hit Points 14

*Weapon SR Attk% Damage*  
 Bite 8 55% 1D8

**WOLF TEN**

STR 15 01-02 RH LEG 1/2  
 CON 9 03-04 LF LEG 1/2  
 SIZ 3 05-07 HIND Q 1/4  
 POW 9 08-10 FORE Q 1/4  
 DEX 12 11-13 RF LEG 1/2  
 Move 12 14-16 LF LEG 1/2  
 Defense 05% 17-20 HEAD 1/3  
 Hit Points 7

*Weapon SR Attk% Damage*  
 Bite 10 55% 1D8

**WOLF ELEVEN**

STR 12 01-02 RH LEG 1/4  
 CON 14 03-04 LH LEG 1/4  
 SIZ 7 05-07 HIND Q 1/6  
 POW 13 08-10 FORE Q 1/6  
 DEX 17 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 10% 17-20 HEAD 1/5  
 Hit Points 13

*Weapon SR Attk% Damage*  
 Bite 7 50% 1D8

**WOLF TWELVE**

STR 15 01-02 RH LEG 1/4  
 CON 13 03-04 LH LEG 1/4  
 SIZ 6 05-07 HIND Q 1/6  
 POW 18 08-10 FORE Q 1/6  
 DEX 17 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 15% 17-20 HEAD 1/5  
 Hit Points 13

*Weapon SR Attk% Damage*  
 Bite 8 75% 1D8

**WOLF THIRTEEN**

STR 17 01-02 RH LEG 1/4  
 CON 15 03-04 LH LEG 1/4  
 SIZ 12 05-07 HIND Q 1/6  
 POW 15 08-10 FORE Q 1/6  
 DEX 16 11-13 RF LEG 1/4  
 Move 12 14-16 LF LEG 1/4  
 Defense 05% 17-20 HEAD 1/5  
 Hit Points 15

*Weapon SR Attk% Damage*  
 Bite 7 65% 1D8+1D4

**Ruins Descriptions**

**The Trading Post**

Only two buildings remain, and these only partially stand. The first building that the adventurers will come across is the post itself. It has been burned and looted completely. There are no found items or other items here.

The other building is a one-room cabin, also burned, but more intact. The door remains.

When either building is entered for the first time, roll on the following chart:

*1D100 Result*

- 01-05 The building collapses upon being entered – all within take 4D6 points of damage.
- 06-65 20% chance that the building will collapse 10 melee rounds after it is entered.
- 66-00 Building stands sturdily

The interior of the cabin is just a partially-burned room containing parts of a table, chairs, bed and a stove.

**HIDDEN SPOTS:** 20% chance for a found item.

**The Elven City**

This is actually what is left of an elven city. Most of the buildings are destroyed. If the city is searched (which takes 16 hours) three found items will be found.

In the center of town is a 2x2x4 meter-square column of petrified wood. Unlike the rest of the area, there is no foliage overgrowth around the column.

The column contains four bound spirits and has five POW storage crystals imbedded into it.

First Spirit: INT 12 POW 16  
 RUNE MAGIC: Dismiss Elemental III

Second Spirit: INT 15 POW 22  
 RUNE MAGIC: Concealment, Multi-spell I

Third Spirit: INT 17 POW 20  
 RUNE MAGIC: Shield 4

Fourth Spirit: INT 14 POW 17  
 RUNE MAGIC: Mindlink 3

*Power Storage Crystals:*

- First: 7-point
- Second: 5-point
- Third: 9-point
- Fourth: 7-point
- Fifth: 2-point

Any dwarf crossing the perimeter of the road will instantly be attacked by the first spirit in spirit combat. The other spirits will throw spells or also engage in spirit combat. All spirits have access to all the POW storage crystals in the column. The crystals cannot be removed until all the spirits have been defeated.

Any elf entering the area will be in Mindlink with the spirits. The spirits will offer him any aid they can give, including casting their spells for him. Rune priests of Aldrya can regain Rune spells here.

The four spirits can each use any spell listed here: Befuddle, Binding, Countermagic 3, Demoralize, Dispel Magic 2, Disruption, Dullblade 4, Harmonize, Healing 6, Invisibility, Light, Mindspeech 1, Mobility, Multi-missile 4, Protection 4, Repair, Shimmer 4, Silence, Speedart, Spirit Shield 4, Vigor, Xenohealing 2.

The Rune spells known by the spirits are all one-use.

### The Elven Graveyard

This was once a graveyard for elven royalty. Dwarves invaded, took it over, and made it into a camp. Throughout the years they compiled a list of the items buried with the bodies of the elves. There is a 50% for each grave examined that the items are still buried there.

Under Grave Two one can find a very well-disguised secret passage which leads all the way to just outside the mansion grounds, where the tunnel has collapsed. Spotting the tunnel requires a Spot Hidden roll with -60% on the die roll for all but dwarves, who roll normally. The existence of this secret tunnel is not known by anyone but those of the royal house of King Stonegrinder, the present dwarf-king. All other information about the graveyard is available to all dwarves in the area.

All doors and gates in the graveyard are locked.

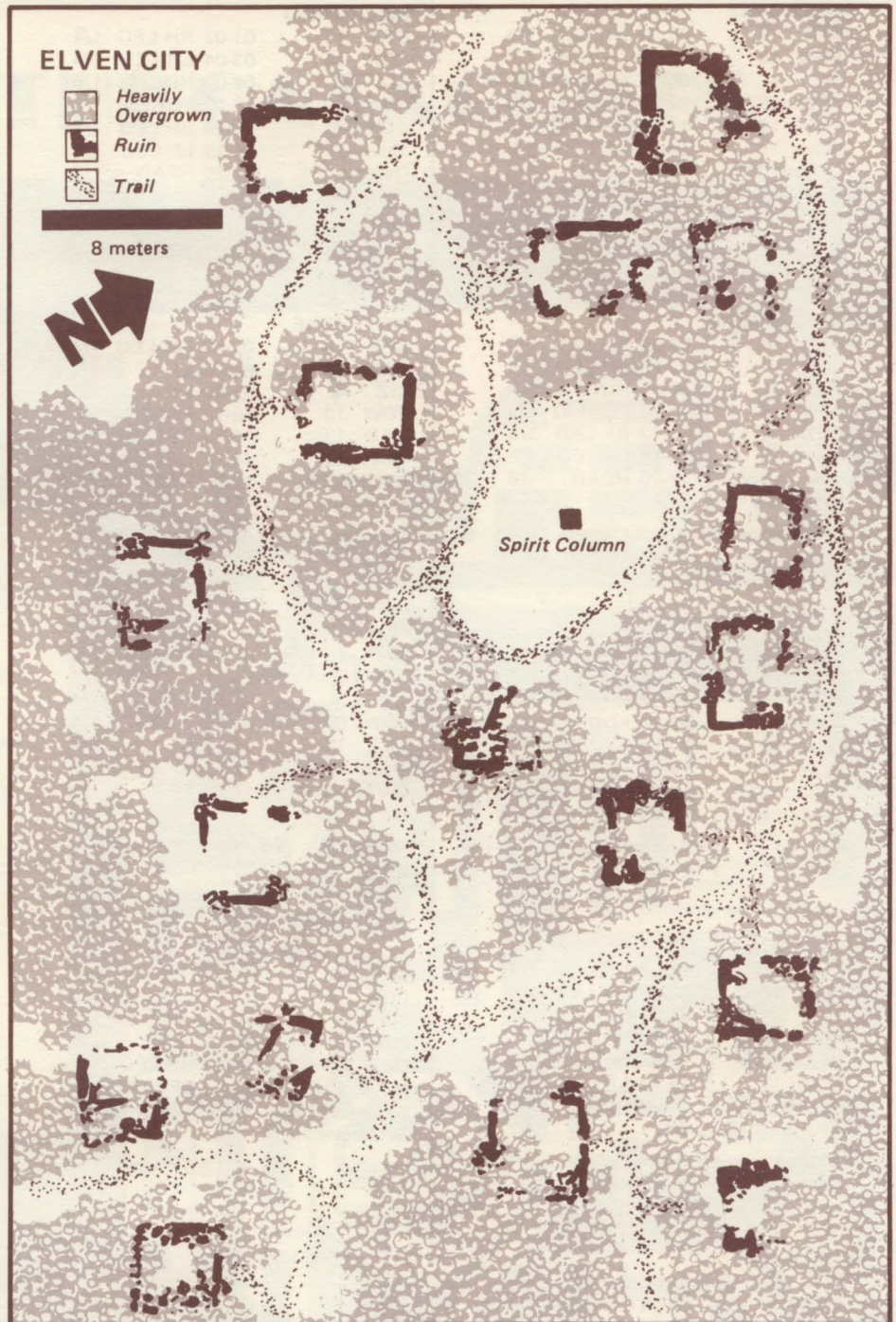
#### ROOM 1

Tomb, the coffin of a small boy, a lot of dust.

HIDDEN SPOTS: 05% chance for a found item.

#### ROOM 2

Tomb, a lot of dust, and the coffin of a small girl. There is an inscription on the coffin in Aldryami, "To my daugh-



ter Redleaf, may the gods bless you, whose life was cut short."

HIDDEN SPOTS: 10% chance for a found item.

#### ROOM 3

The large double doors at the entrance have the royal insignia on them. An inscription reads in Aldryami, "Here lies King Deeproots of Darkforest. May he rest in peace with Aldrya until his rebirth."

HIDDEN SPOTS: 05% chance for a found item.

#### ROOM 3a

Empty.

#### ROOM 4

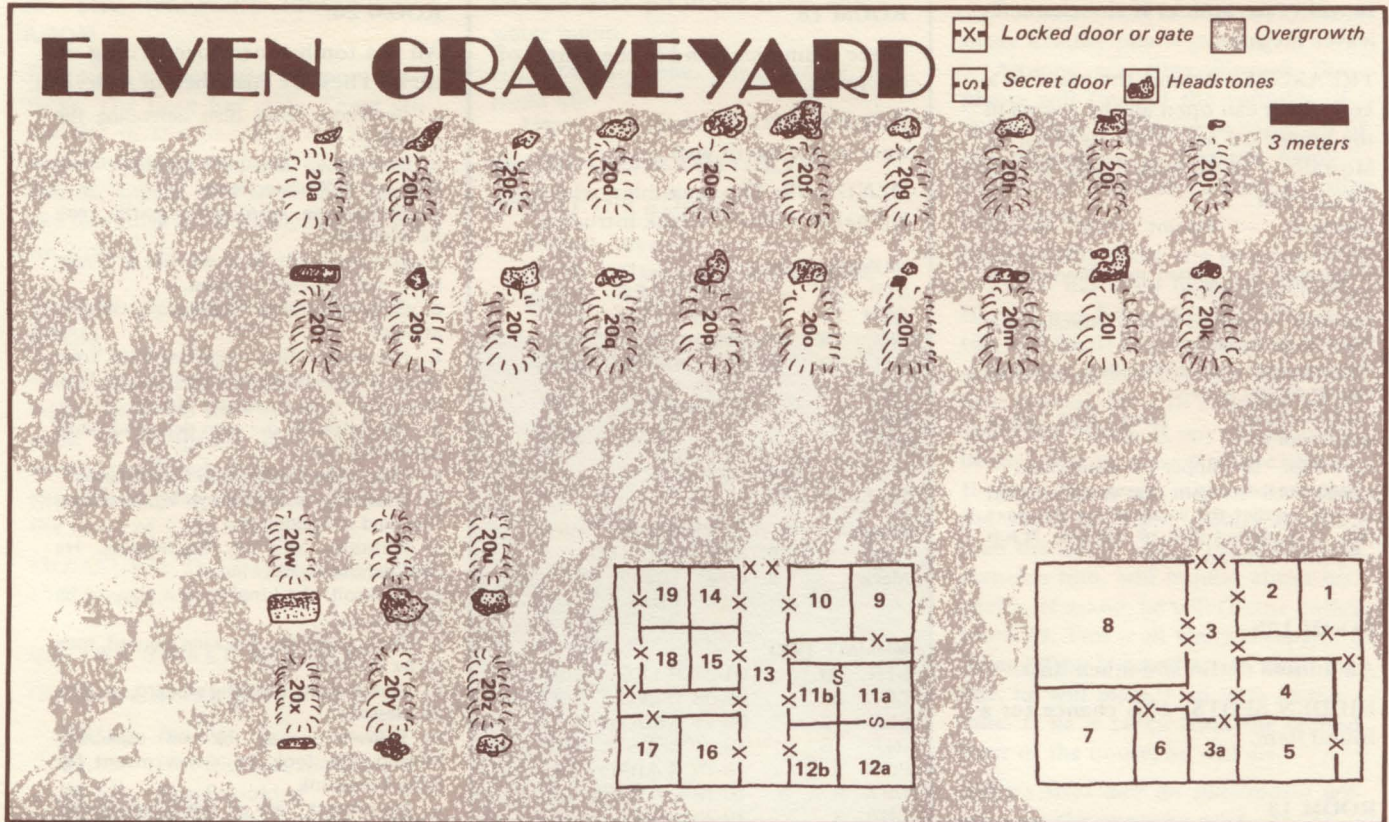
INITIAL DIE ROLLS:

1D100	Result
01-05	Skeleton (non-animated)
06-00	Nothing

A coffin and a lot of dust. This is the tomb of a male elf.

HIDDEN SPOTS: 15% chance for a found item.

TREASURE: The skeleton wears SIZ 6 plate mail on its chest.



**ROOM 5**

A coffin containing a female skeleton and a lot of dust.

**HIDDEN SPOTS:** 05% chance for a found item.

**ROOM 6**

A coffin containing a female skeleton and a lot of dust.

**HIDDEN SPOTS:** 05% chance for a found item.

**ROOM 7**

A coffin and a lot of dust; tomb of a male elf.

**HIDDEN SPOTS:** 15% chance of a found item.

**ROOM 8**

Two coffins (35 ENC each). They are well decorated. There are also two chests (15 ENC each).

The coffins are inscribed, "Here lies King Darkforest" and "Here lies Queen Lightbreeze." The chests are locked.

**HIDDEN SPOTS:** 25% chance for a found item.

**DENIZENS:** a wraith (attacks CON)

**INT 18 POW 22 DEX 20**  
Defense 25%

On its initial attack the wraith will try to overcome its victim's CON with its POW. If it succeeds, its victim loses CON points equal to the wraith's current POW. If it fails, nothing happens. The wraith can only be hit by magic (much as with lycanthropes), and not even Rune metal will hit them. Spirit Block or Spirit Shield will add points directly to the victim's attacked CON when the wraith hits. On rounds after the wraith's initial attack, it will use a special type of spirit combat – instead of losing POW, the victim will lose twice the indicated POW loss as points of damage to a random hit location.

**TREASURE:** Chest One – 150,000 clacks, 7-point POW storage crystal, and a wheel. Chest Two – 1000 unfamiliar copper coins (worth 3/2 of a clack), and a scroll that will increase the Evaluate Treasure skill of a reader by 05% once. It takes 6 weeks to use the scroll properly, and will not work for anyone with an Evaluate Treasure of 75% or more.

**ROOM 9**

Here are two tables with four chairs around each. All furniture is durable and in good shape.

**HIDDEN SPOTS:** 10% chance for a found item.

**ROOM 10**

A coffin and a lot of dust. This coffin appears never to have been occupied.

**ROOM 11a**

Six neatly kept but dusty bunks.

**HIDDEN SPOTS:** 15% chance for a found item.

**EXITS:** There are secret doors in the east and south walls.

**ROOM 11b**

A coffin and dust. The coffin has never been used.

**HIDDEN SPOTS:** 10% chance for a found item.

**EXITS:** secret door in wall

**ROOM 12a**

**INITIAL DIE ROLL**

<i>1D100</i>	<i>Results</i>
01-85	Ghost present
86-00	Room is empty

This room contains a desk with two chairs. There are writing implements on the desk.

**HIDDEN SPOTS:** 15% chance for a found item. There is a secret panel in the east wall.

**DENIZENS:** Ghost – INT 12 POW 16

The ghost will attack all non-dwarves who open the secret panel.

It will cease attacks if the character leaves the room.

**TREASURE:** Behind the panel is a key which can open all the rooms in the graveyard and a list (written in Mostali) of items buried with the elves.

*Elf and Item*

Shortbow – 8-point POW storage crystal.

Grassroots – a golden medallion worth 1500L.

Darksoil – bastard sword containing a Bladesharp 3 matrix.

Rottedwood – elfbow with a quiver of copper-tipped arrows.

Uncurvedwood – bowl that never empties of wine.

Arrowtip – six copper throwing axes.

Longbranch – a gem that when attuned to will predict the weather for the next day. It is correct 95% of the time. It has a POW of 3 for attuning.

**ROOM 12b**

An unused coffin and much dust.

**HIDDEN SPOTS:** 15% chance for a found item.

**ROOM 13**

There is a large fireplace at the end of the hall. The building is 60° Fahrenheit. There are many doors off of the hall.

The fireplace gives off heat although nothing is burning. For each point of POW put into it, the temperature in the building will raise or lower by 10°.

**TREASURE:** None. The fireplace cannot be moved.

**ROOM 14**

An unused coffin and a lot of dust.

**HIDDEN SPOTS:** 10% chance for a found item.

**ROOM 15**

A coffin and some dust. There is a pattern in the dust in the coffin as if something had been removed recently.

**ROOM 16**

An unused coffin and some dust.

**HIDDEN SPOTS:** 15% chance for a found item.

**ROOM 17**

The room has chains on the wall, and some chairs lined up against the wall.

**HIDDEN SPOTS:** 25% chance for a found item.

**ROOM 18**

Three mummies stand in the center of the room.

**HIDDEN SPOTS:** there is a secret door in the north wall.

**DENIZENS:** The mummies, which are animated and will attack intruders.

**MUMMY ONE**

STR	26	01-04	R LEG	5/8
CON	21	05-08	L LEG	5/8
SIZ	14	09-11	ABDOM	5/8
INT	13	12	CHEST	5/9
POW	16	13-15	R ARM	5/7
DEX	9	16-18	L ARM	5/7
CHA	5	19-20	HEAD	5/8

Move 6 Defense 00%  
Hit Points 22

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	9	85%	1D6+1D6	—	—
Mace	8	60%	1D8+2	60%	20
			+1D6		

**MUMMY TWO**

STR	30	01-04	R LEG	9/9
CON	24	05-08	L LEG	9/9
SIZ	18	09-11	ABDOM	9/9
INT	15	12	CHEST	9/10
POW	9	13-15	R ARM	9/8
DEX	9	16-18	L ARM	9/8
CHA	3	19-20	HEAD	9/9

Move 6 Defense 00%  
Hit Points 27

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	8	70%	1D6+2D6	—	—
Mace	7	75%	1D8+2	70%	20
			+2D6		

**MUMMY THREE**

STR	24	01-04	R LEG	2/5
CON	14	05-08	L LEG	2/5
SIZ	13	09-11	ABDOM	2/5
INT	8	12	CHEST	2/6
POW	15	13-15	R ARM	2/4
DEX	7	16-18	L ARM	2/4
CHA	2	19-20	HEAD	2/5

Move 6 Defense 00%  
Hit Points 15

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	10	55%	1D6+1D6	—	—
Mace	9	40%	1D8+2	40%	20
			+1D6		

Mummies are so horrific in their appearance and have such a strong stench of death that all beings fighting them must make a POWx5 roll every 5 melee rounds or be demoralized.

