



Snake Pipe Hollow

Venture Into
the Heart of Chaos

SNAKE PIPE HOLLOW is a supplement for the RUNEQUEST roleplaying game. Though written specifically for the Standard Edition rules, SNAKE PIPE HOLLOW is fully usable with Deluxe Edition as well.



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Snake Pipe Hollow

RuneQuest® Adventures in the Caves of Chaos

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*May Zorak Zoran Bless This Book and Protect Us Against the
Chaos Within It*



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A Chaosium Game

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Introduction

Glorantha is a fantasy world originally conceived by Greg Stafford in 1966 — well before the Age of Roleplaying. Glorantha is a complete universe, self-contained and unique in its creation. Chaosium began investigating Glorantha with the boardgame *Dragon Pass*, added to the communal body of lore with myriad supplements for second-edition *RuneQuest*, and continues with boxed and book adventures for The Avalon Hill Game Company edition of *RuneQuest*.

Dragon Pass is a small, strategically-important location in Glorantha, situated between the supremely powerful chaos-worshipping Lunar Empire, and the independently-minded ragtag tribes of the Kingdom of Sartar.

Snake Pipe Hollow presents a unique portion of *Dragon Pass* geography in detail, using a special format organized in the same manner as we ran it in our own house campaign; we believe that *Snake Pipe Hollow* will fit well into many diverse fantasy roleplaying campaigns. It provides a setting, motivation, and cast of friendly and hostile characters for any gamemaster needing or desiring to host a major *RuneQuest* adventure on short notice.

The following chapters provide scenario suggestions which offer several opportunities for adventurers to enter this wild and dangerous region. Though the scenarios are not specifically designed for any number or quality of adventurer, beware! *Snake Pipe Hollow* is a nest of chaos horror. We suggest that

there be a healthy mix of character types, with parties numbering six to ten adventurers. The gamemaster should add non-player characters to the party to provide play balance where necessary (e.g. like many parties, they may not have a healer. Provide one who will not fight, who will only cower and be defended)

Snake Pipe Hollow is designed for repeated play, containing several region and locale maps, almost 200 monster stats, and over 25,000 words of description.

Good Luck (you'll need it)!

— *Chaosium*

Common Knowledge

Snake Pipe Hollow is an area of unclaimed lands between the kingdom of Sartar and the Lunar Empire province of Tarsh, in the northern portion of the famous region known as *Dragon Pass*. *Dragon Pass* is situated in the greater geographical region of Maniria, on the continent of Genertela.

A glance at the Hollow's inhabitants will explain why the area is abandoned. A glance at its history will show why these horrible things accumulate here, and where some of the Hollow's odd geography comes from.

The God War

In Godtime, before the terrible devastation of the God War, *Dragon Pass* was a place of calm and contemplation as the young dragons grew and matured. Then came the initial skirmishes, and the dragons remained aloof. Even after the races of giants attacked their nests amid the pass the dragons refused to intervene in the affairs of lesser beings.

In the wars during the Lesser Dark (an earlier phase of the God War), the dragonets of the pass turned to their human, elf, dwarf, and troll friends who lived there. Due to their draconic nature, they were skilled against chaos but thereby attracted more of their foes upon them. This soon prompted aid from some lesser dragons and as the crisis worsened, their more ancient draconic brethren became involved.

The Gods

If you do not possess the *RuneQuest* supplement **GODS OF GLORANTHA**, some of the deities mentioned in this scenario pack will not be familiar to you. These gods and goddesses correspond to the following standardized gods from the Deluxe Edition *RuneQuest* Magic Book:

Cacodemon — no equivalent. Evil chaos demon, patron of ogres.

Chalana Arroy * — no equivalent. Goddess of Healing.

Ernalda — Earth Goddess/Agricultural Goddess.

Issaries * — no equivalent. God of Trade.

Kyger Litor — Night Goddess, Mother of Trolls.

Lhankor Mhy * — no equivalent. God of Knowledge.

Malia — no equivalent. Goddess of disease.

Orlanth * — Storm God/Ruling God.

* this god is one of the Lightbringers, a brave band of heroes who fought their way into the underworld to rescue Yelm, the Sun, and restore him to the heavens.

MONEY

The standard currency in the *Dragon Pass* area is the lunar, abbreviated as L. One lunar is worth one *RuneQuest* penny. Other common monetary units are the Wheel (a gold coin worth 20 lunars each) and the Clack (a copper coin worth only 1/10 of a lunar).



