



The Sea Cave



INTRODUCTION

This packaged scenario uses the rules for RUNEQUEST! With it, RUNEQUEST! Players can venture into dangerous sea caves somewhere along the desolate coast of Prax. This scenario is designed as a medium level adventure for 4 to 8 characters. By "Medium Level" I mean that the majority of the adventurers should have decent armor (at least 3 points) and that some can have militia experience (for beginning players' characters) or a fighting ability of around 50% for their best weapon. Rune magic is not absolutely necessary here. Referees are urged to judge it for themselves, though, and feel free to alter, delete, or add as they wish.

Besides this book, players will need a copy of RUNEQUEST! and the various dice noted in Chapter I.

Note: When adventurers are slaughtered or run screaming, the Monsters get experience rolls too.

This book is the creation of Greg Stafford, and playtested with Steve Perrin, Charlie Krank, and Sven Lugar. This adventure is tough. Beginning players should tread carefully and be ready to run!

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EDITOR'S NOTE: This scenario was found in the Chaosium files after having been set aside, unfinished, in the late 1970's. It remains unfinished to not diminish its "work in progress" charm.

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Published by Chaosium PO Box 6302 Albany Calif. 94706

THE SITUATION:

A fishing settlement east of Corflu has been suffering lately from several problems. Fishing abruptly worsened in their favorite areas, and as soon as they began spreading out to find new schools of fish members among them began disappearing. At first there were no signs, then a couple of empty boats were found. Last week one person reported that he saw a friend get snatched from his boat by something rising suddenly from the water, which snapped the man, then disappeared again. Since then none of them have been bold enough to go out again.

The priest says that it is a curse on the village because they did not volunteer to build or pay for a new Sea temple and Magasta, the sea god, is angry. The priest wants them to use their idle hours to erect the new temple.

The chief Fisherman thinks otherwise, and is seeking some doughty adventurers to hire for a mission. He has taken up a collection from the villagers (who would rather hire expeditioneers than build a temple). He can offer each party member 100 L each at the start (if they have sworn to take the mission) and will pay all the survivors another 100 L after they return. They must bring proof that the monster is dead.

The Chief Fisher feels that there is a sea monster of some type once again living in a nearby cave. It has occurred in the past and may well again. He is not sure of its type, but he investigated once by land and saw sea-creature tracks upon the beach. Not being a fighter he did not investigate closer.

There are two ways to get to the cave. One is by rowboat which holds three passengers, or by fishing boat, which is a small sailing craft capable of holding 5 people. The Chief will be sure to point out that they ought not to try to row or sail unless they have very good abilities in those skills, and it would be dangerous to chance the waters where so many have been lost already. Certain of the natives will reluctantly hire out boats to them, charging 5 L a day for a row boat or 10 L per day for a fishing boat. No one is willing to join the adventurers, or even wait for them outside the cave.

To enter the cave from landside requires the party to go down a steep cliff and land on the beach below. This must either be done tediously by tying each member and lowering them, or by making a Climbing roll. A failure to climb means the character falls and receives 1D10 damage to a random location.

TIMING is important on this mission. Gloranthan tides are based upon a weekly cycle, like that of the moon. There is one day of High Tide on Wild Day, followed by two days of Medium Tide, followed by two of Low Tide, then two Medium Tide, then High again. The water is generally motionless through the day at a level, but drops gradually or rapidly as necessary each night.

Before setting out the Fisher Chief will point out that the cave mouth is accessible on foot only at Low Tide. At Medium and High Tides the water flows into the cave mouth for a depth greater than a man's height. If they approach anytime but Low Tide then they will have to swim or boat into the cave.

THE CAVE

GENERAL INTRODUCTION

The format of the scenario hereafter follows the general format of the SPH type, but several sections are unnecessary and therefor omitted. Those retained are:

FIRST GLANCE: This section contains basic data, such as size, shape, and any outstanding features.

CLOSER LOOKS: Significant details, including some which are misleading or insignificant.

EXITS: This section also includes subsidiary tunnels, offshoots, or branches of the major room. They are generally differentiated by letter designations.

HIDDEN SPOTS: This lists anything which might be found by making a detailed and time-consuming search, during which characters try to make their Spot Hidden rolls. Also here is listed the chances of a Found Item.

DENIZENS: These are the only denizens who do not move about the cave. Mobile natives of this haunt are listed separately at the end under INHABITANTS.

MISC.: contains any notes not appropriate under other sections.

SETTING UP THE SCENARIO:

First, study this whole scenario pack and get an idea of its potential. Decide where the major monsters will start off.

Next, study the player characters and try to decide which of the Major Monsters may be appropriately tough for the party. If you have all new players you do not want to use all the trolls and the wyrm. But if you have a well-spelled Rune Priest guarded by several experienced mercenaries you may wish to make the snake and wyrm work together. Of course, if you give enough

clear warning (trails on the sands, noises, etc.) that there is something truly monstrous nearby and the adventurers still want to push on then you are welcome to slaughter them.

Third, study the trolls and decide upon some simple tactics. Some are suggested at the end, but you must decide upon their routes, etc. I suggest that (in light of the cave trolls' INT) you decide upon a couple of basic routines, and then have the trolls follow them. Of course, when their plans fall apart they will scatter and try to make for home.

INITIAL DIE ROLL: At the start you should roll to see if the monster is at home. This depends on the tide, which will also determine the chance of running into the appropriate major monster if the party approaches by boat.

EVENT	HIGH TIDE	MED. TIDE	LOW TIDE
-----	-----	-----	-----
Monster Home	01-50	01-30	01-15
Boat Attacked	51-75	31-65	16-56
Safe Boat Trip	76-00	66-00	57-00

FOUND ITEMS are rolled up randomly from the chart below whenever someone makes a Spot Hidden Item roll in a cavern which has nothing hidden in the description, or when more than one character Spots Hidden in a chamber. Roll 1D10:

1. A SILVER-EDGED SWORD. Its value is twice normal broadsword cost. However, it is damaged internally, and unless the character rolls another Spot Hidden then the person finding it will not note the flaw. It will break if it takes 6 points of damage.
2. A SKULL. It is like a lion's, without the mandible, but it also has horns. If anyone touches it, even with a spearbutt, etc., then it will leap up (magically) and attack with a 50% ability. It does 2D8 damage with its fangs or its horns but gets one attack only. It has 20% Defense, 6 point armor, but only 2 hit points. Thus, if hit once it will probably shatter. The horns and teeth are worth 870 L to alchemists.
3. FOUR GOLD COINS. One is bitten in half, but otherwise they are simply the local currency, and not very old.
4. A MOULDY MAP. This may be unreadable, or lead to the referee's next planned adventure.
5. A SMALL CANDLE STUB. Nothing special, other than being of red wax and smelling flowery.
6. A SHARK TOOTH. Quite large, and quite old. It has a hole bored into it as if it was worn as part of a necklace.

7. ENGRAVED HELM. While crudely engraved, it is an undamaged Open Helm. It provides one extra point of protection (5).
8. A SMALL WHISTLE, made of blue-green sea metal (aluminum). When played, the tune can be used to control a Water Elemental (Undine) of any SIZ if its POW is overcome by the user. The user must continue to play the whistle and stay in range. The whistle cannot summon elementals.
9. THREE GEMS. The first is just a pretty stone. The second is a very good gem worth 142 L. The third is a very good jewel worth 1104 L.
10. TWO SCROLLS. The first is faded and will crumble when handled. The second is a scroll of Werewolf Binding and tells of how to bind a werewolf to a spot or room. It is worth 900 L to a mage or sage.