**TREASURE:** Behind the door is the treasure the mummies guard. There are 3400C, 240L, 96W, a gem worth 99L, and a 3-point Power-enhancing crystal.

**ROOM 19**

A small stove, table, chairs, pots, pans, etc. fill this room.

**HIDDEN SPOTS:** 50% chance for a found item.

**ROOM 20**

All the tombstones have writing on them. They are enscribed in Aldryami.

- Goldmoss, who died defending the princess.
- Shortbow, son of Slanted Tree, husband of Whisperweeds.
- Slantedtree, who died in battle, may he be blessed.
- Whisperweeds, beloved wife of Shortbow, may she rest in peace.
- Grassroots, son of Shortbow. He died at birth.
- Hardwood, first knight of King Tree-trunk. He died defending Whispering Willow, may he be especially blessed.
- Rustleleaves, she who delivered Whispering Willow
- Pinearrow, husband to Rustleleaves.
- Dewleaf, husband of Rustleleaves. She died in childbirth.
- Wetmoss, son of Rustleleaves. He died defending the king.
- Darksoil, the king's guard, may he be blessed.
- Drenchedgrass, the king's guard, may he be blessed
- Lowbranch, the king's guard, may he be blessed
- Tallweed, may he be especially blessed. He took an arrow meant for King Tree-trunk.
- Darkforest, last of the king's guard, be blessed
- Rottedwood, son of Tallweed. He died with his father.
- Unstrungbow, child of Uncurvedwood, servant of the king
- Uncurvedwood, be blessed. He died in service to the king.
- Windblown, be blessed, servant to the king
- Arrowtip, guide to the king. He was ambushed and slaughtered. Be blessed.
- Harvey, human, helped in the return of Whispering Willow
- Elmer, human, helped in the return of Whispering Willow.
- Arnold, human, first scout of the rescue party
- Alex, human, second scout of the rescue party
- Peter, human, nephew to Hubert the betrayer. May his uncle's crimes not rest on his head.
- Hector, human. He first told of the betrayal.

# OUTSIDE THE MANSION

## Outside the Walls

### INITIAL DIE ROLLS:

#### 1D100 Result

- 01-50 The floodgate is broken; the moat is full of water.
- 51-00 The floodgate is intact; the moat is empty.

**OVERVIEW:** There is a moat surrounding the outer wall. The drawbridge is drawn up.

The wall is slick and weather-worn. The moat is 10 meters across and 10 meters deep. The outer wall is also 10 meters high. A river runs very near the back of the outer wall; a large gully runs from the moat to the river. A floodgate may be in place at the end of the gully. The mechanism to raise the drawbridge has long been destroyed and the gate is in bad shape. To enter the castle, a character must first cross the moat and scale the wall. There is no way to lower the drawbridge from without. If the moat is flooded, a successful Swim roll followed by a successful Climb roll is necessary to reach the top of the wall.

If the moat is empty, it will take a Climb roll to descend into it, and two more to climb the wall. All Climb rolls are at -10% because of the slick walls.

Once inside, it takes a total STR of at least 68 to lower the drawbridge. Several men may combine to operate the mechanism. If any Climb roll is missed, the climber falls and takes damage as per the RuneQuest rules for falling.

**TRAPS:** If the initial die roll was 51-00, there is a 05% chance per each three melee rounds that the characters are messing around in the moat for the flood gate to break and the moat to flood.

## Inside the Walls

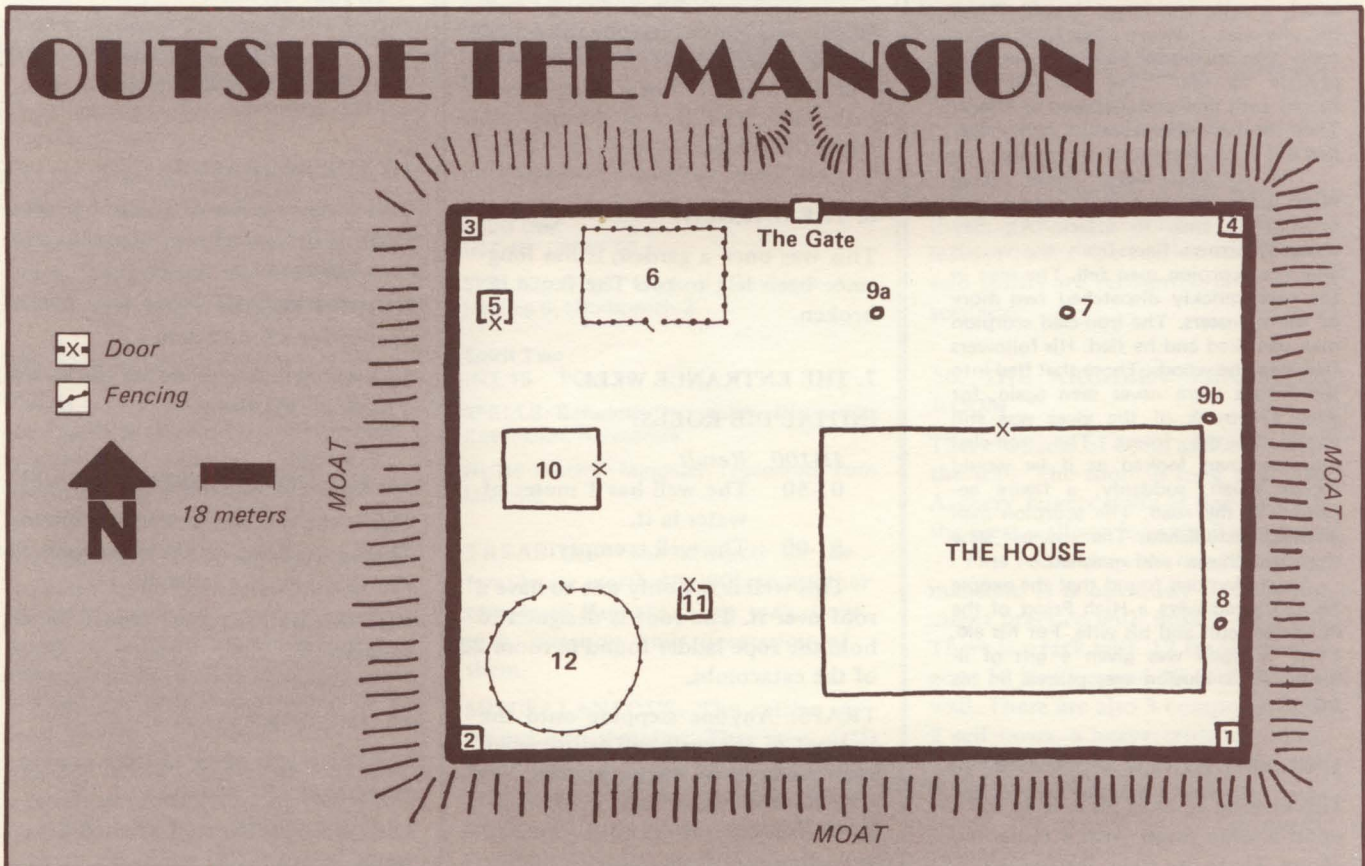
**OVERVIEW:** If the characters came over the wall, the entire courtyard will be visible. They will be able to see the four guard towers, the remains of three buildings, the corral, and the garden. The wells and the mansion will also be visible. If the characters en-

### Found Item Chart for Grounds

#### 2D10 Result

- 2 a paint brush
- 3 a wax candle shaped like a troll's skull
- 4 a map of Kanos on a scroll, 100 years old. Only the local geography is reliable. There is a 50% chance that any other area is somehow wrong.
- 5 a ceramic drinking mug
- 6 a gem worth 286L
- 7 a minor thank-you note written in Aldryami from Evergreen to Green Elm
- 8 a small bronze plaque inscribed with a Truth Rune
- 9 a ceramic piggy bank containing 3 clacks
- 10 a blank scrap of paper
- 11 an arrowhead
- 12 a small empty birdcage hanging from the ceiling
- 13 the glass figurine of a hippogriff
- 14 wood shavings
- 15 a piece of broken glass
- 16 a lunar
- 17 a small key, which unlocks nothing
- 18 a golden ring worth 100L
- 19 a wooden smoking pipe
- 20 a quill pen

The grounds have rarely been entered, and the mansion itself has not been disturbed since being deserted. Therefore, a character would find only trivial things lying around that belong to the mansion. These have only become misplaced by time.



tered by means of the drawbridge, they will not be able to see one of the guard towers or the wells. Everything else will still be visible.

If the characters enter the courtyard, they will be able to see everything. The grass is knee-high and there are many weeds.

The mansion appears as a four-walled structure with no windows or doors unless the beholder makes a roll of his POW or less on D100. If the character is attuned to the gem, in the key given by Humphrey Jones, he may see the mansion as it truly is. There is no limit to the number of people who may attune to this gem in this way. The key is necessary to unlock the front door.

#### The Mansion's Appearance

Lord Skyppen, some years after his mansion was built by the dwarves, came across a man and woman in the woods being attacked by four scorpionmen, one clad in iron. He watched, and saw that the people were taken prisoner, and not killed. He sent for help and followed the scorpion men. Shortly after dark, Lord Skyppen came to the outside of their camp. There were eight scorpion men in all. Some hours later, Lord Skyppen was joined by six of his private guard. That night, they drew up a plan of action.

At dawn, the scorpion men set out with their captives. A kilometer down the road, they found their path blocked by two swordsmen. As the scorpion mens' leader was about to give the attack order, a voice was heard. It said, "Hear me, vile ones. I, Sword priest of Humakt, order you to release your prisoners and prepare to die." The scorpion men roared with rage and prepared to attack. They stopped when Lord Skyppen stepped out in his decorative iron armor.

The scorpion mens' leader recognized Lord Skyppen and immediately ordered his men to attack. As they charged, arrows flew from the woods and two scorpion men fell. The men in the road quickly dispatched two more of the monsters. The iron-clad scorpion man panicked and he fled. His followers fled into the woods. Those that fled into the woods were never seen again, for King Treetrunk of the elves was still strong in the forest. The iron-clad scorpion man looked as if he would escape when, suddenly, a figure appeared in the road. The scorpion man stopped, astonished. The stranger slew the scorpion man and vanished.

Lord Skyppen found that the people he had saved were a High Priest of the Puppeteer cult and his wife. For his aid, Lord Skyppen was given a gift of illusion. This illusion was placed on his mansion.

#### 1. GUARD TOWER AND PARAPET

The outside door is locked. It opens upon a large room with a table and chairs. There are stairs leading up. At

the top two unlocked doors lead to the parapet.

**HIDDEN SPOTS:** 25% chance for a found item.

#### 2. GUARD TOWER AND PARAPET

The outside door is unlocked. Inside is a large room with a table and chairs. Stairs lead up to two unlocked doors which lead to the parapets.

**HIDDEN SPOTS:** 15% chance for a found item.

#### 3. GUARD TOWER AND PARAPET

The outside door is unlocked. Inside is a large room with a table and chairs. Stairs lead up to two unlocked doors, each leading to the parapet.

**HIDDEN SPOTS:** 20% chance for a found item.

#### 4. GUARD TOWER AND PARAPET

The door is unlocked. Inside is a table and chairs in a large room. A staircase leads up to two unlocked doors, which open onto the parapet.

#### 5. THE TOOL SHED

This is a shack with a broken roof and holes in the walls. All the tools and equipment are gone. Only broken items remain.

**HIDDEN SPOTS:** Anyone rolling 1/3 or less of their Spot Hidden chance will find a secret door leading into the catacombs. The door opens into room 41 of the catacombs.

#### 6. THE GARDEN

This was once a garden; it has long since been left to rot. The fence is broken.

#### 7. THE ENTRANCE WELL

**INITIAL DIE ROLLS:**

*1D100 Result*

01-50 The well has 1 meter of water in it.

51-00 The well is empty.

This well is the only one to have a roof over it. The roof is designed to hold the rope ladder found in room 22 of the catacombs.

**TRAPS:** Anyone stepping onto the bottom of the well will fall through into room 21 of the catacombs. The well floor is hinged and will spring back into place. It cannot be opened any other way from above.

#### 8. THE TRAPPED WELL

**INITIAL DIE ROLLS**

*1D100 Result*

01-50 The well has 1 meter of water in it.

51-00 The well is empty.

If the well is empty, looking into it will immediately reveal a false bottom. The characters will notice a latch which secures the false bottom and is easily removed. Below is a second bottom.

**TRAPS:** Any character standing on the second bottom and weighing more than 90 kilograms (SIZ 12 with no ENC) will, in 1D4 melee rounds, fall through the floor if not secured by a rope or other means. The character will fall into an underground river and drown.

#### 9a. A REAL WELL

**INITIAL DIE ROLLS:**

*1D100 Result*

01-50 There is 1 meter of water at the bottom of the well.

51-00 The well is empty.

#### 9b. A REAL WELL

**INITIAL DIE ROLLS:**

*1D100 Result*

01-50 There is 1 meter of water at the well bottom.

51-00 The well is empty.

#### 10. THE BARRACKS

This is the remains of a large barracks. Most of the walls have collapsed, and very little remains whole.

**HIDDEN SPOTS:** There is a 15% chance for a found item.

**TREASURE:** There are six clacks and a lunar on the floor.

#### 11. THE HORSEMASTER'S HOUSE

This is the remains of a small building. There is nothing within these walls, for they have mostly fallen in.

**HIDDEN SPOTS:** 05% chance for a found item.

#### 12. THE CORRAL

The fence is broken and the grass is overgrown with weeds.

**HIDDEN SPOTS:** 10% chance for a found item.

# THE MANSION INTERIOR

The ground and upper floors of the mansion have not been entered since the day Hubert left. Within the house are some impressive magical items, although none can be used in battle. A character may find it boring to search the house, but the main entrance to the catacombs lies within. The Humakt and Chalana Arroy temples can be used to regain Rune magic for the appropriate priests.

## 1a. THE DOORWAY

After a thin entry hallway, there is a rectangular room. To the east is a stairway. A red rug covers the floor.

The carpet is not wall-to-wall. There is a gap of two inches between the carpet's edge and the walls. The staircase in the east wall leads up. The south door is locked.

EXITS: The door in the west wall is trapped.

TRAPS: See room 1b.

## 1b. THE TRAPPED DOOR

This door is not locked. There is a weight counterbalanced behind the door. The door opens away from the party. The person opening the door will knock the weight off a platform behind the door. This will release the floor beneath the door way. There is no way for the door opener to avoid a fall. A stone slab gives way and the character will fall through the floor. The character will fall into 3 meters of water (the pit is 8 meters deep). If the character is conscious, a rope may be lowered. If not, the party will need to somehow rescue the unfortunate before he drowns.

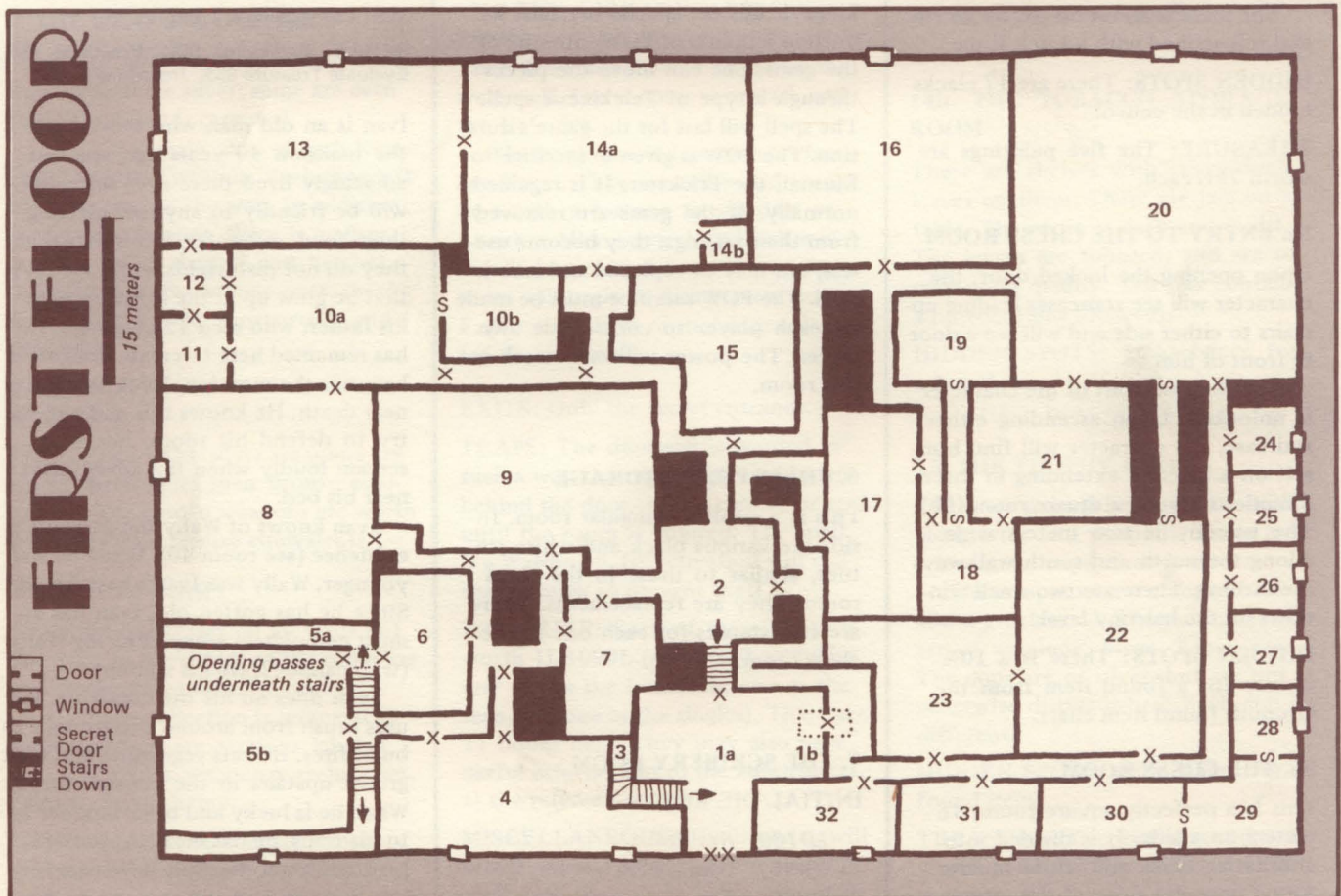
## 2. THE ENTRY HALL

Entering from room 1, the characters go up a small flight of stairs. At the top is a square room. There are doors on each wall, and the south door is silvery and reflective in color.