Even this was not enough as the worms of chaos ate away the heart of the cosmos, and a vile army of beings mustered and marched upon the peoples of Dragon Pass.

The mightiest of the dragons were either fighting or preparing an escape route in an attempt to foster the hatching of the cosmos into nothing. Only the least of creatures were left to face the howling and gibbering army which advanced upon the pass. Here stood members of all the sapient races who had survived the Darkness so far.

The world was falling apart. The Cosmic Mountain, which had stood since before the first dragon hatched, began to crack and crumble. Maelstroms laden with chaos blew across the pass from Prax and choked the life from every body and spirit which turned to face the doom.

Formation of the Hollow

Even amidst the breaking of the mountain, some mortals kept their wits and used what remained of their magic to force the chaos mass to turn upon itself. They directed the earth's destruction, focusing it in places and causing a broad plain to collapse and form a deep pocket about the approaching horde. This sinking of the land made the great and steep cliffs of the Hollow and Dwarf Run and trapped the enemy things at its end while the Forces of the Living assembled to fight back.

Everyone calls this the I Fought We Won Battle, because that is the only recollection reported by each of the survivors. Each was separated from the others by the mists of deception. Each felt a powerful urge well up within, which compelled him to go where deepest need required. Each met a worst enemy, and prevailed. All mortal beings then mustered for one conclusive battle, assembling without plan or order, without thought to race, creed, or desire. This disorder aided them, for in the depths of their instinct they found subconscious faith in themselves, met chaos on its own terms, and fought it to a standstill.

The howling army of destruction was broken upon the piers of mortal unity. The most powerful of their type found cover in the deep earth and the least were left cowering on the surface. The rebirth of the sun at the Dawn of Time scorched most of the foul enemy away. But the Hollow remains, with evil memories and bad company hiding under its skin. Heroes and runemasters have often earned their fame by what they encountered in this valley. Its reputation grows over the

years, and it periodically spawns or attracts monstrous things in great numbers.

Snake Pipe Hollow

Snake Pipe Hollow is approximately 60 km. long and about 30 km. wide at its widest. The sheer cliffs which surround the hollow on three sides vary from 30 meters high at their lowest, to twice that at highest. The variegated strata of the rock is visible.

The "Snake Pipe" after which the hollow is named was a wondrous artifact once held by a mighty Earth temple that flourished in the halcyon era before the Dawn of Time. The temple was lost or destroyed during the climax of the God War, and the location of its ruins within the hollow is unknown.

North of the hollow is the Stinking Forest — a name applied by elves because of the forest's proximity to a troll stronghold and especially to the Ivory Plinth where tusk riders come from. To the east lies the Vale of Flowers, a favorite haunt for trolls and elves, dotted by forests of huge flowers as if to amuse some sensitive giant out for a stroll in the pass.

To the south are the lands of northern Sartar, being the territory of the Far Point tribes allied to the city of Alda-Chur. To the west is the open end of the hollow, which is more travelled and less wild because of it.

The River winds through the center of the valley. It is about 200 meters wide (average), and is deep and calm. Troll boat traffic sometimes passes along but must be portaged at the Highwater Falls to reach Cragspider's castle.

Entry into the hollow is limited. Adventurers can rappel down the cliff faces with rope and climbing equipment.

Means of flying down may be available. Searching parties may find a difficult route to climb down. Safe routes are common knowledge, as are known ambush points as well.

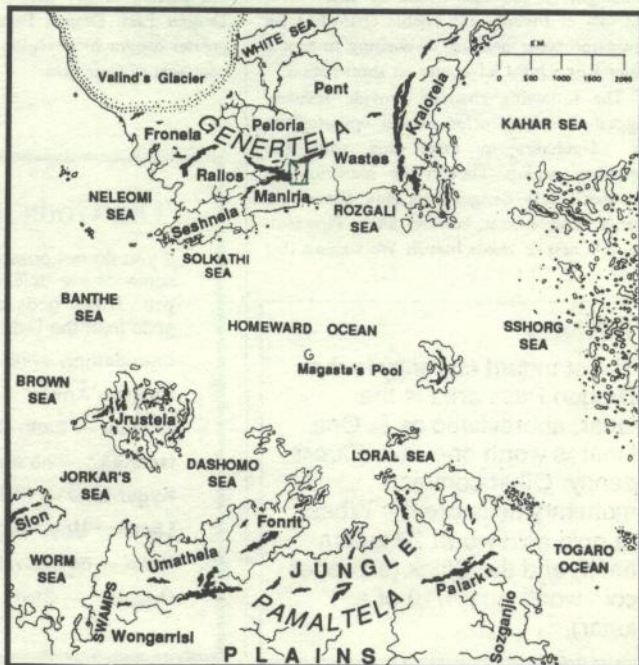
Several notable places in Snake Pipe Hollow are known. Whenever heroes or rituals require that people meet certain kinds of beings, they can always go to these noted places:

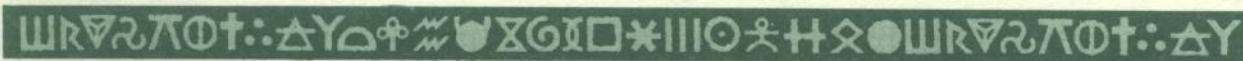
ALTAR TO CACODEMON — is a place especially sacred to ogres.

SHADE TABLE — is a place where giants wait and sniff the wind for the smell of blood.

DRAGONWEAT PLINTHS — abound here. Every person remaining at a plinth for two continuous hours regains 1d6 magic points up to natural maximums. This practice, however, drains the magical dragonweat plinth system of energy. The dragonweats do not appreciate this and will immediately attack if large parties steal their power.

The World of Glorantha





A Portion of SARTAR

■	TEMPLE	🌲	FOREST
●	TOWN	⚡	CLIFF
♠	DRAGON	🏰	NEW CITY

0 8 16 32
KILOMETERS



Deluxe Rules Section

Using the Deluxe Rules Section

This is the third edition of Snake Pipe Hollow. Text and statistics conform with The Avalon Hill Game Company edition of RuneQuest, for both Standard and Deluxe editions. The Deluxe Rules Section contains all rules from the Deluxe edition needed to use this book, primarily relating to magic.

All spells or magic items occurring in Deluxe but not in Standard are asterisked (*) in the text. The section describes all necessary Deluxe spells and forms of magic. At their option, Standard edition-using gamemasters may or may not allow the listed spells to be earned, learned, or used in their play.

However, the elaborate and well-tested connections between Gloranthan religions and their magics cannot be easily supplied. Gods used in this book are briefly described in the text, but both Deluxe and Standard owners should consult The Avalon Hill Game Company publication *Gods of Glorantha*, which summarizes 60 RuneQuest religions, including cult special skills and spells.

The armors from the Deluxe edition which appear in this book have been summarized in a table below.

The following sections should be referred to whenever you encounter an asterisked notation in this book. However, the rules on magic below simply describe the rudiments of the system. For complete information, see Deluxe Edition RuneQuest. The rules in the Deluxe edition supersede these necessarily simplified explanations. Spell descriptions are complete, however. Note that certain spells below are found only in *Gods of Glorantha*.

Magic Items and the Ritual Magic System

Ritual magic is a powerful, time-consuming magical procedure. This Deluxe edition magic

system underlies the other approaches to magic in RuneQuest. The three forms of Ritual Magic are Ceremony, Summoning, and Enchanting rituals. The only one of major significance to Snake Pipe Hollow is the Enchanting ritual.

The Enchanting ritual can be used for many purposes: a magician can enchant things, persons, places, etc. In this book, the main point of the ritual is its use in creating the many magical items to be found. Almost any item can be enchanted, but to attempt an Enchantment, a character must have the Enchant skill, taught to him by a more experienced magician.

Using the Enchanting ritual, it is possible to enchant an item (such as a ring, etc.) to store magic points in, or to contain the knowledge of a spell. These items are called Magic Point or Spell Matrices, respectively. Anyone, not just the enchanter, can use a matrix.

In the case of a Magic Point matrix, the user simply expends points while concentrating on the matrix. The matrix holds the points until he or someone else in physical contact with the item accesses them. Magic point matrixes always have a limit on the number of points that may be stored, usually around five.

An effective way to increase one's range of available spells is with a Spell Matrix, which contains the knowledge of a spell in an item. The owner simply touches the item and casts his spell normally. All normal rules apply as if the caster knew the spell in the matrix. Anyone can use a spell matrix to cast a spell, but a spell cannot be permanently learned from one.

Friendly and Bound Spirits

Spirits are highly useful entities to magicians. The complete rules for utilizing spirits are beyond the scope of this book, but certain points need to be explained.

Shamans and priests of some deities are lucky enough to have access to the powers of

friendly spirits. Shamans have Fetches, which are a part of their own soul. Priests have Allied Spirits, special animals with sentient spirits, or else bodiless spirits sent by the deity to inhabit objects sacred to the cult. These spirits are always in mental contact with their master. Some magicians have familiars, which are independent, bodied spirits (usually in animals).