1. THE OUTER CAVERN

FIRST GLANCE: The cave is 15 m. wide, more or less, and as tall. (At Medium Tide it is 10 m. to the ceiling, at High Tide it is 5 m. to the ceiling.).

At Low Tide there are several pools lying about the floor. All of the floor is covered with slippery seaweed, mussels, barnacles, etc.

CLOSER LOOKS: If the party looks closely or makes their Tracking rolls then they will see where the body of the Major Monster has often passed over the ground. It goes in a fairly regular track from the cave mouth to Cavern 2.

EXITS: The cave mouth is to the south. To the north is Section 2.

HIDDEN SPOTS: If the party troubles to check out the depressions which still have water in them there is a 25% chance that there will be 1D6 silver coins visible. They must still make their Spot Hidden Items roll to find them. Finally, there is a 10% chance of Spotting a Found Item here.

MISC: This area is very treacherous to walk on, and the best the party can manage safely is one half their encumbered speed. If they go faster, they must make a roll of DEX x 5 on D100 at the start of each Full Turn or else fall down. Also, going faster has a 10% chance per turn of stepping on a sea urchin, which is poison (level 1-6).

CAVERN 2: THE FLOODED CAVERN

FIRST GLANCE: This chamber is 15 m. wide x 15 m. high x 30 m. long. (Tides affect it the same as cavern 1.) At Low Tide there are many pools about the floor, some quite large. On the south-east side is a very large one.

CLOSER LOOKS: The track of the Major Monster moves northward again, but if someone makes their Tracking roll they will notice that there are other footprints here as well, but the nature of the ground (seaweed, etc.) prevents any definite ideas.

EXITS: To the north the cavern continues, into the Medium Tidal Zone. A. has Low-tide ground, but b. is drier, showing the residue of the Medium Tide washout. c. is hidden, and can be reached only by diving underwater and swimming through the passage.

HIDDEN SPOTS: There is a 30% chance of finding 1D6 silver coins in the pools here, and a 10% chance of getting a Found Item.

DENIZENS: None permanent, but this is the favorite place for the trolls to ambush a party. They will initially come forth from a and b, attracting the party, then a larger number will come from c, trying to sneak up and surprise attack from the rear. If defeated they will flee in the most convenient direction.

3. THE DRY CAVERN

FIRST GLANCE: The rise is steep into this 3 m. wide and 3 m. high tunnel. See map for twists and turns. This cavern is generally dry, but the water level in the pool rises and lowers with the tide. At high tide it sometimes spills over the sides; at low tide the surface of the water is 1m lower.

CLOSER LOOK: Much refuse from troll-dinners is about: fish heads and seal bones and skins. Their tracks are evident in the dry sand.

EXITS: a. begins in a pool of water and goes underwater to 6a. b. goes to cavern 2. C. goes to cavern 4.

HIDDEN SPOTS: They will discover the tunnel underwater from 3a. There is a 15% chance of a Found Item here.

DENIZENS: This is where the trolls return to eat and sleep. Since the arrival of the Sea Wyrms they refrain from going deeper into caverns 6-9.

MISC: Wherever the other trolls are, the infant cave troll remains here swaddled up in skins and rags.

4. NARROW CAVERN

FIRST GLANCE: The rise is steep into this 1 m. wide and 3 m. high tunnel. It is more like a sloping corridor rising to the north.

CLOSER LOOK: The walls are somewhat slick and show some signs of claw marks. There is little sand here.

EXITS: a. is a HIDDEN narrow tunnel that remains dry even at High Tide and goes to 5. South exit goes to Cavern 2. c. goes back to Cavern 3.

HIDDEN SPOTS: They will discover the hidden tunnel 4a. Troll footprints lead from it, but have been smoothed over. The cave trolls hid their treasure stash in here. It is somewhat carelessly buried under the sand near the first bend (double Spot Hidden to notice). A large sack contains 250 clacks, 354 L and 43 wheels, along with some costume jewelry worth 40 L, a metal scroll case, and a small corked bottle etched with Air runes. The scroll case contains a document in Firespeech and are the deeds to a place called "Stone Tooth Farm". The bottle contains a black liquid that if ingested is POT 5 poison. If the drinker survives they gain +1 STR.

DENIZENS: None.

5. MERMAID LAKE

FIRST GLANCE: A calm small lake of water.

CLOSER LOOK: There is a small islet in the center of the lake. It is about 3 m. wide by 3 m. long and less than a meter above the surface of the water. There is a small boat tied to the east side of the cavern.

The lake appears to be very deep. Tasting the water reveals it is fresh, not salty, though at high tide, seawater washes all the way into the lake from the cave entrance.

EXITS: To the south is Cavern 4. To the northeast is Cavern 7.

HIDDEN SPOTS: On the islet, two rather emaciated and scruffy looking men squat by a large chest. The boat has markings on it that indicates it comes from the local settlement.

DENIZENS: The Rich Mermaid, and her two Wolf Brother guards.

The Rich Mermaid is actually a water spirit (INT 12 POW 22 CHA 17), manifesting as a beautiful fish-tailed woman. She is adorned with jewelry and her scales shimmer like precious stones.

She will approach anyone who enters the cavern from Cavern 4 or Cavern 7, although she does not leave the water. She looks alluringly at the adventurers, as if she wants something from them.

The Rich Mermaid will engage the first person who sets foot on the island in spirit combat. If she overcomes their POW she will attempt to capture their spirit, binding their physical bodies to the island to serve her until they slowly starve. Her CHA of 17 means she can bind a maximum of 5 slaves at a time.

The two scruffy men are Wolf Brothers (werewolves) who blundered into the cave. They have proven to be surprisingly adept at fighting off the Giant Sea Snake. Before that, she had used her siren-like powers to lure several of the local fishermen who had disappeared, but they were not as effective. It is their boat tied up on the east side.

The Wolf Brothers will attack anyone who sets foot on the island. As they are lycanthropes they are invulnerable to bronze weapons. If the Rich Mermaid manages to possess someone, that adventurer will attack his comrades too!

The chest is unlocked and contains a plain-looking shortsword, made of sea-metal (aluminum). This is the Wurm-Bane sword.

If, instead of fighting, someone offers the Rich Mermaid something valuable - a piece of jewelry, gold coins, a crystal etc., she will make them an offer in return. Take the Wurm-Bane sword, kill the monster in the next cavern, return the sword and she will "share her riches".

Someone taking up the offer is invited to the island to retrieve the sword. Upon returning after successfully killing the Sea Wyrms, the chest is instead filled with the Sea Wyrms' horde (see 9. below).

The lucky adventurer gets to keep his pick of the loot. If he takes only half what is there, the Rich Mermaid offers to lend him the sword again to kill another wyrm and return to share the treasure.

Note: If the adventurer decides not to return the sword, the Rich Mermaid will keep sending enslaved bodyguards to retrieve it, wherever he goes.

MISC: The Sea Wyrms have come to this cave to take the Wyrmsbane sword back to the Deeps, where it can be destroyed once and for all. Unfortunately, the wyrm itself is too large to fit down the narrow twisting passageways to the Rich Mermaid's cavern. It has sent the Giant Sea Snake to retrieve the sword several times, but the Mermaid's enslaved bodyguards have always driven it off.

6. CRAB CAVERN

FIRST GLANCE: This cavern is above the Medium Tide line.