The south door is plated with silver

### Mansion: First Floor

- 1a. The Doorway
- 1b. The Trapped Door
2. The Entry Hall
3. Stairs Up
4. The Common Room
- 5a. Entry to the Chess Room
- 5b. The Chess Room
6. Chess Piece Storage
7. The Scribery Room
8. The Art Gallery
9. The Weapons Gallery
- 10a. The Library
- 10b. The Library Artifacts Room
11. A Reading Room
12. Another Reading Room
13. The Study
- 14a. The Smoking Room
- 14b. The Tobacco Storage Room
15. The Small Trophy Room
16. The Small Dining Room
17. A Storage Room
18. Another Storage Room
19. Entrance to the Catacombs
20. The Main Dining Room
21. Silverware and China Storage
22. The Apothecary
23. The Kitchen
24. Female Servant Quarters
25. Female Servant Quarters
26. Female Servant Quarters
27. Female Servant Quarters
28. Female Servant Quarters
29. The Servants' Treasure Room
30. Male Servant Quarters
31. Male Servant Quarters
32. Male Servant Quarters





which is difficult to remove. All the doors are locked.

**TREASURE:** The silver of the door is worth 5000L.

### 3. STAIRS UP

These stairs lead up for 5 meters and turn from heading east to heading south. The door at the top is locked. The seventh step is hollow and this may be heard by anyone rolling one quarter or less of their Listen skill on D100. Once heard, a Spot Hidden will be needed to discover the step's opening mechanism. A Lock Picking roll is needed to open the lock on the step. Inside the step is a key. It will open the secret door to 10b, the Library Artifact Room.

### 4. THE COMMON ROOM

#### INITIAL DIE ROLLS:

1D100 Result

01-50 The door is locked

51-00 The door is unlocked

The room has a blue carpet. It is basically rectangular in shape. There are a few paintings on the walls and a couch against the east wall. There are five brown chairs. A shiny plate of metal is attached to the west wall. On the north wall are two windows.

The plate is about 50 cm by 25 cm and is inscribed with a Luck Rune.

**HIDDEN SPOTS:** There are 17 clacks hidden in the couch.

**TREASURE:** The five paintings are worth 75L each.

#### 5a. ENTRY TO THE CHESS ROOM

Upon opening the locked door, the character will see staircases leading upstairs to either side and will see a door in front of him.

The door in front of the character is unlocked. Upon ascending either staircase, the character will find himself on a balcony extending in three directions around a square room (5b). The balcony is two meters wide. Along the north and south walkways are thrones. There are two small windows on the balcony level.

**HIDDEN SPOTS:** There is a 10% chance for a found item from the Grounds found item chart.

#### 5b. THE CHESS ROOM

This is a perfectly square room, 16 meters on a side. It is divided into alternating black and white squares. Along opposite sides of the square,

the first two rows of tiles bear variously sized and shaped statues. The statues are in opposing groups of black statues and white ones, respectively.

There are 64 squares (8x8). Anyone making their INTx5 roll or less on D100 will realize that this is a large chess board, although the pieces are less than conventional. The floor is made of separately laid marble squares. The squares can be removed but each weighs 14 ENC, and are extremely awkward to carry, being 2 meters on a side. The statues range in height from one to two meters. There is a gem mounted in the head of each King.

Piece	Black	White
King	Zorak Zoran	Humakt
Queen	Kyger Litor	Chalana Arroy
Rook	Mistress Troll	Human
Knight	Great Troll	Centaur
Bishop	Dark Troll	Dwarf
Pawn	Trollkin	Duck

**TREASURE:** Each marble slab is worth 200L. The chess pawns are worth 100L each; the other pieces are worth 150L each. The jewels in the king's heads are worth 2000L as jewels.

**MISCELLANEOUS:** The gems in the kings' heads are special crystals. By putting 6 points of POW into one of the gems, one can move the pieces through a type of Telekinesis spell. The spell will last for the game's duration. The POW is given in sacrifice to Eurmial, the Trickster. It is regained normally. If the gems are removed from their settings, they become useless, but may be replaced and reactivated. The POW sacrifice must be made by each player to control his own pieces. The power will only work in this room.

### 6. CHESS PIECE STORAGE

This is a small rectangular room. Inside are various black and white statues, similar to those in the chess room. They are replacements. There are two statues for each one in the chess room.

### 7. THE SCRIBERY ROOM

#### INITIAL DIE ROLLS:

1D100 Result

01-95 Ivan is here

96-00 The room is empty

This is a rectangular room. There are tables with chairs and stools. There is a bed against the west wall. The room is carpeted. A large cabinet is in the wall and there is a barrel below it.

Some of the tables have thin bronze sheets on their tops with designs scratched into them. Some are Runes, and others just pretty designs. Both doors are unlocked. On the tables are awls (scratching tools). In the drawers are unmarked steel strips (50cm x60cm). There is food in the cabinet and water in the barrel.

**HIDDEN SPOTS:** Beneath the mattress is a golden plaque inscribed with an unfamiliar symbol (the family crest).

**TREASURE:** The golden plaque is worth 50W and weights 1/2 ENC.

#### Ivan Nerus, the scribe

##### IVAN, (70-year-old human male)

STR	10	01-04 R LEG	0/4
CON	11	05-08 L LEG	0/4
SIZ	15	09-11 ABDOM	0/4
INT	17	12 CHEST	0/5
POW	7	13-15 R ARM	0/3
DEX	13	16-18 L ARM	0/3
CHA	17	19-20 HEAD	0/4

Move 6 Defense 15%

Hit Points 12

Weapon	SR	Attk%	Damage	Parr%	Pts
Awl	7	45%	1D3+1D4	50%	9

**SPELLS:** Healing 4, Light

**SKILLS:** Bargaining 90%, Breathing 75%, Evaluate Treasure 85%, Inscribing 130%

Ivan is an old man who moved into the mansion 40 years ago and has amazingly lived there ever since. He will be friendly to anyone, offering them food and water, but insists that they do not disturb his work. He says that he grew up at the mansion with his father, who died 12 years ago. He has remained here to create designs to beautify the mansion. He is obviously near death. He knows this and will not try to defend his room, but will scream loudly when the adventurers near his bed.

Ivan knows of Wally the gargoyle's existence (see room 40). When he was younger, Wally was Ivan's best friend. Since he has gotten old, Ivan has almost completely stopped seeing Wally (who cannot leave his station).

Ivan does all his own cooking. He uses brush from around the grounds to build fires. He eats vegetables and fruit grown upstairs in the conservatory. When he is lucky and birds blunder into his traps, he has meat. At present, Ivan has a good supply of meat, for a bad storm had killed many birds.

Due to his age Ivan does not often eat, and when he does it is not much.

## 8. THE ART GALLERY

### INITIAL DIE ROLL:

#### 1D100 Result

01-10 Ivan is here decorating (see room 7)

11-00 The room is empty.

This is an art gallery with many paintings, tapestries, and metal plaques on the wall. There are several pedestals with busts. There is a window in the east wall.

The busts are carved of wood stained brown. They are a little crude. The metal plaques are all designs. The paintings and tapestries are very well done compared to the busts.

**HIDDEN SPOTS:** 20% chance for a found item. The chance is small for Ivan cleans the place.

**TREASURE:** The busts are worth no more than a clack or so each. Three of the paintings are worth 180L, 560L, and 700L respectively. The other paintings are worth about 10L each. Three tapestries are worth 70L each, five are worth 135L each, six are worth 350L each, and one is worth 1000L.

## 9. THE WEAPONS GALLERY

There are weapons fastened to the wall. Several are silver; some are even gold. The room is carpeted.

There is a single copy of each Rune-Quest standard weapon, excluding missile weapons, on the wall. In addition to the bronze ones, there is a silver scimitar, pike, dagger, and hatchet. In addition to the bronze ones, there is a golden rapier, shortsword, and rhomphia.

**HIDDEN SPOTS:** 15% chance for a found item.

**TREASURE:** The silver weapons are worth three times their bronze equivalents. The golden weapons are worth ten times their bronze equivalents.

### 10a. THE LIBRARY

There are bookcases on all walls but the west. In the center of the room are two tables surrounded by chairs.

The huge collection is arranged by subject. There are sections labeled for cults, fables, weaponry techniques, history, and alchemy.

**EXITS:** A secret door in the center of the west wall leads to the library artifacts room.

**HIDDEN SPOTS:** The secret door can be revealed only by a successful Spot Hidden roll which reveals the keyhole. Because of the lock's intricacy, it can only be opened if the lock picker rolls a critical hit with his roll. If the key in the staircase has been found (section 3) then it will open this door. There is a 05% chance for a found item being in the library.

### The Librarian — INT 12 POW 18

The librarian is a spirit bound into the library who will attack only if something is removed from the library into anywhere but rooms 11 or 12. The spirit will attack in spirit combat. It can enter rooms 10a, 10b, 11, 12, 13, 14a, 14b, and into all corridors.

**TREASURE:** The whole book collection is worth 700,000L, but it seems ridiculous to plan to move all the books. Random books are valued at 1D100L each. There is a book open to a map on the table. Players studying the map will recognize the surrounding area. There is a question mark in pen in the mountains near San Tio and an unreadable note — all that can be made out is the name of Vivamort, lord of the undead.

### 10b. THE LIBRARY ARTIFACTS ROOM

There is a small shelf of books on the west wall. The room is very dark and the air is dry.

The books are in less than perfect condition. They are relics and would be worth a fortune to scholars or Lhankor Mhy sages. Any book mishandled or carried from the artifacts room will begin to disintegrate slowly. Exposure to light or moisture will hasten destruction.

**EXITS:** Only the secret entrance.

**TRAPS:** The doorway is warded in such a way that the props are hidden behind the door — they cannot be seen until the room is entered. The spell is a Warding 3. Its activation will call the librarian to prevent theft.

**TREASURE:** Each of these books is worth 1D1000L (roll 3D10, counting one roll as the hundreds, one as the tens, and one as the singles). There are 11 books here. They may also have useful information to the adventurers, at the referee's option.

**MISCELLANEOUS:** The librarian will attack anyone setting off the warding spell until the culprit leaves room 10b.

## 11. A READING ROOM

This is a simple room with one comfortable chair in it. Lanterns hang on the walls. There is a small table.

**HIDDEN SPOTS:** 10% chance for a found item.

## 12. ANOTHER READING ROOM

This is very similar to room 11. There is a chair, small table, and lanterns.

**HIDDEN SPOTS:** 15% chance for a found item.

## 13. THE STUDY

The room is carpeted in deep blue. There are many large, comfortable chairs. There are windows in the south and east walls.

**HIDDEN SPOTS:** 20% chance for a found item.

### 14a. THE SMOKING ROOM

This is a largely empty room. There are some chairs grouped in threes, and spittoons and ceramic ashtrays are scattered about. There are two windows in the south wall.

**EXITS:** The door in the northwest corner of the room is locked.

### 14b. THE TOBACCO STORAGE ROOM

There are shelves with large, dried leaves on them. There are jars on a table. The room is dark and moist. The leaves are tobacco, and are of very good quality. The jars contain a powder (also tobacco).

**HIDDEN SPOTS:** 10% chance for a found item.

## 15. THE TROPHY ROOM

There are animal heads on the wall along with two weapons. There are a few metal cups on shelves.

The weapons are a composite bow and a greatsword. The animal heads are of antelope, bison, llama, etc. The cups are of silver, but are not otherwise distinguished. Each cup is different.

**HIDDEN SPOTS:** 05% chance for a found item.

**TREASURE:** The four silver cups are worth 100L, 150L, 73L, and 526L respectively.

**16. THE SMALL DINING ROOM**

Here is a large table in the center of the room surrounded by chairs. There are candles on the table and a large window in the south wall. There are 15 chairs around the table.

**HIDDEN SPOTS:** 05% chance for a found item.

**17. A STORAGE BIN**

This is a small room with shelves along all the walls but the south one. The shelves are filled with musical instruments.

**EXITS:** There are doors in the east and west walls; the west door is locked.

**HIDDEN SPOTS:** 10% chance for a found item.

**18. ANOTHER STORAGE ROOM**

A wooden chest is on the floor of this closet.

The chest is unlocked. Inside are many cloths which fit nicely over the tables in rooms 16 and 20. The chest also contains many candles.

**EXITS:** A secret door in the south wall leads to the entrance to the catacombs.

**HIDDEN SPOTS:** 10% chance for a found item.

**19. ENTRANCE TO THE CATA-COMBS**

This is a six-meters-square room. In the center of the floor is a trapdoor.

There are two bronze bars slid through four bronze clasps securing the trapdoor. If the bars are removed, the trapdoor may be lifted and opened. A spiral staircase is visible when the trapdoor is lifted.

**EXITS:** A secret door in the north wall leads to room 18.

**HIDDEN SPOTS:** There is a secret door in the north wall.

**20. THE MAIN DINING ROOM**

This room is plushly carpeted. There is a large table covering most of the room. Many carved chairs sit around it. The table is covered with a multi-colored cloth. There are lantern holders on the wall. On the south and west walls are large windows.

The cloth is very large, colored, and has a black Death Rune on it. The chairs each have a Death Rune carved into the backs.

**EXITS:** A secret door in the north wall leads to the Apothecary.

**HIDDEN SPOTS:** Twelve lunars are scattered throughout the room.

**21. SILVERWARE AND CHINA STORAGE**

There are many ceramic urns on a table. There are shelves of silver plates and silver eating utensils.

**TREASURE:** The silver utensils and plates combined are worth 500L. They would weigh 10 ENC.

**22. THE APOTHECARY**

Here are many flasks on a table. There are also stirring utensils, glass jugs, and beakers. Some are full; others empty.

There are three drawers in the table. They contain small glass tubes (for potions) and ingredients that an alchemist will recognize as being useful for the creation of nearly every known potion. The flasks are marked in symbols and contain colored powders.

**EXITS:** A secret door in the south wall leads to the main dining room.

**HIDDEN SPOTS:** 30% chance for a found item.

**TRAPS:** Swallowing of any ingredients may be harmful to the character's health. Each ingredient has a 50% chance of being harmful. If it is, roll on the following table for damage:

1D10	Results
1-5	POT 1D4 poison.
6-8	POT 1D6 poison.
9	POT 1D8+2 poison.
10	POT 2D6 poison.

If the poison fails to overcome the player's CON, it will do half damage, as normal.

**23. THE KITCHEN**

There are all sorts of useful utensils and pots and pans stored here. There is a small pit in the floor and a chimney leading up through the ceiling.

The pit has a residue of gray powder at the bottom. Inspection reveals it to be ashes and dust.

**24. FEMALE SERVANT QUARTERS**

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall.

**HIDDEN SPOTS:** 10% chance for a found item.

**25. FEMALE SERVANT QUARTERS**

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall.

**HIDDEN SPOTS:** 15% chance for a found item.

**26. FEMALE SERVANT QUARTERS**

Two beds, a lantern holder, and two small tables on the floor. A small metal plaque inscribed with a Luck Rune is on the wall. A small window is in the west wall.

**HIDDEN SPOTS:** 15% chance for a found item.

**27. FEMALE SERVANT QUARTERS**

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall. A small window is in the west wall.

**HIDDEN SPOTS:** 20% chance for a found item.

**28. FEMALE SERVANT QUARTERS**

Two beds on the west wall, a lantern holder on the south wall, and two small tables on the floor. A small window is in the west wall.

**EXITS:** A secret door is in the north wall. It leads to the servants' treasure room.

**HIDDEN SPOTS:** 10% chance for a found item.

**29. THE SERVANTS' TREASURE ROOM**

20 small wooden chests on the floor. They are unlocked and empty.

**EXITS:** There are secret doors in the south wall into room 28 and in the east wall into room 30.

**30. MALE SERVANT QUARTERS**

Three beds on the floor, three small dressers against the walls, lantern holders on the wall, and a small window in the north wall.

**EXITS:** A secret door in the west wall leads into the servants' treasure room.

**HIDDEN SPOTS:** 20% chance for a found item. There is a secret door in the west wall.

**31. MALE SERVANT QUARTERS**

Three beds, lantern holders on the wall, a small window in the north wall, three dressers, and a small table on the floor.

**HIDDEN SPOTS:** 15% chance for a found item.

### 32. MALE SERVANT QUARTERS

Three beds, three dressers, and a small window in the north wall.

**HIDDEN SPOTS:** 10% chance for a found item.

### 33a. THE MASTER BEDROOM

A very large bed sits in the southeast section of the room. Along the east wall are two dressers. The northwest corner of the room has a door-shaped opening in the wall. There are two windows on both south and east walls. A large fireplace is in the southwest corner, and a thick rug is on the floor.

The dressers both contain clothing. One contains the clothes of a Sword priest of Humakt, the other, those of a Rune priestess of Chalana Arroy. All are made of fine material (like that to be found in room 41). The opening leads to a large walk-in closet. This is the only second-story room to be carpeted.

**TREASURE:** The robes are worth 1500L each to their respective cults, and the remainder of the clothing in the dressers are worth 2000L.

### 33b. THE CLOSET

This is a large closet with clothing hanging in it. There is a desk against the west wall of the closet.

The clothes in here are well-made. They are more for ceremony than everyday use.

**EXITS:** A secret door is in the west wall.

**TREASURE:** The clothes here are worth 5000L total and will fit a SIZ 17 male and a SIZ 15 female.

### 33c. THE SECRET ROOM

This is a very dark L-shaped room. On a table in the north-south portion is a dwarven crossbow (holding 3 quarrels) with a Multimissile 4 matrix carved in the wood.

**HIDDEN SPOTS:** A trip wire crosses the floor in the northern portion of the "L". This section of the room seems to swallow all torch light. Unless a Light spell is used, the wire will only be seen if half or less of a Spot Hidden roll is made.