Unwilling spirits may be bound into items. Once bound they may be used in various ways by the owner of the item. Note that fetches and allied spirits may control bound spirits. Fetches must maintain their magic points equal to that of their total controlled spirits at all times.

Spirits, whether fetches, allied spirits, familiars, or bound spirits, may know spells, in which case they may cast them for the benefit of their owner. Their owner, if in mental contact with them, may use their knowledge to cast the spell himself. Their magic points may also be utilized freely by their owner if he is in mental contact with them. Note the restrictions on fetch's magic points, however.

Bound spirits may also be ordered to attack other entities in spirit combat, with the object of possession.

Once a released bound spirit has completed spirit combat, it is out of the control of the owner.

Magic Crystals

Gloranthan magic crystals are found items, capable of serving many magical purposes, such as the storage of magic points, without the need to enchant the crystal using the Enchanting Ritual. Instead, the crystal must be attuned: a single POW vs. POW roll is made by the attuner vs. the POW of the crystal. Failure indicates -1d3 POW permanently lost. Success indicates that the particular abilities of the crystal are now available for use. Many mysterious purposes may be served by certain rare crystals, while most will have



only minor powers. Magic crystals are believed to be the blood of the gods, left over from ages past.

Deluxe Edition Spirit Magic Spells

Bludgeon

Variable

Touch, Temporal, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spell of Bladesharp.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Detect Enemies

1 point

ranged, temporal, active

The shaman must have some sort of fetish (a willow wand, compass, marble, etc.) that can guide him towards potential enemies. The fetish will first guide the shaman to the closest person within 100 meters who knowingly intends to harm him. The caster of the spell does not have to overcome the magic points of a potential target to find him. If the spell is still in effect, it will then guide him to the next closest person and then the third closest, and so on for the duration of the spell. The sensing effect is stopped by one or more meters of dense substance such as stone, metal, or earth.

Detect Magic

1 point

ranged, temporal, active

Working in a similar manner to the spirit spell Detect Enemies, the fetish guides the shaman to the nearest enchanted object, or object that has a spell on it. It will not guide the caster to magical objects touching him. It does not detect spirits. The fetish seeks out magical things which do not regenerate their own magic points (including undead), and magical things which cast spells or things which have spells cast upon them. This spell penetrates up to one meter of rock, metal, dirt, etc.

Dispel Magic

Variable

Ranged, Instant

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells: two points will remove one point of divine magic spells. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to dispel a Befuddle spell will require 2 points of Dispel, to dispel a 1-point Shield (a Divine spell) requires 2 points, and to dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern a specific spell.

Dullblade

variable

ranged, temporal, passive

Despite the spell's name, this spell reduces the damage done by any melee or missile weapon, sharp or blunt. To work properly it must be cast on the weapon and will then reduce damage by 1 point per point of Dullblade. If a second Dullblade is cast at a single weapon, only the higher point spell will take effect. Dullblade reduces damage from weapons with spirits in them, etc. This spell specifically does not work on natural weapons.

Extinguish

Variable

Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; two points will put out a small campfire; three points will eliminate a bonfire, etc.

Ignite

1 Point

Ranged, Instant

This spell will ignite anything normally burnable. It creates a small fire. Thus ignite can set fire to a torch, a house, or a dry backpack. Skin cannot be Ignited. Hair of fur may be, but the target being's magic points then must be overcome on the resistance table.

Ironhand

Variable

Touch, Temporal, Passive

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Though the name implies it works only on hands, various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof, and so on which work the same way.

Lightwall

4 points

ranged, temporal, passive (active to move wall)

This spell creates a wall of light which is 10 meters square by 10 centimeters thick. The wall presents a bright glare on one side which is visually impenetrable, while from the other side it can be seen through. Further, the glow illuminates 10 meters on all sides like a Light spell. It may be moved by the caster at a rate of one meter per strike rank, and it can be specified to take any form, provided it is always 10 centimeters thick and contiguous.

Mobility

variable

ranged, temporal, passive

Each point of this spell adds 1 meter of movement rate per strike rank for its duration. An adventurer under the effect of Mobility loses one additional fatigue point per each 3 points of this spell or fraction.

Multimissile

variable

touch, temporal, passive

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, or throwing axe or crossbow quarrel creates a magical missile the instant that the original is fired. The magical missile does the same damage as the original. Each of the missile attacks is rolled separately. The first roll is for the original, which is the only one that can impale. The magical missiles can still do critical damage. This spell is incompatible with Speedart and Firearrow.