CLOSER LOOK: In its center is a 2.5 m. deep pool of seawater.

EXITS: a. at the bottom of the pool is an underwater passage to 3a. To the south is Cavern 2. To the northwest is Cavern 7. To the northeast is Cavern 7.

HIDDEN SPOTS: Spot Hidden reveals 4D8 glittering objects amongst the seaweed and crevices at the bottom of the pool. There is a 20% chance of Spotting a Found Item here. The Giant Crab sits by the underwater passage at the bottom of the pool. It is well camouflaged (Spot Hidden at half chance).

DENIZENS: Giant Crab. It attacks only if the pool is entered. Under where it rests lies a picked-clean human skeleton, 59 L, an iron spearhead, and 5 iron tipped arrows. If the crab pool is checked (after the crab is defeated), the glittering objects are gold coins.

MISC: The gold coins were minted in the same place as those found in the cave trolls' hoard (see 4.)

7. SEA SNAKE CAVERN

FIRST GLANCE: The cavern is above the Medium Tide Line.

CLOSER LOOK: The cavern is smooth rock.

EXITS: To the northwest is Cavern 5. To the northeast is Cavern 8. To the south is Cavern 6.

HIDDEN SPOTS: As the adventurers enter the cavern, a huge snake will uncoil itself.

DENIZENS: Giant Sea Snake. It is controlled by the Sea Wyrms. It will enter Cavern 6 after the party has been there one full Turn (or if they kill the Giant Crab). The Sea Wyrms will cast Shield on the snake before it enters. The Sea Snake will bite, wrap around, and then crush each victim. If it bites successfully it will then wrap itself around its victim the next turn on S/R 2. The Sea Wyrms will cast Healing on the Snake as it is wounded.

MISC: The adventurers may kill the sea snake and they think have "slain the monster" and completed their mission. If the Sea Wyrms has remained undetected and the adventurers proceed no further into caverns 7 or 9, it will let them depart unharmed.

If they bring back proof (such as the snake's head), the Chief Fisher will duly pay the adventurers their reward, but he will remain troubled: he is sure the monster tracks he saw outside the cave were not made by a snake.

By the time of the next full tide, the Sea Wyrms will have returned to the Deeps to summon and bind a new creature to serve it in the Sea Cave. It could be another giant snake or other aquatic monster as the game master sees fit.

Later that season, the Sea Wyrms' attacks will begin again. While the Magasta Priest will insist on building a new temple, the Chief Fisher may call upon the adventurers to come back and explore the caves again.

8. TWISTING CAVERN

FIRST GLANCE: This narrow corridor is difficult for anyone over SIZ 15 to crawl through. It goes up and down many times. See map

for twists and turns. It has a very unpleasant smell. There are chattering, squeaking sounds coming from deeper in the corridor.

CLOSER LOOK: Animal droppings and small bones are here and there. The sounds grow louder.

EXITS: East goes to 7. South goes to 9.

HIDDEN SPOTS: There is a 25% chance of a Found Item here.

DENIZENS: 10D10 Rubble Runners live in a large continuous nest. They have two small exits to the surface that SIZ 3 creatures can use.

9. WYRM'S LAIR

FIRST GLANCE: This chamber is 10 m. wide x 10 m. high x 20 m. deep. It is above the High Tide line and has dry sand.

CLOSER LOOK: Bones, broken weapons and discarded pieces of armor are scattered around the sand. Salvageable armor includes a left arm bronze vambrace (6 AP), a right leg bronze greave (6 AP), an especially fine bronze full helm (7 AP), and a large shield with what appears to be a huge bite taken out of it (12 AP).

EXITS: To north is a small tunnel to 8. To the south is 6.

HIDDEN SPOTS: Buried 3 meters under the sand is the Sea Wyrms' treasure hoard. This makes it undetectable by Detect magics. Spot Hidden reveals the sand here has been disturbed. Digging it out to this depth would be a very time-consuming procedure.

The treasure consists of: 5040 Clacks, 1184 Lunars, 464 Wheels, a superb gemstone worth 5,000 L, an excellent gemstone worth 1,100 L, good jewelry worth 648 L, a flawed gemstone worth 3 L, and a semi-precious stone worth 3 L. There is also a scroll describing a special one-off technique to increase shortsword skill by 10%, and a potion bottle. The magic potion in the bottle has four doses. Each dose adds +1 to INT, but dose one costs the drinker 3 POW and 3 STR, dose two costs 1 POW and 1 CON, dose three costs 6 POW and 4 STR, and dose four costs 4 CON.

DENIZENS: The Sea Wyrms. It will cast Invisibility on itself before using the Sea Snake to attack the party. Depending on the Tide, it is usually in the water.

Note: despite its name, the Wyrms-Bane sword has no special properties for killing wyrms. However, the treasure hoard of any wyrm, dream dragon or draconic creature killed by this weapon magically appears in the Rich Mermaid's chest.

MISC: If the Sea Wyrms is not present (see SETTING UP THE SCENARIO), the Giant Sea Snake will attack anyone who enters this cavern if it has not encountered them earlier. It will enter through the Twisting Cavern (8).

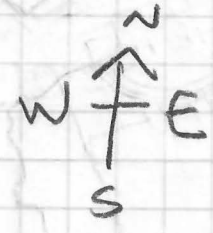
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EDITOR'S NOTE: We chatted with Greg about the scenario and he said that it was about to undergo further expansion when the project got set aside for other priorities. Major revisions included the addition of the temple to Cacodemon series of rooms to the east. The stats for the Priest of Cacodemon can be found on one of the character sheets, and a few notes can be found on the second more detailed map, but that is all that was written. Thus, we leave it up to creative Game Masters to decide what other riches and dangers lie within the depths of THE SEA CAVE.



- IND ITEMS
1. Silver Sword
 2. Skull
 3. gold coins
 4. engraved helm
 - 5.
 - 6.

1 cm = 3 m



1.

CAVE OF THE WYRM

MED TIDE AREA

at fast pace, there is 10% per turn of stepping on urchin (poison level 1-6) in a puddle, or go 1/2 normal

Test played by me, Pavin, Krack,



rich mermaid lake

shore

SIZE 13 FLOW 3/15

100 POUND

LION/BULL SKULL - W/BITE anyone who tries to touch it for 10E @ 95%, 18 PT ARMOR

40% defense (1+2) PSW=10 STR=10

1 PT 6

in here - treasure chest ghost/spirit to warn & protect, + 50% of Treasure

5 PTS

silver-edged sword & engraved helm in pool

100 D 100 L

STR 9

HIGH TIDE - Wind Day

MED TIDE - Windy, Frosty + Cloudy, Frosty

LOW TIDE - Windy Day + Cloudy Day

meat

ornate room

gargoyle

BIER

2 waves

Hidden scrolls

med tide

7'w x 10' HIGH

pool

temple to Caedmon

demon power of 30

WORD OF POWER

IRON DOOR

5x12 opening

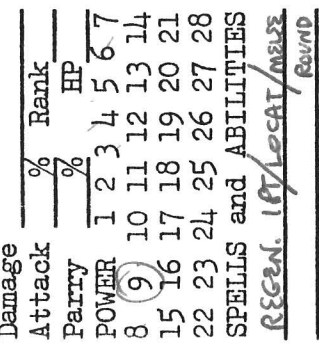
ILLUSION WALL

1 SQ. = 10' x 3m

tidal flat - pools, etc.