**TRAPS:** If the trip wire is activated, a crossbow mounted in the wall at the east end of the corridor will fire. It is a heavy crossbow (2D6+2) and fires

a bolt and four magic missiles. Mounted on the crossbow is a gem which supplies the power for the spell. The bow has a 60% chance to hit the person setting it off. Defense bonus may not be used on the first missile.

**TREASURE:** A pouch on the table by the dwarven crossbow holds 40W and some iron arrowheads. Anyone touching the dwarven crossbow, except a dwarf, will cause it to wither.

### 34a. THE TEMPLE TO HUMAKT

#### INITIAL DIE ROLLS:

##### 1D100 Results

- |       |   |
|-------|---|
| 01-05 | The spirits attack unless there is a Humakti Rune-master present. |
| 06-90 | The spirits will speak to a random party member.                  |
| 91-00 | The spirits are silent.   |

This is a large room with benches and pedestals. There are busts on the pedestals. There are two windows in the west wall.

When the room is entered fully, an altar of gold is visible. On the altar are two candelabra, a gold cup, and a cloth with a Death Rune on it. The busts are of Humakt.

**DENIZENS:** The spirits. The spirits will tell a random party member that this is a temple to Humakt and must not be defiled. All Humakti and friends are allowed to enter. Cult enemies are attacked. Any attempt to remove the artifacts or defile the temple will cause the spirits to attack.

**Spirit One**  
INT 16 POW 16

**SPELLS:** Dispel Magic 4, Dullblade 4, Healing 6, Mindspeech 2

**Spirit Two**  
INT 15 POW 20

**SPELLS:** Befuddle, Demoralize, Disruption, Extinguish, Harmonize

**RUNE MAGIC:** Mindlink, Truesword, Turn Undead.

**TREASURE:** The artifacts of the temple are worth 40,000L to another temple of Humakt. They may, however, question your possession of them.

**MISCELLANEOUS:** The spirits are bound into the altar. They may cast spells and may travel anywhere on the second floor of the mansion. Rune magic can be regained here by Humakt worshippers.

### 34b. THE PREPARATION ROOM

This is an unfurnished room. There is a robe hanging on the wall.

### 35. THE CHALANA ARROY CHAPEL

An altar is in the center of the room. A doorless closet is in the southwest corner.

There is nothing special in the chapel, but the closet holds many potions and salves. They are labeled in Tradetalk. There is a single example of each of the following potions: Cure Soul Waste, Cure Shakes, Cure Creeping Chills, systemic poison antidote POT 10, healing potion POT 10, healing potion POT 2, Blade Venom antidote POT 5, scorpion poison antidote POT 16. To determine a potion's usefulness, roll on the following chart:

##### 1D100 Results

- |       |   |
|-------|---|
| 01-35 | The potion is useful  |
| 36-77 | There is a 50% chance of the potion's working. Even if it fails to work, there are no side effects. |
| 78-00 | The potion is spoiled and acts as a POT 5 poison.   |

**DENIZENS:** Spirit of healing. This spirit will heal anyone wounded who enters and prays for help to Chalana Arroy at the altar. It will otherwise do nothing.

**Spirit of Healing**  
INT 17 POW 23

**SPELLS:** Healing 6, Vigor (4), Xenohealing 6

**RUNE MAGIC:** Heal Area x 2, Resurrection x 2

**MISCELLANEOUS:** There were once three spirits of healing. The events leading to the destruction of the other two spirits are recounted later in the scenario.

### 36. THE ARCHERY PRACTICE ROOM

There are lots of bows and arrows on the wall. The room is long and thin. Archery targets stand at one end. On the west wall are four small windows.

This room runs the length of the mansion. It is obviously a room for target practice with missile weapons. There is a rack with 12 throwing daggers, 10 javelins, and 40 darts on the wall. There are also 3 composite bows, 2 self bows, a heavy crossbow, and 2 arbalests on the wall. There are plenty of arrows and bolts for the crossbows. The targets are at the north end of the room.



**WALLY**

STR 25	01-03 R LEG	6/6
CON 14	04-06 L LEG	6/6
SIZ 25	07-09 ABDOM	6/6
INT 13	10 CHEST	6/7
POW 14	11-12 R WING	6/5
DEX 18	13-14 L WING	6/5
Move 5/9	15-16 R ARM	6/5
Defense 00%	17-18 L ARM	6/5
Hit Points 18	19-20 HEAD	6/6

SKILLS: Cook 85%, Tend Plants 95%

**37. THE WEAPONS PRACTICE ROOM**

There are a few dozen weapons on racks. The floor has mats. There are practice masks, padding, and practice dummies. The weapons consist of swords, spears, and axes. The practice dummies are slashed, and the mats are worn.

**38. THE WEAPON AND TROPHY ROOM**

Many plaques and trophies are on the walls. They are for expertise in the areas of composite bow, bastard sword, two-handed spears, and great axe. All the plaques and trophies bear the name of Lord Skyppen.

TREASURE: The trophies are worth 1500L total.

**39. THE SMALL KITCHEN**

INITIAL DIE ROLLS:

- 1D100 Result
- 01-05 Hot food on the table
- 06-10 Food cooking
- 11-95 Dirty dishes on the table
- 96-00 A gargoyle cooking

This is a small kitchen and dinette. There is a table in the center of the floor. There are chairs around the

table, a small pit in the floor, and a water pump.

DENIZENS: None. For gargoyle, see room 40.

**40. THE CONSERVATORY**

INITIAL DIE ROLLS:

- 1D100 Results
- 01-95 Gargoyle tending plants
- 96-00 Empty

The south wall is all glass. There are many healthy plants growing.

Anyone searching through the plants will find all the varieties of mushrooms that grow in room 20 of the catacombs. A Chalana Arroy healer may also find numerous healing plants here.

DENIZENS: Wally the gargoyle. Wally's INT has been magically raised. He will not fight. He speaks Trade-talk at 95%. If the adventurers do not attack him, he will accept them as his new masters. He will continue to go about his duties. If anyone inquires, he says that he must tend the plants. He will also serve midnight snacks (he can't tell time). Wally knows Ivan the scribe and if the characters mention him, will inquire about his health. If asked, he will fill the bath in room 49. This is all Wally is capable of doing. If he is asked to do anything else, he will mess it up 95% of the time. If he is taken from the second floor of the house, he will die.

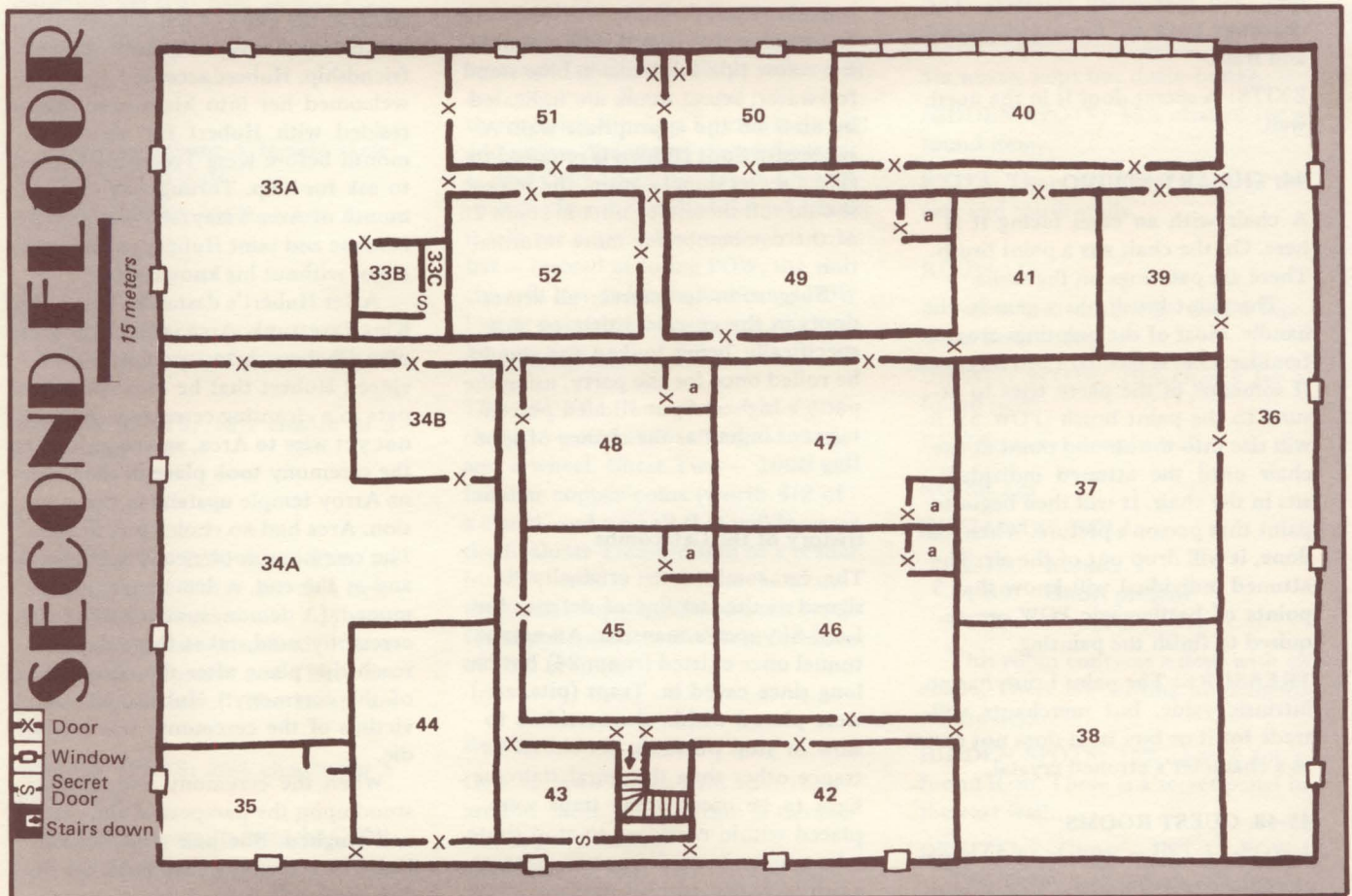
*Wally's stats and an illustration are given on the opposite page.*

**41. THE SEWING ROOM**

There are many fine rolls of cloth spread across tables. They are in many

**Mansion: Second Floor**

- 33a. The Master Bedroom
- 33b. The Closet
- 33c. The Secret Room
- 34a. The Temple to Humakt
- 34b. The Preparation Room
- 35. The Chalana Arroy Chapel
- 36. The Archery Practice Room
- 37. The Weapon Practice Room
- 38. The Weapon and Trophy Room
- 39. The Dinette
- 40. The Conservatory
- 41. The Sewing Room
- 42. A Storage Room
- 43. The Drafting Room
- 44. The Art Studio
- 45. A Guest Room
- 46. A Guest Room
- 47. A Guest Room
- 48. A Guest Room
- 49. The Bath
- 50. The Nurse's Room
- 51. The Baby's Room
- 52. The Baby's Playroom



colors. There are also needles and thread; adventurers may notice the fine quality of the cloth.

**HIDDEN SPOTS:** 05% chance for a found item.

**TREASURE:** The bolts of cloth are worth 4000L if sold to a reputable dealer.

#### 42. A STORAGE ROOM

All that can be seen here is a lot of boxes and sacks. If they are examined (which takes two hours), the party will find various paints, paint removers, brushes, drafting equipment, and empty bottles. The sacks contain potting soil and remnants of manure. There are two very small windows in the north wall.

**HIDDEN SPOTS:** 10% chance for a found item.

#### 43. THE DRAFTING ROOM

There is a desk with a chair in it. There are shelves on the east wall and maps and drawings on the desk.

The drawings are of the grounds. There is a building marked that has never been built. There is an inkwell, pens, and straightedges. On the shelves are floorplans of the main home, stables, and mercenary quarters. The drawings omit all the secret doors and traps.

**EXITS:** A secret door is in the north wall.

#### 44. THE ART STUDIO

A chair with an easel facing it is here. On the chair sits a paint brush. There are paintings on the walls.

The paint brush has a gem in the handle. Most of the paintings are unfamiliar. One is labeled Lord Skyppen. If someone in the party tries to attune to the paint brush (POW 5), it will rise into the air and point at the chair until the attuned individual sits in the chair. It will then begin to paint that person's picture. When half done, it will drop out of the air. The attuned individual will know that 3 points of battlemagic POW are required to finish the painting.

**TREASURE:** The paint brush has no intrinsic value, but merchants will trade for it or buy it. It does not count as a character's attuned crystal.

#### 45-48. GUEST ROOMS

These four rooms are identical. Each contains a bed, a dresser, a table with

an oil lamp on it, and two chairs. The area labeled "a" is a closet.

**HIDDEN SPOTS:** 05% chance for a found item.

#### 49. THE BATH

A tiled floor and a large tub in the west end of the room. A bucket is in the tub. The area labelled "a" is a closet. In the closet are towels and more buckets.

#### 50. THE NURSE'S ROOM

This room has a bed, a dresser, a desk, and a fireplace. There is a window in the south wall. There is a closet in the southeast corner of the room. There are no linens on the bed. The dresser and desk are empty.

#### 51. THE BABY'S ROOM

There is a crib on the north wall, and a closet in the southwest corner. Next to the closet is a Size 24 teddy bear. There is a small tub, pictures on the wall, a fireplace by the north wall, and a window in the south wall.

Inside the crib is a blanket, a pillow, and a sword-shaped rattle. The pictures are of a human male, a human female, and a child.

**HIDDEN SPOTS:** 15% chance for a found item.

#### 52. THE BABY'S PLAY ROOM

A large carpeted room with a playpen and a rocking chair. The playpen is empty but for a small teddy bear.

**HIDDEN SPOTS:** 25% chance for a found item.

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## THE CATACOMBS

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Every 100 meters (approximately 30 squares) there is a 25% chance for a found item. These will need a successful Spot Hidden to find, which should be rolled by the referee. Dotted lines indicate tunnels running beneath other tunnels. The symbol ——— indicates stairs going down in the direction of the arrow tips. All items in blue stand for water; secret doors are indicated by an S on the appropriate wall. A successful Spot Hidden is required to find a secret door — again, the referee should roll these. See note in room 26 of the catacombs for more information.

Suggestion to referee: all secret doors in the corridors that are not specifically being looked for should be rolled once for the party, using the party's highest Spot Hidden percentage cut in half as the chance of spotting it.

#### History of the Catacombs

The catacombs were originally designed as the last line of defense for Lord Skyppen's mansion. An escape tunnel once existed (room 24) but has long since caved in. Traps (pits, etc.) were placed within the corridors to slow or stop pursuers, should an entrance other than the spiral staircase have to be used. Some traps were placed within corridors to stop those who sought Lord Skyppen's treasure. Lord Skyppen and his garrison knew

of the traps and were careful to avoid them.

#### Arca's Coming and the Deeds that Followed

Arca, in the guise of a Rune priestess of Chalana Arroy, came to Hubert in friendship. Hubert accepted Arca and welcomed her into his home. Arca resided with Hubert for almost a month before King Treetrunk arrived to ask for help. Throughout the first month of Arca's stay, she was able to confuse and taint Hubert's mind with chaos without his knowing it.

After Hubert's dastardly betrayal of King Treetrunk, Arca (still in the guise of a Chalana Arroy priestess) convinced Hubert that he must participate in a cleansing ceremony. Hubert, not yet wise to Arca, agreed as long as the ceremony took place in the Chalana Arroy temple upstairs in the mansion. Arca had no choice but to agree. The ceremony took nearly a full week and at the end, a demon was summoned. (A demon, summoned by the ceremony used, takes three days to reach this plane after the completion of the ceremony.) Hubert, like all victims of the ceremony, was left to die.

When the ceremony ended, Arca stood upon the parapets of the castle and laughed. She had good reason. Hubert's remaining men held off the full elven attack, and she had sum-

moned a demon to this plane. It was not until the demon materialized that Arca found out about the pact made to stop the demon she had summoned. Arca spent the next five years setting up traps to protect the demon who was confined to a specific place in the catacombs until it was ready to take care of itself. She reopened the drowning staircase and made each of Lord Skyppen's traps much more vicious.

### Hubert's Greatest Deeds and Arca's Death

Hubert did two really great deeds before his death. The first was insisting that the cleansing ceremony take place in the Chalana Arroy temple. The death of Hubert was supposed to occur during the summoning ceremony, but a spirit in the temple who pitied Hubert intervened. The spirit realized that it was not Hubert's fault, that he had been tricked, and that he had no idea of the consequences of the ceremony. The spirit sacrificed its existence to save Hubert's life. The spirit may also have known that Hubert had one more great deed to perform before his life ended.

None of the spirits realized what was going on until the last day of the ceremony. On this day, the most powerful of the two remaining spirits let loose a desperate plea for help. (There were originally three spirits, and one sacrificed itself to save Hubert.) Although the plea destroyed the spirit, it was heard by the gods. The ceremony was too far advanced to stop, but a god intervened. The god bound the demon in the Temple to All Deities (room 40a in the catacombs) and the adjoining rooms (rooms 40b, 40c, and 39).

Chalana Arroy punished Hubert because of the price she had to pay to sustain his life. She caused him to sleep for five years as punishment for his misdeeds. When he awoke, he looked upon the land and could not believe the damage he had helped to inflict. He then swore an oath to Humakt that he would make Arca pay for her deceit.

Hubert recovered his hidden battle axe and went hunting for Arca. He located her and motioned for her to come to him. Arca, not believing that Hubert could have survived the ceremony without divine help, realized her peril. She threw a strong magic at Hubert. The axe absorbed the magic, though Hubert did not realize it, and Hubert slew Arca with a single

blow. Hubert then sought out the demon, but became demoralized and fled. He placed the axe in his father's yet undiscovered treasure chamber and

returned to the Humakti temple to pray. Hubert prayed, but his prayers were unanswered. He fled the mansion and was never heard of again.

#### Found Items for Catacombs

First roll 1D100, then roll the correct dice on the appropriate section of the found items table.

##### D100 Result

- 01-40 First chart
- 41-80 Second chart
- 81-95 Third chart
- 96-99 Fourth chart
- 00 Fifth chart

##### First Chart

###### 3D6 Result

- 3 Small red gem worth 15L
- 4 bronze shortsword
- 5 human arm bone
- 6 cement statue of a duck, worth 10C; ENC of 1
- 7 cement statue of a wolf; worth 25C; ENC of 3
- 8 five lunars
- 9 broken spear
- 10 scroll written in Tradetalk, but the writing is blurred by age and hence, unreadable
- 11 emerald worth 35L
- 12 necklace of sharkmen teeth
- 13 human skull
- 14 map of the most direct route from room 21 to room 20
- 15 topaz worth 42L
- 16 spoiled potion with no effect on the drinker, besides a foul taste
- 17 shaft of a battle axe
- 18 small clay statue of a griffin, worth 10L; ENC of 1/4

##### Second Chart

###### 3D6 Result

- 3 golden ring worth 150L
- 4 1D4 dead rats
- 5 pretty black gem worth 500L
- 6 iron arrowhead worth 20L
- 7 bronze bastard sword with a Bladesharp 1 matrix
- 8 small sack holding 2W and 10L
- 9 25C scattered on the floor
- 10 human pelvis bone
- 11 half-full water skin
- 12 back containing everything that comes in an adventurer's pack (see RuneQuest rules) except food and water
- 13 a map showing the entrance to the catacombs via the well in the courtyard (courtyard area 7)
- 14 key to room 1
- 15 head of a human statue
- 16 a flawed POW storing crystal. For every two points of POW put into it, one can be withdrawn — the other is lost (regained as per battlemagic spells). This crystal holds up to 7 points of Power (taking 14 points of Power to fill)
- 17 Power Enhancing 2 crystal
- 18 potion which gives the drinker a Detect Gems spell

##### Third Chart

###### 2D6 Result

- 2 iron spike worth 75L if melted down
- 3 scroll written in Mostali which teaches the reader how to increase his STR by a point for 2 weeks of training
- 4 bronze heavy mace
- 5 padded full helm which fits anyone from SIZ 15-17. It provides 7 points of protection with an ENC of 2
- 6 a red gemstone worth 1000L
- 7 a quiver with 20 crossbow bolts
- 8 a pouch holding 20W
- 9 a lantern half full of fluid
- 10 flask which holds a half liter of red wine
- 11 a flawed gem worth 1C
- 12 potion causing the drinker to sleep for 5 weeks

##### Fourth Chart

###### 1D4 Result

- 1 map of the octagonal hall and passage from room 20 to it
- 2 potion allowing the drinker to breathe underwater for 24 hours. 50% chance that it is spoiled.
- 3 a scroll giving a 25% increase in Arbalest. It takes 12 weeks to learn, has an upper limit of 75%, and is written in Tradetalk
- 4 healing potion POT 6 with three doses left: 50% chance of being spoiled

##### Fifth Chart












###### 1D4 Result

- 1 silver ring with a Detect Magic matrix; it gives the wearer a random chaotic feature four hours later. Once put on, it can only be removed by Divine Intervention. The chaotic feature may also be removed only by Divine Intervention
- 2 scroll which permanently lowers STR, DEX, CON, CHA, and POW by two points. It is written in Tradetalk. Those who touch the scroll are cursed and lose the characteristics in one hour. The scroll describes the fate of the character who touches it. The scroll will work on a single character but once.
- 3 a necklace. The wearer will be attacked by a fresh INT 3D6, POW 2D6+6 spirit each hour on the hour until it is removed
- 4 a potion which, if drunk, will cause the drinker to shrink 3 points of SIZ per week until he reaches SIZ 3. Only the Chalana Arroy spell of Cure Chaos Wound will stop the shrinking. All shrinking is permanent.




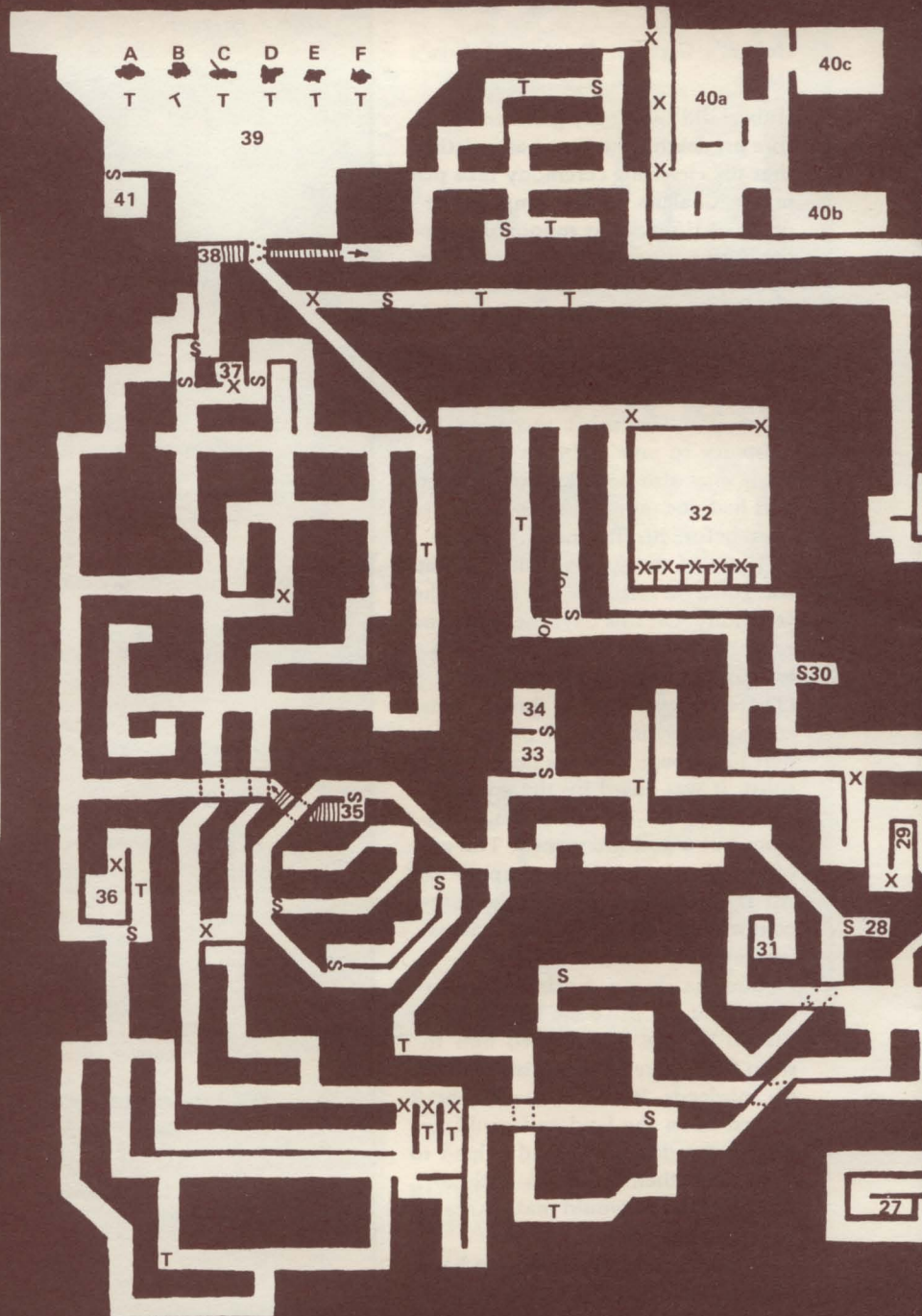
# MAP OF THE CATACOMBS

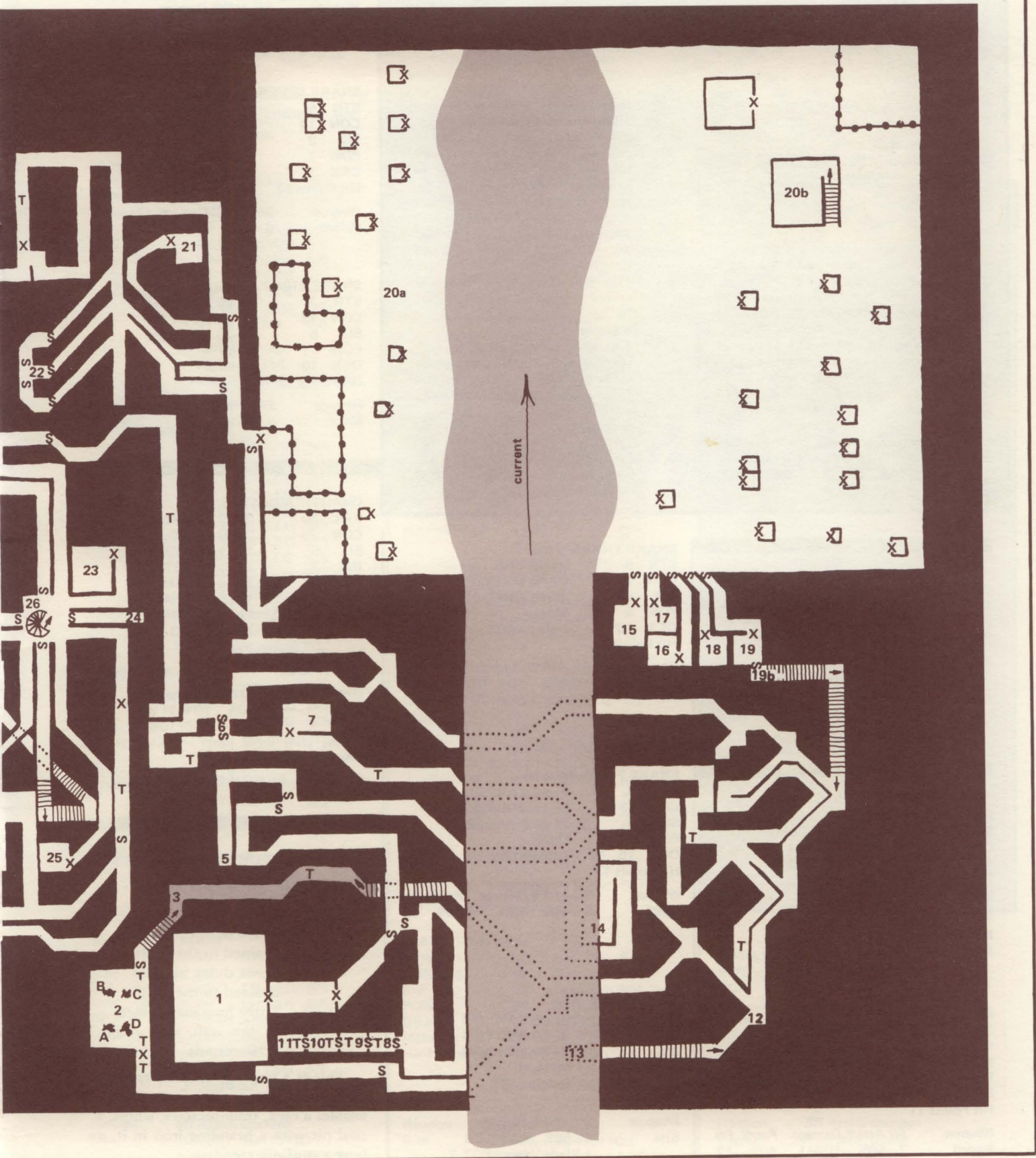
**KEY**

 Solid rock	 Water
 Corridor	 Trap. Type is random
 Stone walls, 3 m. thick	 Locked door
 N-S passes under E-W	 Secret door
 Stairs (arrow points down)	 Statue with identifying letter
 Fencing	

9 meters

 N





## TRAPS IN THE CATACOMBS

The referee must habitually roll Spot Traps for the characters. If he does not, the characters will most likely be killed by the traps in the corridors.

All pits and traps are cleverly hidden and will require a Spot Traps roll to find. Pits may be stepped around, but the tightness of the corridor requires a roll of DEXx6 or less on D100 (96-00 always falls in pit).

Roll first a D100, then roll on the appropriate chart.

## D100 Result

01-80 First Chart  
81-00 Second Chart

## First Chart

## 1D6 Result

- 1 Pit trap; 5 meter fall - 2D6 damage to a single location
- 2 Pit trap; 5 meter fall onto 1D10 daggers (1D4+2+2D6 points of damage for each dagger)
- 3 Pit trap; 2 meter fall into pool of water which is 5 meters deep - 1D2 damage plus drown
- 4 Pit trap; 2 meter fall into pool of water 5 meters deep plus gorp - 1D2 damage + drown + gorp
- 5 Pit trap; 3 meter fall with 1D8 snakes - 1D6 damage plus snakes
- 6 Pit trap; 10 meter fall - 4D6 points of damage

## Second Chart

These traps are meant to be used only once. Reroll if one comes up a second time.

## 1D8 Result

- 1 Gate drops behind the party; SIZ 85 (hard to move)
- 2 Trip wire drops 1D6 daggers, each with a 70% chance to hit (14% to impale). Each dagger does 1D4+2 damage.
- 3 Trip wire which opens panel and fires 2 crossbow bolts, each with a 100% chance to hit (20% to impale). Each bolt does 2D4+2 points of damage. Defense may help.
- 4 Trip wire opens a panel and reveals 1D100L. A pin coated with mineral poison POT 20 pricks whoever reaches for it. Needle does 1D3+1 damage and always hits.
- 5 Trip wire drops a vial of acid POT 4 on random party member. He can dodge it if he rolls DEX x 3 or less on D100.
- 6 Trip wire opens 3x1 meter wall panel and emits 12 point flame at two members of party. Defense and armor help; fire attacks at 75%.
- 7 Stone slab drops behind the party; impossible to move
- 8 Pit trap; 5 meter fall into a pit with a chaotic monster - 2D6 damage plus monster

## SNAKE SIX, Fang

STR 5 01-06 TAIL 0/5  
CON 15 07-14 BODY 0/6  
SIZ 1 15-20 HEAD 0/5  
POW 12 Move 4  
DEX 12 Defense 05%  
Hit Points 13

Weapon SR Attk% Damage  
Bite 10 65% 1D4+1D6  
+ Blade Venom POT 5

## SNAKE SEVEN, Weapon

STR 6 01-06 TAIL 0/4  
CON 14 07-14 BODY 0/5  
SIZ 3 15-20 HEAD 0/4  
POW 7 Move 4  
DEX 11 Defense 05%  
Hit Points 12

Weapon SR Attk% Damage Parr% Pts  
Sword 8 55% 1D6+1 50% 12

## SNAKE EIGHT, Weapon

STR 2 01-06 TAIL 0/4  
CON 13 07-14 BODY 0/5  
SIZ 5 15-20 HEAD 0/4  
POW 11 Move 4  
DEX 10 Defense 00%  
Hit Points 12

Weapon SR Attk% Damage Parr% Pts  
Mace 9 75% 1D6 70% 12

## CHAOTIC MONSTER

STR 30 01-03 R LEG 6/8  
CON 20 04-09 L LEG 6/9  
SIZ 9 10-11 ABDOM 6/8  
INT 7 12 CHEST 6/9  
POW 22 13-14 R ARM 6/7  
DEX 18 15-16 C ARM 6/7  
CHA 12 17-18 L ARM 6/7  
19-20 HEAD 6/8

Move 8 Defense 15%  
Hit Points 22

Weapon SR Attk% Damage  
Claw\* 7 60% 1D4+1+1D6  
Kick\* 7 40% 1D6+1D6

\* May claw three times and kick once in a melee round.

CHAOTIC FEATURE: 6-point skin, +5 STR

## GORP

CON 12 01-20 BODY 0/15  
SIZ 24 Move 4  
POW 12 Hit Points 15

Weapon SR Attk% Damage  
Envelope 1 100% Acid POT 8

CHAOTIC FEATURE: none

## SNAKE ONE, Fang

STR 6 01-06 TAIL 0/4  
CON 12 07-14 BODY 0/5  
SIZ 6 15-20 HEAD 0/4  
POW 9 Move 4  
DEX 10 Defense 00%  
Hit Points 12

Weapon SR Attk% Damage  
Bite 10 40% 1D4+1D6  
+ Blade Venom POT 6

## SNAKE TWO, Weapon

STR 6 01-06 TAIL 0/4  
CON 13 07-14 BODY 0/5  
SIZ 3 15-20 HEAD 0/4  
POW 7 Move 4  
DEX 15 Defense 10%  
Hit Points 11

Weapon SR Attk% Damage Parr% Pts  
Sword 7 50% 1D6+1 40% 12

## SNAKE THREE, Fang

STR 6 01-06 TAIL 0/4  
CON 12 07-14 BODY 0/5  
SIZ 6 15-20 HEAD 0/4  
POW 9 Move 4  
DEX 10 Defense 00%  
Hit Points 11

Weapon SR Attk% Damage  
Bite 10 40% 1D4+1D6  
+ Blade Venom POT 3

## SNAKE FOUR, Weapon

STR 4 01-06 TAIL 0/5  
CON 15 07-14 BODY 0/6  
SIZ 3 15-20 HEAD 0/5  
POW 12 Move 4  
DEX 10 Defense 05%  
Hit Points 13

Weapon SR Attk% Damage Parr% Pts  
Mace 9 45% 1D6 40% 12

## SNAKE FIVE, Fang

STR 1 01-06 TAIL 0/3  
CON 11 07-14 BODY 0/4  
SIZ 2 15-20 HEAD 0/3  
POW 12 Move 4  
DEX 8 Defense 00%  
Hit Points 9

Weapon SR Attk% Damage  
Bite 11 50% 1D4+1D6  
+ Blade Venom POT 3

## 1. THE TORTURE CHAMBER

## INITIAL DIE ROLLS:

- 1D100 Result  
01-30 Three dead humans chained to the wall  
31-80 Three dying humans chained to the wall  
81-00 Three humans chained to the wall, each with 1D6 wounds

This is a large rectangular room. There are many torture instruments visible: a rack, thumbscrews, whips, a coal pit with a branding iron in it, a large vat of oil, etc.

One of the humans has been branded with the word "Cacodemon". There are chains for four more prisoners on the walls. If 81-00 was rolled on the initial die roll, then the oil is boiling. Otherwise, it is cold.

**HIDDEN SPOTS:** There is a secret panel in the northwest corner of the room. Within is a 60x30 cm copper chest.

**TRAPS:** A successful Spot Traps will reveal a pin in the chest's lock. The pin is harmless, but the players should not be told that. Whether or not it is 'disarmed', the box will explode upon opening, doing 2D6 damage to all within 3 meters.

**TREASURE:** After the box explodes, 15 lunars, a 5-point POW storage crystal, and some broken glass will be scattered about the room.

**MISCELLANEOUS:** If the humans are healed, they will join the party until they are off the castle grounds, when they will flee. If 81-00 was rolled in the initial die rolls, they can be healed normally. If 31-80 was rolled, they cannot be healed by spells 50% of the time. The players will not know if they can be healed or not — let them waste their Power. Each human will have but 3 hit points if 31-80 was rolled.