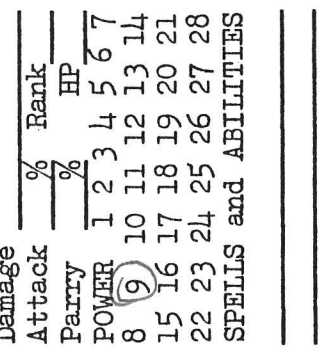
1. CAVE TROLL
 SZIC15Z2411P9DX5
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 DEFENSE % SHIELD: % AP

WEAPON 1. CLUB
 Damage 2D8+1D6
 Attack Rank 5
 Parry HP 20
 WEAPON 2. CLAW
 Damage 1D6+1D6
 Attack Rank 12
 Parry HP
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 SPELLS and ABILITIES



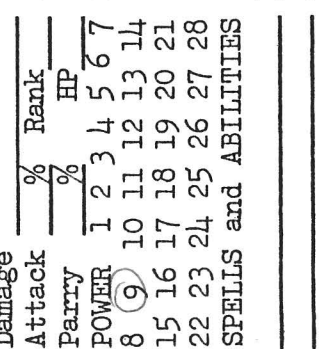
2. CAVE TROLL
 SZIC15Z2815P5DX2
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 DEFENSE % SHIELD: % AP

WEAPON 1. CLUB
 Damage 2D8+1D6
 Attack Rank 5
 Parry HP 20
 WEAPON 2. CLAW
 Damage 1D6+2D6
 Attack Rank 12
 Parry HP
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 SPELLS and ABILITIES



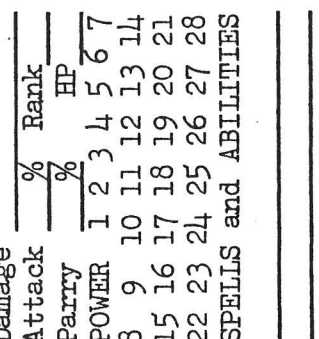
3. CAVE TROLL
 SZIC15Z2518P9DX9
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 DEFENSE % SHIELD: % AP

WEAPON 1. CLUB
 Damage 2D8+1D6
 Attack Rank 5
 Parry HP 20
 WEAPON 2. CLAW
 Damage 1D6+1D6
 Attack Rank 12
 Parry HP
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 SPELLS and ABILITIES



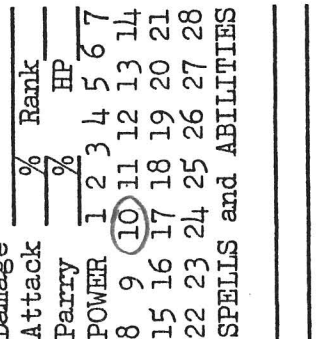
4. YOUNG
 S15C1Z9I8P6DX8
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 DEFENSE % SHIELD: % AP

WEAPON 1. CLAW
 Damage 1D4
 Attack Rank 5
 Parry HP
 WEAPON 2. CLAW
 Damage 1D4
 Attack Rank 12
 Parry HP
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 SPELLS and ABILITIES



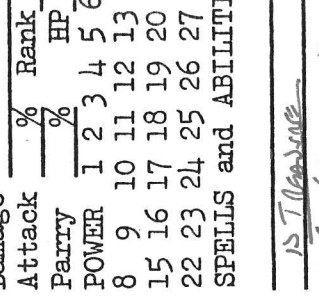
5. YOUNG
 S11C1Z10I3P2DX8
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14 15
 16 17 18 19 20 21 22
 23 24 25 26 27 28 29
 DEFENSE % SHIELD: % AP

WEAPON 1. CLUB
 Damage 2D8+1D6
 Attack Rank 5
 Parry HP
 WEAPON 2. CLAW
 Damage 1D4
 Attack Rank 12
 Parry HP
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20 21
 22 23 24 25 26 27 28
 SPELLS and ABILITIES



6. INFANT
 S5C5Z3I6P5DX
 HITS 1 2 3 4 5 6 7 8
 9 10 11 12 13 14
 16 17 18 19 20 21
 23 24 25 26 27 28
 DEFENSE % SHIELD: % AP

WEAPON 1.
 Damage
 Attack
 Parry
 WEAPON 2.
 Damage
 Attack
 Parry
 WEAPON 3.
 Damage
 Attack
 Parry
 POWER 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
 15 16 17 18 19 20
 22 23 24 25 26 27
 SPELLS and ABILITIES



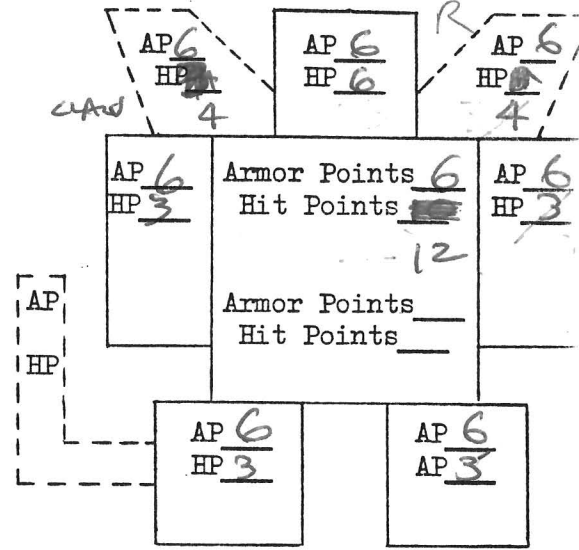
REGEN. 1P/LEAT/MAZE/ROUND

15 T. NAME
ASIA GLOW UP TO
SERVE MASTER

TYPE GIANT CRAB
STR 15 CON 16 SIZ 19 INT 2 POW 4 DEX 11 CHA
DEFENSE % SHIELD Parry % Armor Points 6 all over

HIT POINTS
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
POWER POINTS
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

WEAPON CLAW-L WEAPON CLAW-R WEAPON BITE
Damage 3D6 Damage 3D6 Damage 2D8
Strike Rank 4 Strike Rank 5 Strike Rank 11
Attack % Attack % Attack %
Impale % Impale % Impale %
Critical % Critical % Critical %
Fumble % Fumble % Fumble %
Parry % Parry % Parry %
Hit Points Hit Points Hit Points



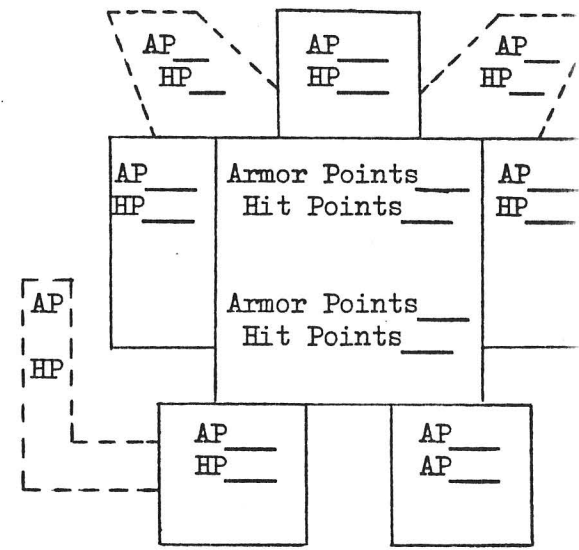
SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES	%
					%
					%
					%
					%
			19-20 20	#face"	%
			17-18 18-19	claw R	%
			15-16 16-17	claw -L	%
			7-14 7-15	body	%
			6 6	L leg	%
			5 5	L leg	%
			4 4	L leg broke	%
			3 3	R Leg	%
			2 2	envy - broke	%
			1 1	R leg	%