**DENIZENS:** The humans. Actually, each 'human' chained here is a werebear. The party will not, of course, know of their lycanthropy. In the descriptions, the numbers after the slash represents their were-form. None of them have any weapons, but they will accept them if offered.

**GEORGE**

STR	12/24	01-04 R LEG	1/4
CON	10	05-08 L LEG	1/4
SIZ	14	09-11 ABDOM	1/4
INT	12/8	12 CHEST	1/5
POW	16	13-15 R ARM	1/3
DEX	8	16-18 L ARM	1/3
CHA	11	19-20 HEAD	1/4

Move 8/10 Defense 00%  
Hit Points 11

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	8	50%	1D8+1 +1D4	50%	20
Bite	10	50%	1D10+1D6		
Claw	10	50%	1D6+1D6		
Hug	10	45%	4D6		

SPELL: Healing 2

**PAUL**

STR	10/20	01-04 R LEG	1/4
CON	10	05-08 L LEG	1/4
SIZ	15	09-11 ABDOM	1/4
INT	12/8	12 CHEST	1/5
POW	9	13-15 R ARM	1/3
DEX	8	16-18 L ARM	1/3
CHA	16	19-20 HEAD	1/4

Move 8/10 Defense 00%  
Hit Points 11

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Axe	7	60%	2D6+2 +1D4	65%	15
Bite	9	50%	1D10+1D6		
Claw	9	65%	1D6+1D6		
Hug	9	60%	4D6		

SPELL: Healing 2

**JOHN**

STR	12/24	01-04 R LEG	1/6
CON	15	05-08 L LEG	1/6
SIZ	16	09-11 ABDOM	1/6
INT	12/8	12 CHEST	1/7
POW	15	13-15 R ARM	1/5
DEX	12	16-18 L ARM	1/5
CHA	15	19-20 HEAD	1/6

Move 8/10 Defense 00%  
Hit Points 16

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	55%	1D8+1 +1D4	50%	15
Self Bow	3	70%	1D6+1	25%	6
Bite	8	55%	1D10+1D6		
Claw	8	70%	1D6+1D6		
Hug	8	60%	4D6		

SPELL: Healing 2

**2. TREASURE CHAMBER**

This is a square room. There are two chests at the center of four decorated pillars.

The chests are bronze, 1.5x1x1 meters each, and are locked. On the wall, written in Tradetalk, is, "Cursed are you forever if you rob me."

**EXITS:** A secret door is in the northeast corner of the room.

**HIDDEN SPOTS:** Two of the pillars are hollow: Spot Hidden rolls will reveal the secret entrances.

**TRAPS:** There are two pit traps in the northeast and southeast corners of the room, respectively.

**DENIZENS:** A large stoorworm is in the southern part of the room. He attacks everyone entering. Stoorworms look like large limbless dragons. Once every five rounds, it can breathe forth a cloud of poison gas POT 15 filling a 4 meter diameter sphere.

**STOORWORM**

STR	40	01-06 TAIL	6/9
CON	15	07-14 BODY	6/10
SIZ	50	15-20 HEAD	6/9
POW	15	Move	6
DEX	4	Defense	00%
Hit Points 25			

Weapon	SR	Attk%	Damage
Bite	9	80%	1D10+5D6
Breath	1	100%	poison gas POT 15

NOTE: Regenerates 1 hit point per hit location per melee round. The stoorworm can even rejoin its parts if cut in half. Fire will prevent regeneration.

**TREASURE:** Chest One contains 5400C, 3500L, and 320W. Chest Two contains sixteen gems worth a total of 16,500L; a tapestry showing Humakt in various acts, worth 500L; a painting showing a fight between Orlanth and Yelm; worth 1500L; a scroll teaching CON increase (1 point) which takes 9 weeks to implement; a scroll teaching 15% increase in dagger attack over a period of 10 weeks, up to a maximum of 75%, and written in Tradetalk; a combination 2-point spell storing/5-point Power enhancing crystal; a 3-point spell storing crystal; a 4-point twice Power yielding crystal; and a flawed crystal which will permanently steal a point of POW if attuned.

The first hollow pillar contains 3 sacks filled with a total of 500L, 500W, 100 ancient silver coins worth 10L each, and a gem worth 3000L.

The second hollow pillar holds a large iron box with a gem on top. The box is solid with no apparent opening. It can only be opened by putting all but three points of one's characteristic POW into the gem in the box's top. The Power returns as per normal battlemagic use, and the box opens immediately.

Inside the box are two scrolls and a shiny battle axe. One scroll teaches a Blade Protection spell by virtue of the spirit bound within. The other scroll is the deed to the mansion and the surrounding grounds.

*Raka's Saga*

Raka was a high priest of the now lost cult of Reams. Raka was dedicated to the cult, which dealt with protection. Few of the old protective spells had been discovered, but Raka had found a promising lead to the spell of Blade Protection. A lesser demon of the netherworld had acquired the spell and knowledge of the spell could only be attained through the demon. Raka requisitioned a learning spell.

Raka spent ten years to find the demon. When he found it, he was appalled by its appearance. He overcame his fear and ordered the demon to teach him the spell of Blade Protection. The demon sneered. Raka challenged the demon to gain control over ihm, and the battle was joined. Raka was over-matched, but the demon could not win, for Raka had a Power Protection spell in use. Raka gained the upper hand, and the demon surrendered. He learned the spell and Raka put it into the learning spell. Raka then banished the demon, but died from the strain of the banishment. That was the last record of the Blade Protection spell.

continued

**BLADE PROTECTION:** 3-point spell, focused, temporal, passive, battlemagic

This spell acts as a 15-point armor shield on an affected weapon. If the weapon is hit, it will only take damage if over 15 points is done in a single blow. It only works on weapons. This spell lasts for 10 melee rounds.

*Learning Scrolls*

The art of making learning scrolls has been lost. Only two or three are believed to still exist. Learning scrolls are scrolls with spirits bound into them. The spirit can learn a single spell and can teach it. The spirits were in the service of a special god and must be summoned differently than normal spirits. Few of them still remain.

The spirit will immediately attack whoever touches the scroll and will engage in spirit combat for a melee round. If the spirit wins, nothing happens (except a possible POW loss for the loser). If the combatant is successful, the spirit will consider teaching him the spell, and will give him the test to determine worthiness.

*Test For Worthiness*

The spirit's INT is matched against the  $(INT+CHA)/2$  of the character on the resistance table. If the spirit wins, he judges the person not worthy, and will never teach the spell to that person. If the person wins, the spirit will implant the spell in the character's mind.

The spirit loses 3 points of permanent POW each time it teaches the spell. When its POW drops to 3 or less, the binding ends, and the spirit is free to return to its god. The spirit cannot be prevented from fleeing. The special knowledge spirits bound into the scrolls almost always have INTs of 18.

**Spirit in Blade Protection Scroll:**

INT 18 POW 15

*Rockmolder's Axe*

The battle axe with the scrolls is, indeed, Rockmolder's axe. It is a very special weapon – both shaft and head are made of Adamant.

It is known that the axe was made about the time that Storm Bull began his war against Ragnaglar, but the date is uncertain. Nations were feeling the strain that chaos had placed upon them, and the dwarves were no exception. King Highcliff felt the pressure and his wife and two sons tried to hide their growing concern, for chaos was close to the dwarven homeland. The dwarves' exist-

ence was threatened. Before King Highcliff's defensive plans could be implemented, chaos struck. It was rumored that Ragnaglar caused the strike against the dwarves. Ragnaglar was in trouble to the south, where Storm Bull was causing difficulties. Ragnaglar needed quick victories, and the dwarves, a key people, fit the bill.

The dwarves were surprised in their homes. The chaotic hordes were strong, but the dwarven nation was also formidable. Two weeks of hated battle ensued before the dwarves turned the tides. A month later, the chaos monsters retreated. This battle made the dwarves feared for years to come by chaos beings. The dwarves had dealt a strong blow to chaos in the Steelfront mountains. Unfortunately, the king and all his heirs, except an aging relative and the king's youngest son, were killed.

Highcliff's son, Rockmolder, grew into a fine young dwarf, but revenge lay heavily on his mind. Rockmolder correctly believed Ragnaglar to be the cause of all the trouble, and he set out after him. He took his coronation gift with him, for he knew its worth.

Prince Rockmolder aided many innocent people in his travels. He was successful in his battles, and word spread of his coming. People flocked to his banner, and he soon had a small force of men to command. On a journey, he came across a Thanatari sacrificial ceremony. A young girl, her brother, and her parents were the captives. The girl, Anaxdice, was already badly injured. Rockmolder challenged the Thanatari – the captives thought him mad, and the Thanatari laughed. Two Thanatari Doom Masters tossed garrotes around his neck and were surprised when he did not resist. They pulled, but Rockmolder laughed as the garrotes had no effect. The horrified Thanatari watched Rockmolder cleave both Doom Masters with a single stroke. His coronation gift had served him well.

"Mostal" was shouted from the woods, and Rockmolder's followers burst from the woods and destroyed the Thanatari. Rockmolder untied the captives, but the girl was already dying, and Rockmolder could not stop it.

As she died, she called upon her god to reward the young prince for saving her family. Her prayers were answered, and she found herself within Rockmolder's axe, where she was to serve until a dwarven king released her.

Three days later, Rockmolder reached the camp of Storm Bull. They joined parties, and their relationship was

good. Seven years after their meeting, Rockmolder left to become king of his people – a sad and joyous parting for both Rockmolder and Storm Bull.

After Rockmolder left Storm Bull, he governed as a wise king. One day, news of his death was brought to Storm Bull, who wept. The Storm Bull once said that he believed Rockmolder to be the victim of Thanatari revenge.

The dwarves recovered his armor, but his axe had vanished. It has resurfaced now and again, but the dwarves never managed to get it before it disappeared again. Hubert, Lord Skyppen's son, is believed to have found it when traveling through a troll-infested area, but the axe has been unseen since then.

**Adamant Battle Axe**

This axe is much like a normal battle axe, but has an ENC of 1, and does 3D8+2 points of damage on a hit. It may only be damaged by other adamant weapons, and has 40 hit points under those circumstances.

Magic has no effect on this weapon, and the axe will pass through any magical protection as though it did not exist. The axe can cut through anything, given enough time. However, it may get stuck. If a character rolls a slash result in striking a wall or other structure, the axe will be stuck. A resistance roll vs. a Strength of 120 is necessary to remove the axe when stuck in rock, and a resistance roll vs. a Strength of 80 is necessary when it is stuck in wood. It can only become stuck if the structure hit is not destroyed on the blow.

*Magical Properties*

A spirit is bound in the axe. She cannot be freed save by a dwarven king.

ANAXDICE: INT 15 POW 18

She acts as a bound spirit, but may throw spells. In the axe's shaft is a 4-point sensitivity crystal which she is attuned to. She knows the following spells:

Detect Enemies, Detect Gems, Detect Gold, Detect Magic, Detect Silver, Detect Spirit, Detect Traps, Extinguish, Spirit Shield 4

The axe has magical properties because it is made of adamant. It acts as an absorption spell which negates magic hitting it. The power hitting the axe can be stored by the spirit for later use.

Magic-based creatures (elementals, warriors of wood, etc.) take double damage from the axe after penetrating armor.

**3. A STAIRWAY**

This is a stairway leading up. It is 5 meters to the top.

**4. ANOTHER STAIRWAY**

These stairs lead down. They drop 5 meters into a hall filled with 1.5 meters of water. A human skeleton lies

in the water, grasping a stone in its right hand.

**TREASURE:** The small red stone in the skeleton's hand, when placed in a liter of water, will change it to wine. If placed in more or less water, nothing happens. The stone has only one more charge.

**5. A HALLWAY**

A hall, 3m wide and 18m long, with a human skeleton on the floor. A blue gem lies near the skeleton.

**TREASURE:** The blue gem is worth 20L. If attuned (it has a POW of 1 for attunement purposes) it will return to the owner's hand upon the owner's

mental command until his death. It counts as an attuned crystal.

## 6. A SECRET ROOM

Standing in the center of the room is a statue of Rockmolder, ancient king of the dwarves.

**HIDDEN SPOTS:** 05% chance for a found item. There is a small button on the statue's back. The button releases a lock holding the head to the body — the inside of the head is hollow.

**TREASURE:** Inside the statue is a combination crystal, 2-point spell strengthening/3-point spirit supporting; a useless scroll; and a gem worth 130L.

## 7. THE VAMPIRE'S ROOM

### INITIAL DIE ROLLS:

#### 1D100 Result

- 01-30 Vampire One and four wolves  
31-60 Two vampires and four wolves  
61-00 Four wolves

This is a neatly-kept room with two coffins in the western end. Old furniture is arranged around the room.

The coffin lids are SIZ 18. Inside the coffins are dirt and pillows. There is a table with two chairs and a stool. The floor is uneven; the coffins sit on a small raised rock shelf 1 meter higher than the entryway.

**HIDDEN SPOTS:** A secret panel is in the wall in the northeast corner of the room. Inside is a small silver box with a Death Rune on the top.

**TREASURE:** In the box are 730C, 192L, and 11W. There is also a gem worth 153L, a 7-point POW storage crystal, and a scroll teaching a 20% increase in 1H Spear (taking 6 weeks to learn, and with a 50% limit). The box itself is worth 50L.

**DENIZENS:** Vampires and wolves. If anyone is bitten by either vampire, he will become a vampire 24 hours later, unless he can perform a successful Divine Intervention. A character directly involved in melee with a vampire must roll INTx5 on D100 on SR 1 each round to avoid the vampire's glance. The vampire's touch reaches through armor and attacks POW vs POW. If the vampire wins, the victim loses (and the vampire gains) 1D4 points of POW. If the bite of a vampire penetrates armor,

the victim will lose 1D6 points of STR each round until the victim is dead or the vampire destroyed.

### VAMPIRE ONE (human male)

STR	36	01-04 R LEG	7/10
CON	12	05-08 L LEG	7/10
SIZ	15	09-11 ABDOM	7/10
INT	11	12 CHEST	7/12
POW	18	13-15 R ARM	7/8
DEX	12	16-18 L ARM	7/8
CHA	14	19-20 HEAD	7/10

Move 10 Defense 25%  
Hit Points 13

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	8	75%	1D4	—	—
Touch	8	80%	1D4+2D6	—	—
Scimitar	6	75%	1D8+1	80%	20
			+2D6		

**SPELLS:** Bladesharp 4, Countermagic 2, Dispel Magic 5

**RUNE MAGIC:** Create Skeleton

**SKILLS:** Hide in Cover 80%, Listen 80%, Move Quietly 70%, Spot Hidden 90%, Trap Set/Disarm 70%

**TREASURE:** wears a gold ring with a blood red gem. The ring is worth 570L.

**NOTE:** Can Harmonize with glance, drain STR with bite, and POW with touch. Regenerates in smoke form.

### VAMPIRE TWO (human female)

STR	28	01-04 R LEG	2/10
CON	15	05-08 L LEG	2/10
SIZ	12	09-11 ABDOM	2/10
INT	13	12 CHEST	2/12
POW	13	13-15 R ARM	2/8
DEX	8	16-18 L ARM	2/8
CHA	10	19-20 HEAD	2/10

Move 10 Defense 15%  
Hit Points 15

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	10	50%	1D4	—	—
Touch	10	65%	1D4+1D6	—	—
Battle Axe	9	65%	1D8+2	65%	15
			+1D6		

**SPELLS:** Extinguish (2)

**SKILLS:** Listen 70%, Move Silently 65%

**TREASURE:** She carries a copper dagger worth 35L.

**NOTES:** Can Harmonize with glance, drain STR with bite, and POW with touch. Regenerates in smoke form.

### WOLF ONE

STR	10	01-02 RH LEG	1/3
CON	13	03-04 LH LEG	1/3
SIZ	4	05-07 HIND Q	1/5
POW	13	08-10 FORE Q	1/5
DEX	16	11-13 RF LEG	1/3
Move	12	14-16 LF LEG	1/3
Defense	10%	17-20 HEAD	1/4
Hit Points	11		

Weapon	SR	Attk%	Damage
Bite	8	45%	1D8

### WOLF TWO

STR	13	01-02 RH LEG	1/3
CON	10	03-04 LH LEG	1/3
SIZ	10	05-07 HIND Q	1/5
POW	13	08-10 FORE Q	1/5
DEX	11	11-13 RF LEG	1/3
Move	12	14-16 LF LEG	1/3
Defense	00%	17-20 HEAD	1/4
Hit Points	10		

### WOLF TWO

#### STR

### WOLF TWO

STR	13	01-02 RH LEG	1/3
CON	10	03-04 LH LEG	1/3
SIZ	10	05-07 HIND Q	1/5
POW	13	08-10 FORE Q	1/5
DEX	11	11-13 RF LEG	1/3
Move	12	14-16 LF LEG	1/3
Defense	00%	17-20 HEAD	1/4
Hit Points	10		

#### Weapon SR Attk% Damage

Bite	9	40%	1D8
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### WOLF THREE

STR	11	01-02 RH LEG	1/4
CON	15	03-04 LH LEG	1/4
SIZ	12	05-07 HIND Q	1/6
POW	9	08-10 FORE Q	1/6
DEX	12	11-13 RF LEG	1/4
Move	12	14-16 LF LEG	1/4
Defense	00%	17-20 HEAD	1/5
Hit Points	15		

#### Weapon SR Attk% Damage

Bite	9	40%	1D8
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### WOLF FOUR

STR	13	01-02 RH LEG	1/3
CON	13	03-04 LH LEG	1/3
SIZ	8	05-07 HIND Q	1/5
POW	10	08-10 FORE Q	1/5
DEX	18	11-13 RF LEG	1/3
Move	12	14-16 LF LEG	1/3
Defense	15%	17-20 HEAD	1/4
Hit Points	12		

#### Weapon SR Attk% Damage

Bite	7	65%	1D8
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## 8. A TRAP

### INITIAL DIE ROLL:

#### 1D100 Result

- 01-10 Writing on door, in Trade  
11-00 Nothing

If there is writing on the door, it reads, "I wouldn't go any further." Beyond the door is a small empty room.

Scattered about the floor are small pieces of wood, which can be recognized as the remains of a wine press.

**HIDDEN SPOTS:** There is a trap in the room which takes a Spot Traps roll to see.

**TRAPS:** A pit trap sprung by a person's weight. The victim falls 10 meters onto a bed of daggers. The fall does 3D6 points of damage, and

2D10 daggers do 1D6 additional points of damage each to a random location. Roll D100 for each dagger – a roll of 01-02 will impale. The trap door will remain open.

**9. A PIT TRAP**

There is a rack against the south wall filled with bottles. This is lord Skypen's "wine cellar." He used to experiment with fruit juices, and most of the bottles are filled with non-alcoholic liquids.

**HIDDEN SPOTS:** Spot Trap at -05% of normal ability.

**TRAPS:** The trap is sprung by a person's weight. The victim falls 5 meters into a cloud of poison gas POT 10. The trap door remains open while the gas spreads through the room. If a character rolls POWx3 or less upon falling, he can hold his breath. The fall does 3D6 damage. The room is filled with the gas in 1D10 melee rounds, and will be safe to reenter in 1D100 rounds.

**10. ANOTHER TRAP**

An empty room.

**HIDDEN SPOTS:** -15% from normal Spot Trap roll.

**TRAPS:** A person's weight springs the trap, which stays open once sprung. The victim drops 3 meters into 2 meters of POT 7 acid. Characters take 7 points of damage to every hit location upon falling, and like damage on each succeeding round. A character will not take damage to his head if he can make a successful Swim roll.

**11. YET ANOTHER PIT TRAP**

Large metal hooks hang from the ceiling. The former occupants hung game here to season. They also stored other food here, but it is all gone now.

**HIDDEN SPOTS:** -25% from normal Spot Traps skill.

**TRAPS:** This is a pit trap released by a person's weight. The door springs shut after the victim falls through. The pit is virtually bottomless. Any unfortunate falling into it is dead and lost forever. A sylph can rescue a victim if the party can open the door in time.

**12. THE STONE SLAB**

**INITIAL DIE ROLL:**

1D100	Result
01-15	Trap already sprung
16-00	Nothing

An entrance to a stairway.

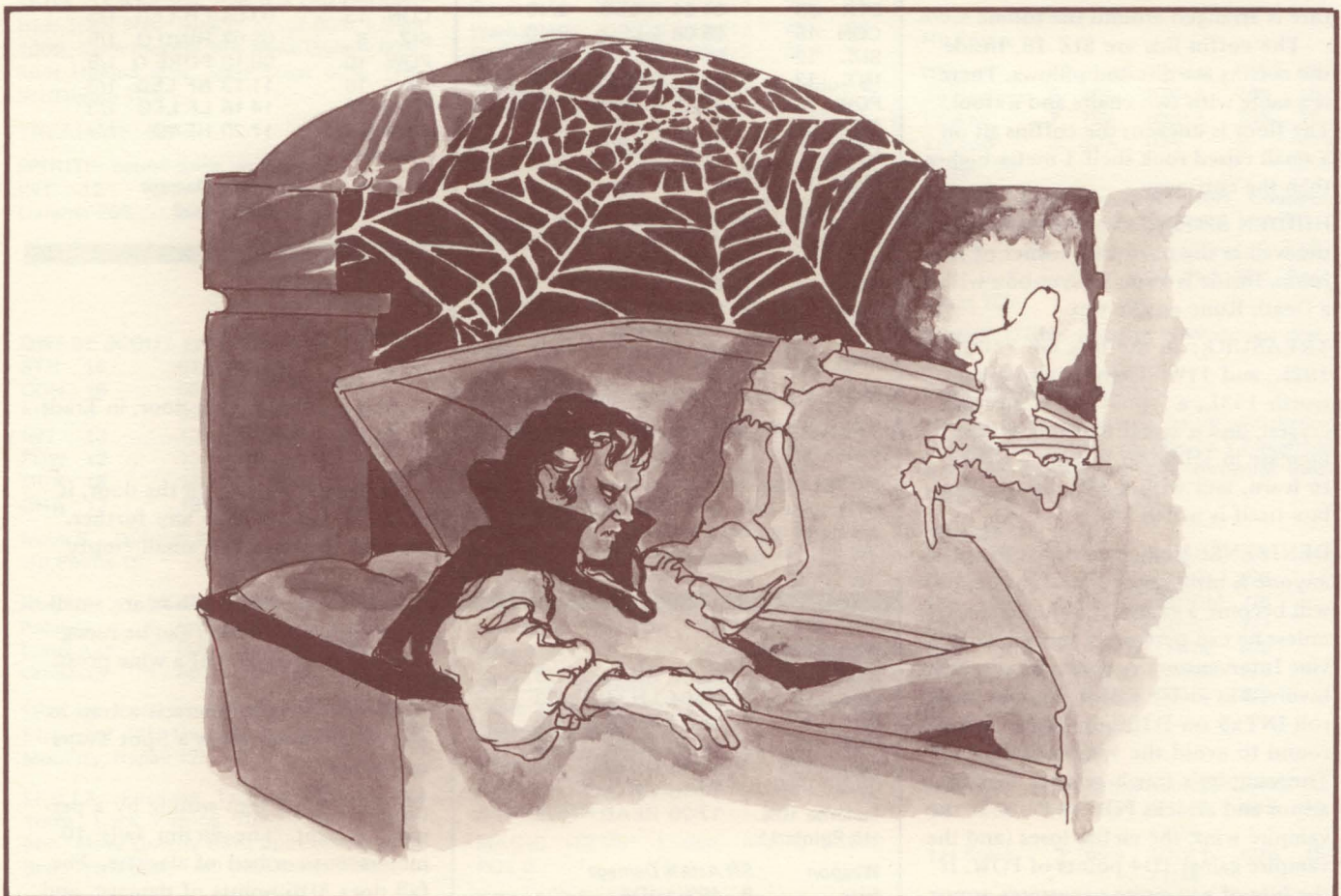
**HIDDEN SPOTS:** Four warding sticks are found here. Each stick is at -25% from Spot Hidden skill. A character must specifically state that he is searching the entrance to find any stick.

**TRAPS:** The first person(s) to walk through the warding will cause a large stone slab to fall a foot or so behind them. The fallen slab has the following effects.

(1) If those who tripped the warding realize their mistake in time, they may try to dive back through the opening. To do so, they must roll DEXx2 or less on 1D100. If they fail, they will take 8D6 points of damage to each of 1D4 hit locations.

(2) If the second row of people is close behind, they must each roll DEXx5 to jump back or through the doorway before the slab slams down. If they fail, they take 8D6 points of damage to each of 1D4 hit locations.

The warding itself does no damage. It causes the slab to fall and it sounds an alarm. The alarm will stop after five minutes. The stone slab is immovable for all intents and purposes. Any characters caught behind it are separated from the rest of the party.



**13. THE DROWNING STAIRWAY**

These stairs lead upwards about 10 meters. At the top is a door. The stairs and ceiling angle so that the ceiling meets the top set — the door is in the ceiling.

Water drips through the door, which is bronze. The door is cold and damp and opens downward.

**TRAPS:** The door opens onto the river bottom. Opening the door will instantly flood the stairway. There are two possibilities here. (1) The characters realize the situation and ready themselves. Intelligent players will find a way to open the door from the bottom of the steps or a way to secure their characters to the top of the steps. Otherwise, see (2). When the door opens, a readied character has his POWx7 or less on D100 as a chance to hold his breath as water fills 13. (2) If the door is opened blindly, the characters have a chance of holding their breath equal to POWx2 on D100. Also, all characters at the top of the stairs take 4D6 damage to a random hit location as the water thrusts them to the stair bottom. Any character taking any damage to the head will automatically fail his POWx2 roll and begin to drown. (See RuneQuest rules.)

To escape, a character must successfully swim into the river current, making 1 Swim roll, and 1 drowning check. The current will bring the character into room 20. To get there safely, the character must make 4 Swim rolls and 4 drowning checks. He can then emerge and float to shore. If the character is wearing any armor, he must make additional drowning checks (he stays underwater longer). Use the character's chest armor to determine the number of additional checks he must make: plate or heavy scale — 5; brigantine or light scale — 4; chainmail or ringmail — 3; cuir-boilli or linen — 2; leather — 1. If a character is wearing leather in addition to another armor type, he must add together their checks to determine the additional checks he must make.

Any person failing a drowning roll will begin to take damage on that round and every succeeding round until safe (one round, one drowning roll). Any person with 6 points or more of armor on his chest must make a successful Swim roll to emerge above water; then make a successful second roll to reach the shore or he will

begin to drown. A character may swim while drowning, and the mutants may save any character they desire (see mutants in room 20).

This staircase was not originally a trap, but a dwarven architectural error. It was sealed off, but reopened by Arca.

**14. THE LEAKY CORRIDOR**

**INITIAL DIE ROLLS:**

1D100	Result
01-50	1D6 human skeletons
51-75	1D6 skeletons and 1D3 corpses
76-00	1 skeleton

Water leaks from many points in the ceiling. There are Death Runes inscribed on the west, north, and east walls at the corridor's end.

**HIDDEN SPOTS:** 15% chance for a found item.

**TRAPS:** Anyone walking between the east and west wall Runes (which are a meter from the corridor's end) will take 6D6 damage to his hit points each round he remains there.

**15. A STORE ROOM**

**INITIAL DIE ROLL:**

1D100	Result
01-50	Empty
51-00	Full

If full, there is rotten meat and fish visible. In either case, there are barrels in the room. The barrels have some water in them. The water is foul and unpalatable.

**HIDDEN SPOTS:** 20% chance for a found item.

**16. ANOTHER STORE ROOM**

**INITIAL DIE ROLL:**

1D100	Result
01-50	Empty
51-00	Clothing in room

Rotted clothing hangs on racks, unfit for anyone to wear.

**HIDDEN SPOTS:** 25% chance for a found item.

**17. ANOTHER STORE ROOM**

**INITIAL DIE ROLL:**

1D100	Result
01-50	Empty
51-00	Weapons in room

Weapons are held on the wall by clasps. There are two of each type of sword and one of each type of axe.

**HIDDEN SPOTS:** 25% chance for a found item.

**18. YET ANOTHER STORE ROOM**

**INITIAL DIE ROLL:**

1D100	Result
01-50	Empty
51-00	Varied worthless artworks

Here are hand-made statues of deities, heroes, etc. on shelves. There are also pots, pans, and blank paper. The statues are chipped and valueless.

**HIDDEN SPOTS:** 30% chance for a found item.

**19a. THE TAPESTRY ROOM**

**INITIAL DIE ROLLS:**

1D100	Result
01-50	Empty
51-00	Random encounter rolled from forest chart

Three tapestries of abstract design are on the walls.

**HIDDEN SPOTS:** 05% chance for a found item.

**TREASURE:** The tapestries are worth 60L each.

**19b. A STAIRWAY DOWN**

A stairway leads downward. It goes approximately 30m and is steep.

**20a. THE MUTANTS' ROOM**

**INITIAL DIE ROLL:**

1D100	Result
01-10	The room is pitch black.
11-25	The room is dimly lit. There are moving shadows.
26-95	The party is attacked.
96-00	The party is attacked with intent to kill

*If a 01-95 is rolled, the party will be ambushed and taken prisoner if possible. If not, they will be killed. (See mutants' tactics under Denizens.)*

This is an extremely large natural cavern with a river running through the center of it. There are three fenced-in areas and many primitive huts. The other shore of the river cannot be seen due to the darkness. If the characters enter from any of the secret doors in the south wall, they will be unable to see the fenced-in areas across the river.

The fenced-in areas are gardens with mushrooms of obscure varieties growing in them. Many figures swim in the river. On the east side of the river, there are many more huts and a large pit with stairs leading down into it.





It is the arena. Again, if the party entered from the secret doors, they will see the arena. If they approach, they will now see the three fenced-in areas across the river, but cannot see within them without crossing it. There is a Death Rune on the south wall, about 1/3 of the way from the east corners (above the secret doors). Inscribed under it is the following poem (obviously someone in the family has read Dante):

*Through me the way into the woeful city,  
Through me the way to the eternal pain,  
Through me the way among the lost people,  
Abandon every hope, ye that enter.*

The mutants know neither of the secret doors nor of the significance of the rhyme.

**HIDDEN SPOTS:** There are five consecutive secret doors in the south wall. 40% chance for a found item.

**TRAPS:** (See 20b.)

**TREASURE:** If the entire place is searched (including the river), which would take a very long time, an accumulation of 540C, 320L, 76W, three gems worth 15L, 174L, and 1506L, and a rusty scimitar containing a Bladesharp 3 matrix will be found.

**The Mushrooms**

**Blue:** If eaten, these taste good; there are no ill effects.

**Brown:** These mushrooms are poisonous to all living creatures, attacking as a POT 20 poison.

**Red:** These taste awful, but each mushroom eaten will heal a point of CON damage. There are many of these. Eating six will not restore a limb.

**Green:** These are also poison (POT 12). If ground into powder and mixed with sharkman blood, then dried, a potent sleeping dust is created.

**Pink:** These mushrooms are tasty, but will cause the loss of a point of permanent CON. The only cure is the red mushrooms.

**DENIZENS:** See below.

**The Mutated Race**

This race was originally locked in the cavern by Arca, in the guise of Hubert. The Death Rune on the south wall was once empowered to prevent the people in the mutant's room from nearing the secret doors. Since Hubert's departure, only their feelings that the cavern is their home, coupled with the damage they would take from sunlight, has kept them in the catacombs.

The humans trapped here have adapted to their environment. They can see in 98% darkness. They can live off the river, small rodents, and the mushrooms they grow. They can eat and survive on all but the pink mushrooms (even eating the brown ones). They can remain underwater for minutes at a time.

They are vicious hunters in the water, but are poor land fighters. They are so adapted to water that they actually benefit from it physically. Meat is a rarity, and is highly prized (intelligent beings are no exception). All intelligent beings captured are given a chance to leave freely (see Arena).

These beings are so used to darkness that light can cause them damage. A Lightwall does 1D6 points of damage to any mutant touching it. A Light spell, lantern, torch, or the

like causes effective blindness to attacked mutants within three meters for 10 melee rounds, after which they adapt somewhat. Lightwall spells also have this effect.

**Fighting Tactics**

When the party enters through a secret door, as soon as the door closes, the mutants will try to net the party and will sprinkle a white powder at them. This will cause drowsiness within 5 melee rounds; the characters will be asleep after 10 rounds. The sleep lasts for two hours.

If the party cannot be netted, or uses much too powerful magic, the mutants will flee to the water and remain submerged until they can mount another attack. From the river, they will throw daggers and javelins dipped in sleeping powder. Some will sneak out of the water on the other shore to distract the characters. It is impossible for the party to cross the river without attracting the mutants' attention. If the party is captured, see Gilligan, the leader, below.

**Mutants**

Characteristic	Average
Land/Water	Land/Water
STR 3D6/3D6+3	10-11/13-14
CON 3D6	10-11
SIZ 3D6	10-11
INT 3D6	10-11
POW 3D6	10-11
DEX 3D6/3D6+3	10-11/13-14
CHA 2D6	7
Move 8/10	Defense 00%/05%
Hit Points 10-11	
ARMOR: none	
SPELLS: none	

There are 65 mutants living in the cavern, of which 50 will fight, the rest withdrawing to the water. Some average mutants are given below for the referee's use.

MUTANTS						
Weapon	SR*	Attk%*	Damage*	Parr%*	Pts	
Fist	9/7	30/50%	1D3/1D3+1D4	—	—	SPELLS: Healing 2, Speedart
Kick	9/8	30/45%	1D6/1D6+1D4	—	—	SKILLS: Spot Hidden 50%, Swim 100%
Grapple	9/8	50/75%	Special	—	—	
Dagger	9/8	40/65%	1D4+2/1D4+2+1D4	50/50%	12	
Net†	7/6	70/80%	Entangle	90%	15	
Javelin	3/2	60%	1D10	25%	10	
Thrown						
Dagger	3/2	60%	1D4	—	—	

\* The slash separates Land scores from Water scores. In every case, the first listed score is Land.  
 † The nets only take half damage from edged weapons (and none from any others). If the net is wet, a parrying weapon takes 1D4 points damage and the net takes none. If the net makes a successful attack, roll STR vs STR to pull the target's weapon out of his grip.

NOTE: All mutants wield nets in their left hand with another weapon in their right.



**GILLIGAN, the mutant leader**

STR	17/20	01-04	R LEG	2/7
CON	18	05-08	L LEG	2/7
SIZ	17	09-11	ABDOM	2/7
INT	17	12	CHEST	2/8
POW	17	13-15	R ARM	2/6
DEX	18/21	16-18	L ARM	2/6
CHA	14 (21)	19-20	HEAD	2/7

Move 8/10 Defense 25/30%  
Hit Points 21

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist (land)	6	85%	1D3+1D6	—	—
Fist (water)	5	100%	1D3+1D6	—	—
Kick (land)	6	90%	1D6+1D6	—	—
Kick (water)	5	105%	1D6+1D6	—	—
Grapple (land)	6	90%	Special	—	—
Grapple (water)	5	115%	Special	—	—
Dagger (land)	6	65%	1D4+2+1D6	60%	12
Dagger (water)	5	115%	1D4+2+1D6	75%	12
Net (land)	4	100%	Entangle	100%	15
Net (water)	3	130%	Entangle	100%	15
Javelin	1	100%	1D10+1D3	55%	10
Thrown Dagger	1	110%	1D4+1D3	—	—

**SPELLS:** Darkwall (2), Disrupt, Extinguish (2), Healing 6, Ironhand 4; (known by bound spirit) Befuddle, Bladesharp 2, Multimissile 3, Speedart

**SKILLS:** Hide in Cover 90%, Spot Hidden 85%, Swim 120%

**MAGIC ITEMS:** 9-point POW storage crystal, currently holding a spirit; amulet under armor — anyone attuned to the amulet (POW 10) can read, write, or speak any language at 50%. He wears an earring which gives the wearer a CHA of 21 as long as it is worn.

**SPIRIT:** bound spirit (in crystal)  
INT 15 POW 16

**20b. THE ARENA**

The pit is 10x10x5 meters. Stairs lead from the cavern down to the arena.

**HIDDEN SPOTS:** A secret door in the south wall leads to a dead end corridor.

**TRAPS:** If the champion enters and finds the challenger gone, she will clamp the secret door shut with spikes from the outside. The character is now effectively trapped and will probably die of thirst. To push the door open requires a roll against the door's STR of 21 (this may be tried once only). If the roll is made, the door bursts open and the character sprawls into the arena (always losing his balance). At this point, the champion gets a free attack at +20%, and will kick.