WEALTH TREASURE -
IRON SPEAR, QUIVER, ARROWS
(69 LUN) 5

HIT POINTS
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
POWER POINTS
01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

STR CON SIZ INT POW DEX CHA
DEFENSE % SHIELD Parry % Armor Points

WEAPON WEAPON WEAPON
Damage Damage Damage
Strike Rank Strike Rank Strike Rank
Attack % Attack % Attack %
Impale % Impale % Impale %
Critical % Critical % Critical %
Fumble % Fumble % Fumble %
Parry % Parry % Parry %
Hit Points Hit Points Hit Points



SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES	%
					%
					%
					%
					%
					%
					%
					%
					%
					%
					%
					%
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					%
					%
					%
					%

WEALTH

GREEN SNARL

TYPE ~~DRAGON~~ ~~DRAGON~~ The Sea Wyrm
 STR 34 CON 10 SIZ 90 INT 10 POW 18 DEX 14 CHA 10
 DEFENSE % SHIELD Parry % Armor Points

WEAPON BITE WEAPON SPIT III WEAPON WING BUFFET
 Damage 1D10+3D6 Damage POTENCY 6 ACID Damage 1D12
 Strike Rank 6 Strike Rank 2 Strike Rank 4
 Attack 65% Attack 45% Attack 40%
 Impale % Impale % Impale %
 Critical % Critical % Critical %
 Fumble % Fumble % Fumble %
 Parry % Parry % Parry %
 Hit Points Hit Points Hit Points 8+5

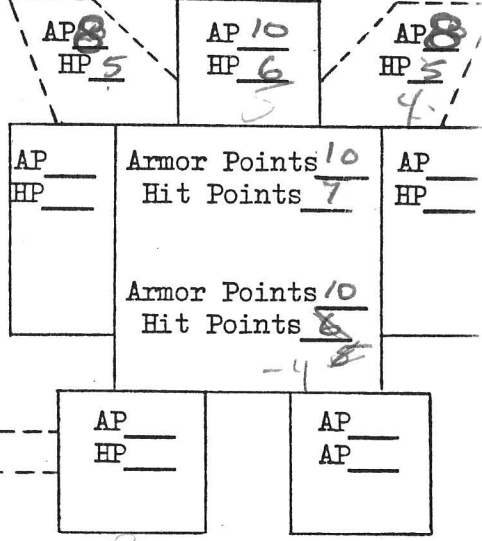
SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES
MOBILITY	1			w/rise from water, invisible %
BINDING				then use snake to attack %
DETECT LIFE				use shield & healing on %
COUNTERMAGIC	2	*	snake	
INVISIBILITY	3			
shield	2	*		
healing 3				
			1-4	tail %
			5-8	Abdomen %
			9-12	Chest %
			13-14	R WING %
			15-16	L WING %
			17-20	HEAD %

HIT POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

POWER POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30



WEALTH random sea 35

TYPE GIANT SEA SNAKE
 STR 11 CON 10 SIZ 12 INT 5 POW 10 DEX 14 CHA 3
 DEFENSE 0% SHIELD 0 Parry 4% Armor Points 4

WEAPON BITE WEAPON CRUSH WEAPON
 Damage 1D6 Damage 2D8 Damage
 Strike Rank 8 Strike Rank * Strike Rank
 Attack 40% Attack 90% Attack %
 Impale % Impale % Impale %
 Critical % Critical % Critical %
 Fumble % Fumble % Fumble %
 Parry % Parry % Parry %
 Hit Points Hit Points Hit Points

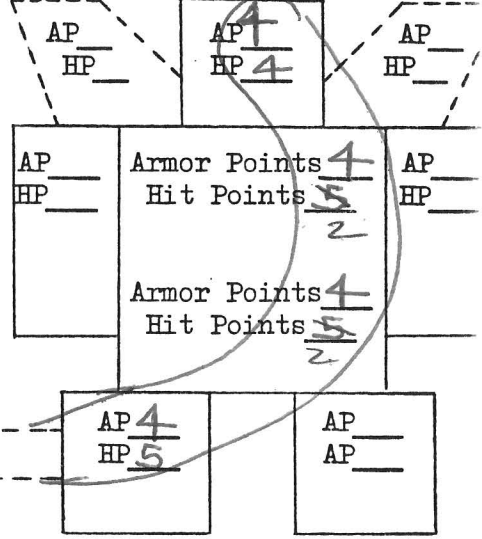
SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES
none			*w/BITE to hold, then wrap around	%
			strike range = 5'	%
				%
				%
			TAIL	1-3 %
			NECK	4-8 %
			BELLY	9-13 %
			ABDOM	14-18 %
			HEAD	19-20 %

HIT POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

POWER POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30



WEALTH 15 TF

~~WEREWOLF~~ WOLF #1

TYPE WEREWOLF
STR 8 CON 12 SIZ 13 INT 12 POW 9 DEX 10 CHA 16
DEFENSE % SHIELD _____ Parry % Armor Points _____

WEAPON BITE ^{+1D4} WEAPON STRIKE WEAPON _____
Damage 1D8 Damage 1D4 Damage _____
Strike Rank 9 Strike Rank 5 Strike Rank _____
Attack 30 % Attack 45 % Attack _____ %
Impale _____ % Impale _____ % Impale _____ %
Critical _____ % Critical _____ % Critical _____ %
Fumble _____ % Fumble _____ % Fumble _____ %
Parry _____ % Parry _____ % Parry _____ %
Hit Points _____ Hit Points _____ Hit Points _____

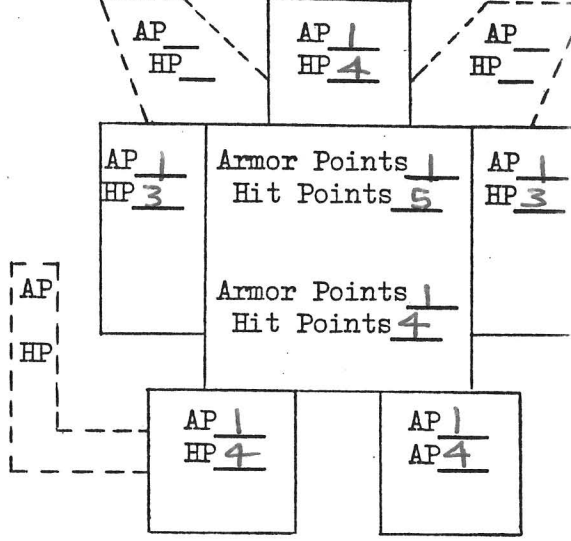
SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES	%

HIT POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

POWER POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30



WEALTH _____

TYPE Werewolf #2
STR 10 CON 14 SIZ 14 INT 6 POW 11 DEX 13 CHA 13
DEFENSE % SHIELD _____ Parry % Armor Points _____

WEAPON BITE WEAPON STRIKE WEAPON _____
Damage 1D8 + 1D6 Damage 1D6 Damage _____
Strike Rank 9 Strike Rank 5 Strike Rank _____
Attack 70 % Attack 60 % Attack _____ %
Impale _____ % Impale _____ % Impale _____ %
Critical _____ % Critical _____ % Critical _____ %
Fumble _____ % Fumble _____ % Fumble _____ %
Parry _____ % Parry _____ % Parry _____ %
Hit Points _____ Hit Points _____ Hit Points _____