**DENIZENS:** The champion, Regnig.

**REGNIG, female mutant**

STR	13	01-04	R LEG	4/7
CON	19	05-08	L LEG	4/7
SIZ	16	09-11	ABDOM	4/7
INT	7	12	CHEST	4/8
POW	11	13-15	R ARM	4/6
DEX	21	16-18	L ARM	7/6
CHA	10	19-20	HEAD	4/7

Move 8 Defense 30%  
Hit Points 20

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	5	80%	1D3+1D4	60%	—
Kick	5	75%	1D6+1D4	—	—
Grapple	5	85%	Special*	—	—

\* STR+DEX vs target's SIZ+DEX to throw. If thrown, roll DEXx5 to avoid damage or take 1D6 to random hit location.

**MISCELLANEOUS:** Regnig has 2 point skin, plus leather over her body. Both combatants will be given 3 points of padding for their left arms to parry with — arm parries cannot block kick attacks or grapples. The fight is hand-to-hand — no weapons allowed! If the character has never before parried with his arm, he may do so at 25% + parry bonus. Remember that the character cannot cast spells while wearing the slave bracelets put on him before the challenge.

The champion will try to grapple and throw her opponent. If she succeeds, she will kick with a +20% advantage until the character rises. She will continue these tactics until she fails to throw the character twice in a row. Then she will kick and punch alternately.

**21. THE WELL ROOM**

This is an empty 6x6m square room.

There is a POWx5 chance that each character will look up and spot the door in the ceiling (this does not require a Spot Hidden roll). The door is about 10m off the ground. A latch releases the door to swing downwards. If the door is somehow reached and opened, the roof of the well can be seen. If the rope ladder in room 22 has been found, someone could climb to the top of the well and secure the ladder to the roof top. The ladder will reach from the top of the well to the floor of the catacombs.

**22. ROPE LADDER STORAGE**

A room holding only a rope ladder. The ladder looks long enough to reach the top of the well (if room 21 has been explored). The ladder's designed use is as an emergency exit.

**23. AN EMPTY ROOM**

An empty room.

**HIDDEN SPOTS:** 100% chance for a found item. It automatically comes from the third chart (covering D100 chance 81-95).

**24. THE UNFINISHED CORRIDOR**

INITIAL DIE ROLL:

1D100	Result
01-25	1D2 dragon snails
26-50	1D4 dragon snails
51-65	hiding adventurer
66-00	empty

A rough-walled corridor ending in stairs leading to a collapsed wall.

This room once contained a secret passage leading to the forest. The escape tunnel has since caved in.

**HIDDEN SPOTS:** 45% chance for a found item.

**DENIZENS:** See the initial die roll. The dragon snails or adventurer come from the like encounters on the forest encounters chart.

If the adventurer referred to in the initial die roll was encountered in the forest, you may recognize him, or he may even be in the party. If both adventurers from the forest encounters are in the party, the room will be empty on an initial die roll of 51-65.

**25. STILL WATER RUNS DEEP**

A square room filled with murky water below door level. A shelf is on the wall on the other side of the room. A box is on the shelf.

If the characters check the water's depth, it is about a meter deep by the doorway. It continues this way for about 5 meters.

**HIDDEN SPOTS:** 25% chance for a found item in the shallow water.

**TRAPS:** After the 5m of shallower water, the floor abruptly disappears and slants down at an angle of 80 degrees. The first person in line must roll DEX or less on D100 or he slips down the incline into 4m deep water. Anyone falling in must save themselves from drowning (see RuneQuest rules).

**TREASURE:** If anyone swims to the other side, he may remove the box from the shelf. Inside is a scroll teaching how to increase a Swim skill by 15%. It takes 4 weeks to implement the increase.

## 26. THE SPIRAL STAIRCASE

This room is 9x9m. In the center of the room is a spiral staircase. Six corridors lead from the room.

The doorway at the top of the staircase is locked, unless the party came that way. There is no way of opening the trapdoor from inside the catacombs. The lock is described in room 19 of the mansion.

Chances are that this is where the players will enter the catacombs. The catacombs, a complex system of tunnels and rooms, are designed to test players' awareness. The instructions and methods of play should be scrutinized before play. The catacombs are a massive system of traps: many players could be lost early, and a warning will be worthwhile.

## 27. THE MISTY CORRIDOR

The corridor becomes very misty. An acidic smell can be detected.

Vision is cut in half as you move down the corridor, and 1D3 points of damage to the chest is taken every 5 melee rounds from the acid mist. The corridor ends in a wall. On the ground at the end of the corridor is a locked silver chest, with an Infinity Rune on the top.

**HIDDEN SPOTS:** 25% chance for a found item.

**TREASURE:** In the chest is a bronze helm (ENC 3) fitting Sizes 13-16: it absorbs 10 points of damage and has an unmovable gem set in it. The gem can accept up to 10 points of Power from any source, but can use that Power only one way: when willed to do so, the gem will emit light equal to a 25-watt light bulb. This will drain a point of Power from the gem for every half-hour or fraction thereof that the light is left going.

## 28. THE ROOM OF IMMORTALITY

**INITIAL DIE ROLL:**

1D100	Result
01-15	two stone statues kneeling at a trough of liquid
16-25	one stone statue kneeling at a trough of liquid
26-00	a trough of liquid

On the wall above the trough is a Chaos Rune. The trough is filled with a sweet-smelling, good-tasting liquid. Above the Chaos Rune is written in Tradetalk and Darktongue, "He who drinks from this pool will become immortal."

**HIDDEN SPOTS:** 05% chance for a found item.

**TRAPS:** Anyone drinking the liquid will be compelled to look at the Chaos Rune unless the player rolls his character's POW or less on 1D100. The liquid is cockatrice venom. The Rune possesses an inherent POW of 21 and will try to overcome the character's POW. If it succeeds, the character is turned to stone. Otherwise, it is impotent, but refreshing. Taste Analysis rolls are made at -95% from normal chances, for cockatrice venom is rarely tasted.

## 29. THE ELONGATED ROOM

In this room are a lot of bones on the floor. At the north wall is a chained basilisk. The chain is iron. A few weapons and a table are on the floor.

The weapons are a short spear, a sling, and a shortsword. On the tabletop is a small iron box.

**HIDDEN SPOTS:** 20% chance for a found item.

**TRAPS:** On the iron box is carved an Air and Movement Rune. Upon opening the box lid, a sylph appears and attacks immediately.

**TREASURE:** The iron box is worth 650L, the iron chain 150L.

**DENIZENS:** A basilisk and sylph.

### BASILISK

STR	7	01-02	RH LEG	2/5
CON	14	03-04	LH LEG	2/5
SIZ	9	05-07	HIND Q	2/6
POW	15	08-10	FORE Q	2/6
DEX	17	11-12	R WING	2/4
Move	4	13-14	L WING	2/4
Defense	10%	15-16	RF LEG	2/5
Hit Points	14	17-18	LF LEG	2/5
		19-20	HEAD	2/5

Weapon	SR	Attk%	Damage
Glance	1	100%	Death
Claw	7	55%	1D3

### SYLPH — medium air elemental

Size 54 cubic meters (3x6x3m)  
 Hit Points 20  
 Strength 22  
 Movement 12  
 Attack: see RuneQuest rules.

## 30. THE DRAFTING ROOM

A chair, a desk, unlit torches on the wall, and paper is visible here. There is a ruler and a quill pen on the desk. The room seems quiet and good for solitude. It is set up for drafting, but there is no ink.

## 31. THE ESCAPE TUNNEL

The corridor ends in a wall. There is a 2x1x1.5 meter chest against the west wall.

**HIDDEN SPOTS:** If the party moves the chest, they will see a trapdoor beneath it. The door opens upward. After a 1.5m drop, there is a corridor. The passage slopes downward 5m and then goes west for 87m to end up below room 36. The passage grows larger and slopes upward so that the door to room 36 (which is in the ceiling) is just above the characters' heads. The passage is small and narrow — anyone SIZ 20 or more will have to crouch. The door leading into room 36 can only be opened from this side and will spring shut after the last character goes through it, preventing return.

**TRAPS:** The chest has a rope tied to the inside of the lid. If the lid is opened, thus pulling the rope, a stone slab will fall at 31a and the now sealed off corridor will begin to fill with water at the rate of 1m per 10 melee rounds. A successful Spot Trap roll must be made on the lid while it is opened in order to see the rope. This is difficult — the referee should determine if and how this should be rolled. If the rope is found and cut, nothing will happen. If it is pulled, the trap triggers. The rope leads out the back of the chest and into a hole in the wall. Anyone moving the chest before opening the lid will see the rope, though not know what it is for. A successful Spot Trap roll will not sight this trap. The rock slab, once fallen, is immovable.

**TREASURE:** In the chest is a note in Tradetalk. It says, "Brain, not brawn, must keep you alive now."

### 31a. A TRAP

See 31, under Traps.

## 32. ARCA'S SENSE OF HUMOR

A large room. A lever protrudes from the south wall.

Upon examination, the characters can see that the west wall is divided into six sections. The sections can only be opened by pulling the lever.

**HIDDEN SPOTS:** 05% chance for a found item. There is a key behind the third section, but it is only visible when the wall slides open.

**TRAPS:** Once the door is opened, there is a two-minute delay, then a large bronze gate falls and locks.



believed that the Chantrey gem and its key were here. Many of us came, but we were slaughtered when a demon attacked. I found this empty room containing only the gem and the key. Dying, I prayed to Oakfed and he came to me. Oakfed decided that the catacombs must be cleansed of evil, yet remain standing. He created the Eternal Flame, set up this room as a sanctuary from chaos, and appointed me as its guardian. Do not take anything or face my anger. I have fulfilled my post for 20 years."

The spirit will then fall silent. If the party tries to take anything, the spirit will attack with Holy Fire from the Eternal Flame (Holy Fire is the blue flame that destroys). If the party continues, he will attack in spirit combat. He is not bound to the room, and will follow the party until all are slain, or he is destroyed. The spirit can regain POW at the rate of a point per melee round by immersing himself in the Eternal Flame. If the party returns the stolen objects, the spirit will allow them to leave in peace.

**TREASURE:** There are 10 tapestries on the walls, nine of which are worth 100L each. The big tapestry behind the altar is worth 100L. The key is worth 30L, unless its power is known. The gem is the Chantrey gem which glows blue. Worshippers of fire gods (and them only) will know that, in the hands of a Rune priest of a fire god, the gem can emit a soul-searing blast to cleanse the soul. Creatures of chaos will take 2D6 points of CON damage and lose 1D6 points of STR. The gem acts as a powered crystal. It has 6 points of power and uses a point up per usage.

The key is used with the gem. If the key is placed in a lock in contact with the gem and a point of POW is sacrificed to it, a blast of fire will be emitted which will destroy and open any lock. The key only functions when actually placed in a lock.

### 37. THE ARCHWAY TO FOREVER

#### INITIAL DIE ROLL:

1D100	Result
01-20	A random dwarf from the woods encounter group is here acting out a charade
21-00	empty

A well-ornamented archway before a small room. The archway is inscribed with Runes.

In order to read the Runes, one must step into the archway. Once there, he must roll POWx3 or less on D100, or he sees the Runes of Fertility and Truth. Characters seeing these Runes must roll INTx2 or less or be forced in their minds to enter the room.

Those who roll POWx3 or less will see the true Runes, Illusion and Luck. They will have to roll INTx6 or be forced to enter the room.

Once inside the room, a character will not want to leave, and will believe himself immortal. He will see old, even dead, friends, loved ones, and will be treated like a king.

Anyone successfully making both the POW roll and the INT roll may enter of their own free will. The magic will not work on them, and they will see 1D6+3 skeletons on the floor after entering.

**TRAPS:** Those forced to enter the room by failing their INT roll must stay for at least a few rounds. At that point, they may try to roll their INT+POW or less on D100. If they fail this, they will drop their weapons, remove their armor, and act as if being pampered. The only way to break the spell is to remove the afflicted characters from the room. Once on the outer side of the archway, it takes 2D10 rounds for the character to recover. Until then, they will fight to remain in the room. If they do remain inside, they will be given food and drink. Unfortunately, the food and drink is as insubstantial as their friends. The characters will die in three to four days from lack of water, but will believe themselves in paradise for that time.

This little trap was left here by a group of three Puppeteer Rune priests who were left in the catacombs to die by Hubert. They died in this room.

**TREASURE:** Among the skeletons is 100C, 23L, 30W, and a 9-point POW storage crystal. There are also 1D6+3 weapons (determined by referee) and 1D3 random sizes and types of armor.

### 38. THE NARROWING STAIRWAY

A stairway leading down, it narrows so that the characters must walk single file. At the bottom of the staircase, it widens to a 3m corridor (this stairway goes beneath the entrance to room 39.)

### 39. THE ART GALLERY

#### INITIAL DIE ROLL:

1D100	Result
01-30	demon
31-50	three dragonsnails
51-60	demon plus three dragonsnails
61-00	empty

This is a large room. The walls taper out at the sides. Directly before the doorway, and 18 meters away, are six statues. They are lined up three meters apart from each other. The floor is a mosaic, and paintings and tapestries are on the walls.

The three paintings show scenes from the Godswar. The three tapestries show the Lightbringers' Quest to find Yelm. The mosaic in the floor shows the Storm Bull crawling from his battle with the devil to be healed. The statues are of the Lightbringers — statue A is Orlanth in a defiant pose carrying the sword Death; B is Chalana Arroy, wounded and wearing a silver ring; C is Lhankor Mhy, who appears perplexed, as does statue C, Issaries; Eurmial, statue E, points to Orlanth's sword; and F, Flesh Man has a terrible wound and wears a silver ring with a black stone.

**HIDDEN SPOTS:** 20% chance for a found item.

**TRAPS:** There is a pit trap in front of each statue, each opening to a 5m fall. Those falling take 2D6 damage to a hit location.

**DENIZENS:** See initial die rolls. Sounds of battle will draw creatures from room 40 into this room.

**TREASURE:** The paintings are worth 2500L each. The tapestries are worth 750L, 1000L, and 3000L to a Lightbringer cult. Others would pay 500L for each tapestry.

Chalana Arroy's ring is magical. When struck onto a rock, the gem in the ring causes 8 liters of water to appear. After three uses, the gem will crumble and become useless.

Flesh Man's ring is also magical. When worn, the wearer will be invisible to all but creatures with Darksense. To all others, he blends perfectly into any available shadow. Only defensive spells may be cast while wearing the ring. Offensive ones cost normal POW, but always fail.

Removing the mosaic floor would take about 200 knowledgeable



who would be happy to gain a new foothold in the Chaos Woods. Lord Carlin is not rich, but has many outstanding debts owed him, and can arrange for about 20,000L worth of skill training and spell teaching for the castle deed.

Of course, the heir can just let the castle sit until he is ready to move in, though it may have new unwelcome guests by the time he gets back to it.

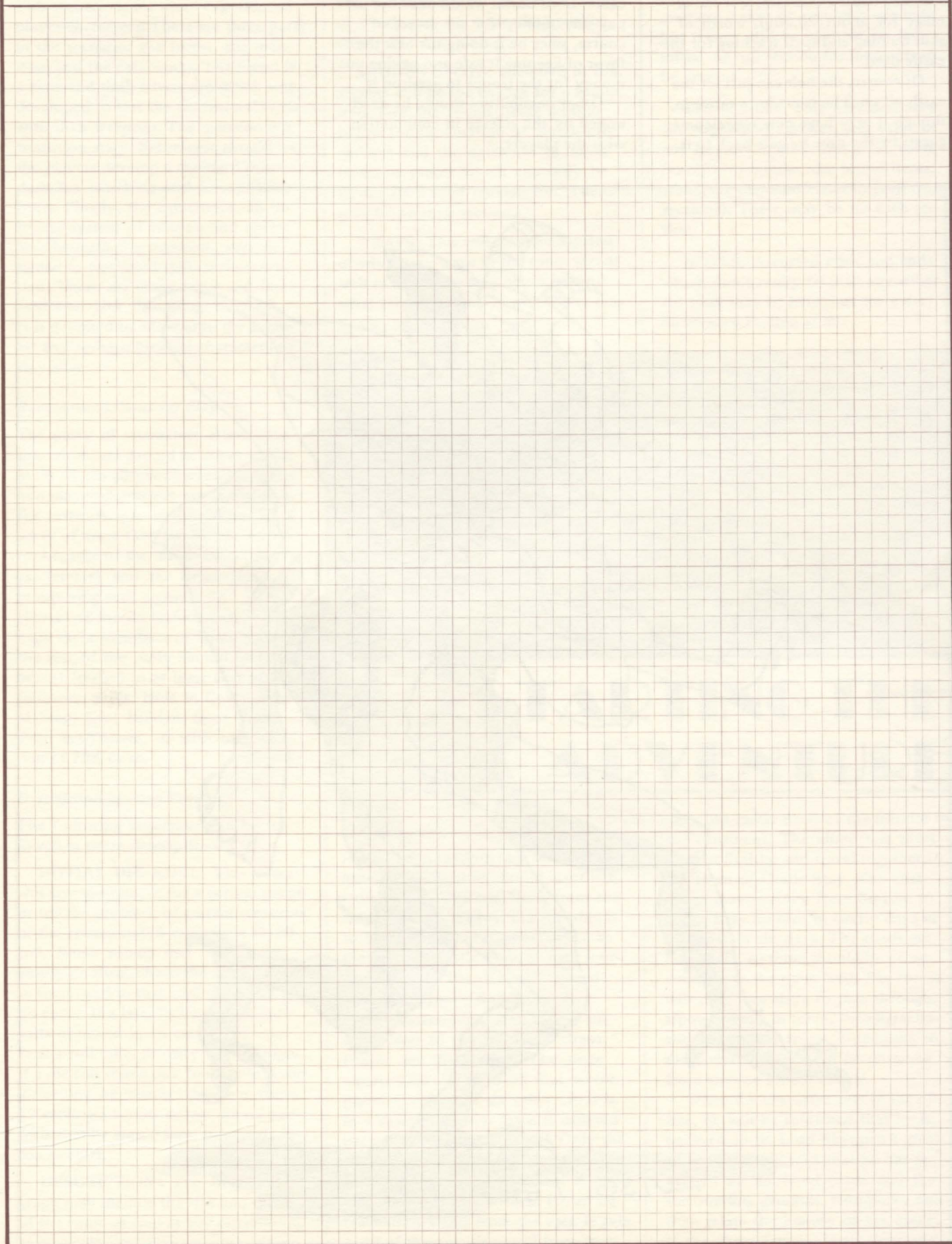
Perhaps he could lease it to Lord Carlin, with the understanding that the heir would reclaim it when the time came. Lord Carlin would not have to pay any money for the lease, of course, since he is doing the heir the favor of keeping it safe and paying out money for the troops to garrison it.

Other possibilities should be determined by the referee in conjunction with the players.





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