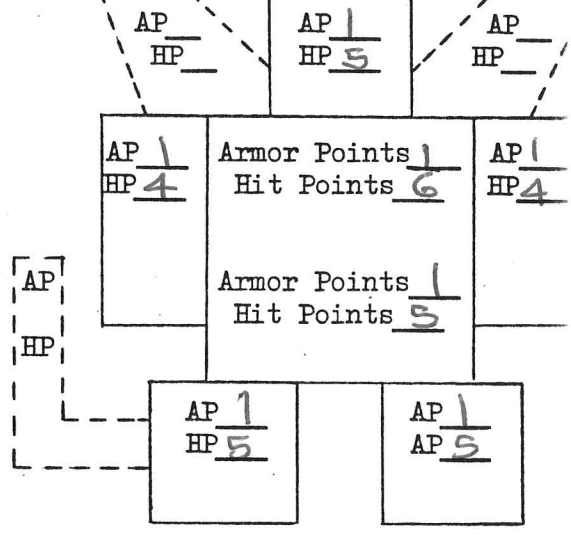
SPELLS KNOWN	St/Rk	Pts	EQUIPMENT	ABILITIES	%
				<u>MOVE SILENT</u>	<u>80</u> %
				<u>HIDE</u>	<u>70</u> %
				<u>TRACK</u>	<u>60</u> %

HIT POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

POWER POINTS

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30



WEALTH _____

MONSTER SHEET

RUNEQUEST ML

AIN

NAME STELLAK SEX F

RACE CAVE TRAIL MOVE

ST 11 CN 6 SZ 10 IN 3 PW 2 DX 8 CA 1

SHIELD Parry % Pts DEFENSE %

BASE S/R 4 DEX S/R 4 TOTAL HP 18

HIT NO. LOCATION ARMOR HIT POINTS

(14-20) Head (3) 1 2 3 4 5 6 7 8

(-12) Chest (3) 1 2 3 4 5 6 7 8

(9-11) Abdomen (3) 1 2 3 4 5 6 7 8

(13-15) R Arm (3) 1 2 3 4 5 6 7 8

(16-18) L Arm (3) 1 2 3 4 5 6 7 8

(1-4) R Leg (3) 1 2 3 4 5 6 7 8

(5-8) L Leg (3) 1 2 3 4 5 6 7 8

NOTES

Mother, Sister & Cousins Dlx

Net Regen (146) C

543 Wk

Cast. Jew. 40L

School - DISED

to "Stone Tomb, Falm"

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam 208+106 S/R 5

Atk 35% Crto 0% Imp % Fum 28% Par 35% Pts 20

WEAPON Club Dam 106+106 S/R 7

Atk 60% Crto 0% Imp % Fum 77% Par % Pts -

WEAPON Th. Rock Dam 106+106 S/R 4

Atk 40% Crto 0% Imp % Fum % Par % Pts -

SPILLS KNOWN

NAME JASTELL SEX F

RACE CAVE TRAIL MOVE

ST 11 CN 6 SZ 10 IN 3 PW 2 DX 8 CA 1

SHIELD Parry % Pts DEFENSE %

BASE S/R 4 DEX S/R 4 TOTAL HP 18

HIT NO. LOCATION ARMOR HIT POINTS

(14-20) Head (2) 1 2 3 4 5 6 7 8

(-12) Chest (2) 1 2 3 4 5 6 7 8

(9-11) Abdomen (2) 1 2 3 4 5 6 7 8

(13-15) R Arm (2) 1 2 3 4 5 6 7 8

(16-18) L Arm (2) 1 2 3 4 5 6 7 8

(1-4) R Leg (2) 1 2 3 4 5 6 7 8

(5-8) L Leg (2) 1 2 3 4 5 6 7 8

NOTES

Young Punk

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam 104 S/R 10

Atk 20% Crto 0% Imp % Fum 90% Par % Pts -

WEAPON Club Dam % Fum % Par % Pts -

Atk % Crto % Imp % Fum % Par % Pts -

WEAPON Club Dam % Fum % Par % Pts -

Atk % Crto % Imp % Fum % Par % Pts -

SPILLS KNOWN

NAME Baby Troll SEX M

RACE CAVE TRAIL MOVE

ST 5 CN 5 SZ 3 IN 6 PW 5 DX 4 CA -

SHIELD Parry % Pts DEFENSE %

BASE S/R 4 DEX S/R 4 TOTAL HP 3

HIT NO. LOCATION ARMOR HIT POINTS

(-) Head (1) 1 2 3 4 5 6 7 8

(-) Chest (1) 1 2 3 4 5 6 7 8

(-) Abdomen (1) 1 2 3 4 5 6 7 8

(-) R Arm (1) 1 2 3 4 5 6 7 8

(-) L Arm (1) 1 2 3 4 5 6 7 8

(-) R Leg (1) 1 2 3 4 5 6 7 8

(-) L Leg (1) 1 2 3 4 5 6 7 8

NOTES

IN Fand

(PARENTS) - WIN-GO

to "Stone Tomb, Falm"

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam % Fum % Par % Pts -

WEAPON Club Dam % Fum % Par % Pts -

Atk % Crto % Imp % Fum % Par % Pts -

WEAPON Club Dam % Fum % Par % Pts -

Atk % Crto % Imp % Fum % Par % Pts -

SPILLS KNOWN

NAME Suback SEX M

RACE CAVE TRAIL MOVE

ST 21 CN 15 SZ 28 IN 5 PW 5 DX 8 CA 2

SHIELD Parry % Pts DEFENSE %

BASE S/R 4 DEX S/R 4 TOTAL HP 19

HIT NO. LOCATION ARMOR HIT POINTS

(11-24) Head (3) 1 2 3 4 5 6 7 8

(-12) Chest (3) 1 2 3 4 5 6 7 8

(9-11) Abdomen (3) 1 2 3 4 5 6 7 8

(13-15) R Arm (3) 1 2 3 4 5 6 7 8

(16-18) L Arm (3) 1 2 3 4 5 6 7 8

(1-4) R Leg (3) 1 2 3 4 5 6 7 8

(5-8) L Leg (3) 1 2 3 4 5 6 7 8

NOTES

Will often

TRAIL CLUB + RISK

CLUBS ASOFT

50/50 chance

Regen 1 per C.H.L. per

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam 208+106 S/R 5

Atk 80% Crto 0% Imp % Fum 20% Par 40% Pts 20

WEAPON Club Dam 206 S/R 7

Atk 75% Crto 0% Imp % Fum 99% Par % Pts -

WEAPON Club Dam 106+106 S/R 3

Atk 60% Crto 0% Imp % Fum 78% Par % Pts -

SPILLS KNOWN

NAME Wily Tweak SEX M

RACE CAVE TRAIL MOVE

ST 23 CN 15 SZ 25 IN 8 PW 9 DX 12 CA 5

SHIELD Parry % Pts DEFENSE %

BASE S/R 3 DEX S/R 3 TOTAL HP 18

HIT NO. LOCATION ARMOR HIT POINTS

(17-20) Head (3) 1 2 3 4 5 6 7 8

(-12) Chest (3) 1 2 3 4 5 6 7 8

(9-11) Abdomen (3) 1 2 3 4 5 6 7 8

(13-15) R Arm (3) 1 2 3 4 5 6 7 8

(16-18) L Arm (3) 1 2 3 4 5 6 7 8

(1-4) R Leg (3) 1 2 3 4 5 6 7 8

(5-8) L Leg (3) 1 2 3 4 5 6 7 8

NOTES

Phoen - Ambush

Stone Profers

Suback + Sugar

Table Bats

Regen 1 per C.H.L. per

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam 208+106 S/R 5

Atk 80% Crto 0% Imp % Fum 20% Par 40% Pts 20

WEAPON Club Dam 206 S/R 7

Atk 75% Crto 0% Imp % Fum 99% Par % Pts -

WEAPON Club Dam 106+106 S/R 3

Atk 60% Crto 0% Imp % Fum 78% Par % Pts -

SPILLS KNOWN

NAME Sugar Troll SEX M

RACE CAVE TRAIL MOVE

ST 15 CN 11 SZ 9 IN 8 PW 6 DX 8 CA 3

SHIELD Parry % Pts DEFENSE %

BASE S/R 4 DEX S/R 4 TOTAL HP 11

HIT NO. LOCATION ARMOR HIT POINTS

(14-24) Head (2) 1 2 3 4 5 6 7 8

(-12) Chest (2) 1 2 3 4 5 6 7 8

(9-11) Abdomen (2) 1 2 3 4 5 6 7 8

(13-15) R Arm (2) 1 2 3 4 5 6 7 8

(16-18) L Arm (2) 1 2 3 4 5 6 7 8

(1-4) R Leg (2) 1 2 3 4 5 6 7 8

(5-8) L Leg (2) 1 2 3 4 5 6 7 8

NOTES

Young

Regen 1 per C.H.L. per

POWER POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON Club Dam 106+106 S/R 6

Atk 25% Crto 0% Imp % Fum % Par 77% Pts 15

WEAPON Club Dam 106 S/R 8

Atk 35% Crto 0% Imp % Fum 77% Par % Pts -

WEAPON Club Dam 106 S/R 4

Atk 25% Crto 0% Imp % Fum 97% Par % Pts -

SPILLS KNOWN

RUNEQUEST MIA

MONSTER SHEET

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for GARDEN SWAMP, SAGE WYRM, and various monster stats.

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for C. RUSSELL, C. RUSSELL, and various monster stats.

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for SHIVAR KAR, OGOE, and various monster stats.

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for GRANT GRAB, ST/5 CN, and various monster stats.

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for FIDO, WOLF BROTHER, and various monster stats.

Table with columns: NAME, RACE, ST, SHIELD, BASE S/R, HIT NO., WEAPON, ATK, WEAPON, HIT POINTS, DEFENSE, DEX, S/R, MOVE, SEX, POWER POINTS. Includes entries for ROVER, WOLF BROTHER, and various monster stats.

CACODEMON CULT

By Greg Stafford

MYTHOS AND HISTORY

Before Time

Cacodemon is a demonic remnant of the Devil, remaining alive and embodied when his master died under the Spike during the War of the Gods. Cacodemon himself performed no deeds of great note during the War of the Gods. He did travel widely, sowing disorder and trouble wherever he went.

Since Time Began

Since time began Cacodemon has roamed the world destroying whatever he finds. He is fond of lurking in the few marshes and waterways. He occasionally appears to aid or menace its worshippers when they call upon him.

Life After Death

Cacodemon promises no life after death. His worshippers must take their chance in the primordial chaos to which all things return.

Runic Associations

The Runes associated with Cacodemon are Chaos, Disorder, and Death.

NATURE OF THE CULT

Reasons for Continued Existence

The cult exists solely to spread disorder and increase the personal power of its members.

Socio-Political Position and Power

Except for among ogres and occasionally other chaotic beings, this cult has no political power. Upon occasion individual members of the cult can gain political power either through intimidation or by concealing their true nature.

Particular Likes and Dislikes

The cult dislikes everyone and everything except other cults and beings of Chaos, and even these groups are not liked: they are merely treated as neutrals.

ORGANIZATION

Inter-Cult Organization

A typical Cacodemon shrine is based around one Priest and a couple of Shamans (who can deal with Cacodemon directly on the spirit plane), with any

Rune Lords available as main body guards.

Intra-Temple Organization

Since the cult itself is liable to assassination and plotting, nothing like a major central temple, or extensive hierarchy exists. Individual shrines often squabble with each other. This internecine warfare has kept the Cacodemon cult as a very minor power.

Center of Power, Holy Places

The cult has a center of power wherever ogres are common. It has holy places scattered throughout Glorantha. There are two holy places in the Elder Wilds qualifying as Cacodemon holy places. They are Festering Island and the Chaos Holy Ground.

Holy Days and High Holy Days

There are no set holy days. Each priest sets his own.

LAY MEMBERS

Requirements to Join

Membership in this cult is open to all. It especially welcomes humans and ogres. The candidates must usually prove themselves by aiding the cult in its destructive acts before being allowed admission.

Requirements to Belong

Once this cult is joined there is no leaving it. Members must obey the orders of their cult superiors but there are no special requirements.

Mundane Benefits

There are no particular mundane benefits to being in this cult.

Skills

Cult members can receive training in Move Quietly, Hide in Cover, and Camouflage at half the normal cost. Occasional cult temples will have renegade alchemists who will teach poison brewing at discounted rates, but this is only known to be the case in the Rubble of Pavis.

Spells

There are no discounted rates for spells available to lay members.

INITIATE MEMBERSHIP

Requirements for Initiation

Those who wish to progress in the cult may strive to become initiates. Qualifying for this status is quite simple. A Priest invokes Cacodemon and the character must make a POW x 5% roll. If the roll is successful, Cacodemon has accepted him and he is given the mark of the cult, a severed hand tattooed on his breast. The tattoo is small and easily hidden. If unsuccessful, Cacodemon attacks him.

Requirements to Remain Initiated

Initiates just serve Cacodemon more faithfully than lay members. They must take every opportunity to spread chaos and disorder.

Mundane Benefits

Initiates are taught the countersigns and secret codes which will gain him admission to any Cacodemon cult headquarters anywhere in the region. Lay members are only taught the recognition signs for their own shrine.

Skills

Initiates gain no further skill training benefits beyond those available to lay members. Generally, initiates will have priority over lay members when training time is limited.

Spells

Initiates of Cacodemon gain the normal Divine Intervention benefits except that they may only attempt Divine Intervention once a calendar week and that the type of Divine Intervention available to them is the same limited type available to all Cacodemon worshippers.

Initiates of Cacodemon are taught the Disruption spell for free (if they don't already know it). Initiates may also gain the once-only use of any of the reusable Rune spells of the cult, for the permanent sacrifice of the usual POW requirement.

RUNE LORD MEMBERSHIP - CLAWS

General Statement

Rune Lords of this cult, called Claws, are expected to be the epitome of Chaos. They respond to no one but Cacodemon, and they should fear no one at all - including Cacodemon.

Requirements for Acceptance

A Claw must have 90% or better ability at five skills which must be related to death, destruction, and bushwhacking. Weapon skills, Set Trap, Hide in Cover, and Tracking are all welcome. As only initiates may qualify for Claw status and all initiates have already been accepted by Cacodemon, there is no further testing required once the appropriate skill level has been attained.

Restrictions

There are no restrictions on Claws. They behave as they believe necessary to further the goals of the cult and their own personal ends.

Benefits

Claws gain the same benefits as Rune Lords of any other cult (although their Divine Intervention ability is limited in the same way as that of Cacodemon Rune Priests). However, due to the unpopularity of the cult, claws rarely advertise their status by wearing iron armor or flaunting allied spirits. Claws may attempt to qualify as Rune Priests but they must have a DEX of at least 18 in order to maintain their skills at 90%.

RUNE PRIESTHOOD - TALONS

General Statement

The Rune Priests of Cacodemon, called Talons, are the representatives of Cacodemon on the material plane. They lead and guide the lay members and initiates of the cult, organizing them into an effective force for assassination and disruption.

Requirements for Acceptance

In order to qualify as a Talon, an initiate must fulfill a task of assassination or disruption assigned him by another Priest. The normal POW and die roll requirements are in effect for Talons.

Restrictions

Talons are restricted as are Rune Priests, including the lack of time for training and maintenance of skill levels. All DEX based skills will fall to a level of DEX x 5%.

Benefits

Rune Priests gain the unquestioning obedience of a body of lay members and initiates. At the start the group will be small until the Priest can enlist a group of supporters of his own.

Rune Spell Compatibility

Talons have access to all usual 1 point Rune spells except Divination and Dismiss Elemental I. They also have the 2 point spells of Concealment and Multispell II.

Cult Special Rune Spells

CREATE GHOST 1 Point

Instantaneous, 40 meters, non-stackable, reusable

Binds the spirit of a sacrificed victim into an area as a ghost, as described in the standard rules. The Priest must engage successfully for 1 round of spirit combat to create this binding. The victim need not volunteer.

CREATE SKELETON 1 Point

Instantaneous, 40 meters, non-stackable, Reusable

Using the bones of a victim, the Priest animates the skeleton at the victim's old level of competence (with a limit of DEX x 5%).

CREATE ZOMBIE 2 Points

Instantaneous, 40 meters, non-stackable, reusable

This spell creates a zombie out of a newly slain victim.

SEVER SPIRIT 3 Points

Instantaneous, 160 meters, non-stackable, non-reusable

This spell acts as a sword to cut the bond between the body and the spirit of the target. The Priest must make a successful POW vs. POW roll. If successful, the target dies. If unsuccessful, the victim takes 1D6 points of damage to his CON with effects similar to poison damage.

DIVINE INTERVENTION

One Rune spell used by the Priests of this cult is unlike its counterparts in other cults. The Divine Intervention spell has only one result. It summons Cacodemon. This embodied spirit cannot be killed, but the body can be destroyed, driving the spirit away for a week until it reforms again from some

gorp or other chaotic mass in the swamps of Prax.

CACODEMON

Characteristics Average

STR	10D6*	35	Move	12/12
INT	3D6*	10-11		
POW	40	40		
CON	21	21		
DEX	4D6*	14		
SIZ	10D6*	35		

* The actual numbers vary with each incarnation.

Claw	1D6+4D6	100%	SR 4	Parry 50%
Claw	1D6+4D6	90%	SR 8	Parry 45%
Bite	3D10	60%	SR 4	
Tail	1D10+4D6	90%	SR 4	Parry 40%
Kick	2D6+4D6	60%	SR 4	
Wing	2D10	60%	SR 4	

All of the attack information is based on average characteristics. Given high rolls or exotic special features and he can be much fiercer. He will usually attack twice, with one claw at SR 6, and the other at SR 12, unless surrounded, in which case he will use a claw and his tail and parry with the other claw. The tail is a smashing attack, not a cutting attack.

As can be expected from such a chaotic creature, Cacodemon has a number of chaotic features. They are:

1. 10 point skin.
2. Confusing appearance to give a 40% defense.
3. Claws with blade venom of potency 20.
4. A bite with systemic poison of potency 20.
5. Its spirit attacks its slayer for 10 melee rounds after the body is killed.
6. 1D4 + 2 other chaotic features, changing every time it is summoned.

Cacodemon may be called once a week by a worshipper, and will answer no other calls from any member of the cult for the rest of the week. This does not count attempts, just successful summonings. This means that if one Priest calls the demon on the first day of the week, no one else in the cult will be able to call him until the next week.

After the first time a Priest calls on Cacodemon, the Priest will stand an increasing chance (POW as a percentage the second call, POW x 2% the third, etc.) of being attacked himself. This does not apply to Claws and initiates. Cacodemon prefers worship to responsibility.

Due to his highly chaotic nature, the features of the Cacodemon vary widely. A sample incarnation that may be summoned is given here.

CACODEMON

STR 45 CON 25 SIZ 40
INT 13 POW 40 DEX 21

Mov 12/12 Hit Points 38
Defense 40%

R Leg (01-02) 10/13
L Leg (03-04) 10/13
Abdomen (05-07) 10/13
Tail (08-09) 10/13
Chest (10) 10/13
R Wing (11-12) 10/12
L Wing (13-14) 10/12
R Arm (15-16) 10/12
L Arm (17-18) 10/12
Head (19-20) 10/13

Claw	1D6+4D6	100%	SR 4	Parry 50%
Claw	1D6+4D6	90%	SR 8	Parry 45%
Bite	3D10	60%	SR 4	
Tail	1D10+4D6	90%	SR 4	Parry 40%
Kick	2D6+4D6	60%	SR 4	
Wing	2D10	60%	SR 4	

CHAOTIC FEATURES: 10 point skin, confusing appearance to give a 40% defense, claws with blade venom of potency 20, bite with systemic poison of potency 20, its spirit attacks its slayer for 10 melee rounds after the body is killed, it reflects 7 point or lower spells back at the caster, it regenerates 4 hit points per melee round, DEX +2D6, agonizing screams when moving, undetectable by use of magic, absorbs any 1 point spells (over 7 points that is) giving himself 1 point of POW.

SUBSERVIENT CULTS

Spirit of Reprisal

Cacodemon needs no spirit of reprisal. He and his worshippers kill anyone who leave the cult all by themselves.

MISCELLANEOUS

Ogres

Cacodemon welcomes all to his cult (as much as he welcomes anyone), but he is especially interested in all ogres. The ogre race claims it originated during the Great Darkness when a band of people, perhaps human, chose his disorderly way as the guide to their survival. Since then, all ogres have had connections with the demon.

Their connections with Cacodemon are not always intentional. Ogres may wish to join any cult, as long as they pass the worship requirements and can fool the investigators. But their primeval sympathies run deep, and whenever an ogre comes within eight kilometers of any Cacodemon holy place, the natural, bloodthirsty natures of the ogre race will reveal itself. This may occur without the ogre being aware that he is betraying himself. Of course, when a party member asks why he is eating his dead friend, even the ogre will realize that he blew his cover.

Many of these ogre holy places are known and, more likely than not, are heavily populated by members of that race. Two well known and heavily populated regions of ogres are in Snakepipe Hollow in the forested regions to the south of the River, and in a patch of forest in the Southwest corner of the Grazelanders' territory. There is also another holy place near the southern wall of the Rubble of Pavis.

Other spots, however, are secret even to ogres, becoming hazards to those who attempt to pass for humans.

THE SEA CAVE

On the seacoast of Prax a fishing village is being terrorized by unknown terrors from the Deep. The Chief Fisherman has raised a call for hearty adventurers to seek out and destroy the unknown menace that has sunk their boats and eaten their people. Monstrous Serpent tracks have been spotted leading into a nearby Sea Cave complex. Who knows what dangers and riches live therein...

This incomplete RUNEQUEST! adventure includes background, cave complex maps, room descriptions, and a cast of dozens of foes. Made for game Referees, solitaire role-players will also find this expedition a challenging and absorbing one.

This book is based entirely upon the role-playing game RUNEQUEST! You must have that rulesbook to use this adventure.

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