Larger missile weapons require several points of this spell to create a larger missile. An arbalest, for instance, requires 2 points of spell per missile. As a rule of thumb, each

2D6 or fraction of weapon damage requires 1 point of spell.

The temporal nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

Shimmer

Variable
Ranged, Temporal, Passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts 5 percentiles from the skill of an enemy attempting to hit the affected target.

Silence

variable
touch, temporal, passive

Each point of this spell will add 15 percentiles to the Sneak skill of a person attempting to keep down his noise, and will muffle incidental noises (the brush of pants, soft footsteps, etc.) made by the target. It will not stop someone from chanting a spell, issuing commands, clumsily stepping on a large twig causing a loud snap, knocking over a vase and having it shatter, or similar loud or sharp sounds caused by fumbled Sneak rolls.

Sleep

3 points (Chalana Arroy)
ranged, temporal, passive

If the caster overcomes the target's MPs, the target falls into a deep sleep for the duration of the spell. The target only awakens if injured or if a hostile spell is targeted on him.

Slow

variable
ranged, temporal, passive

This spell slows down an enemy at a rate of 1 meter per strike rank per point of spell. It may reduce the movement of a creature to zero. The creature loses fatigue points for its exertions in normal fashion.

A creature whose movement is reduced to zero may still move by increasing its movement rate by running, though a sufficiently powerful Slow spell will immobilize even a runner. This tactic also increases the target's fatigue point loss for the distance traveled, and will tire him out.

Deluxe Edition Divine Magic Spells

Cause Disease

1 point (Malia)
ranged, instant, stackable, reusable

A target resisting this spell contracts the mild form of the specified disease if his magic points are overcome by the caster's. The severity of the disease increases normally. A 2-point stacking of the spell automatically begins the target at the 'acute' stage of severity, 3 points at the serious, and 4 points at the terminal. The spell may not be stacked higher.

Counterchaos

2 points (Kyger Litor)
ranged, temporal, nonstackable, reusable

Shields the character on whom it is cast against the effects of any special ability a monster may get from its connections with chaos. (See in the RuneQuest Gloranthan Book, Chaotic Features for Chaotic Creatures.) Thus if a chaotic creature has a chaotic feature increasing its POW from 3D6 to 6D6, it becomes a POW of 3D6 against spells cast by the protected character (in this particular case, cut the chaotic creature's POW in half). A chaotic monster cannot regenerate from wounds made by the protected character, etc.

Cure Chaos Wound

1 point (Chalana Arroy)
ranged, instant, nonstackable, reusable

This spell is of no use by itself, but can be stacked with any spell used to cure a wound or other affliction received from a chaotic creature. It provides all the magic points needed to work the spell. As such it has little effect on most rune spells, though it helps with Heal Wound. For instance, if it was stacked with a Heal 6 spell, the spell would cure six points of damage and cost the user no magic points.

Dismiss Magic

1 point (Common)
ranged, instant, stackable, reusable

Cast at a target, this spell eliminates magic from it. Each point of Dismiss Magic cancels two points of spirit magic or sorcery, or one point of divine magic. Only the Intensity com-

ponent of sorcerous spells needs to be overcome.

When cast against a general target, without specifying any particular effect or target, the Dismiss Magic always first destroys defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or otherwise guess the specific spell.

There must be enough points of Dismiss Magic to dispel all of any defending spell. A 2-point Dismiss Magic has no effect on a 5+ point spirit magic, a 5+ intensity sorcery, or a 3+ point divine spell.

Mindlink

1 point (Common)
ranged, temporal, stackable, reusable

Each point of this spell allows mind-to-mind communication between two people. It must be cast upon both people at once. It allows transmission of conscious thoughts, magic points, and spell knowledge.

Mindlink may be stacked so that several sets of two people are linked together, so that several pairs of people are independently linked in pairs, or so that one central person is linked to many people who are not otherwise linked. One point of Mindlink will link two characters. If person A is linked to person B and person C, B and C are not linked.

Any participant in a Mindlink may use the spell knowledge and the magic points of other participants without their consent, though they must willingly consent to be included in the Mindlink in the first place.

Consequently, this spell may endanger participants perhaps otherwise safe. INT- or morale-affecting spells (Mindblast, Befuddle, Demoralize, Stupefaction, etc.) cast against one member of the Mindlink will attack all those connected by means of a single resistance roll. Example: a 12 magic-point attacker casts at a target with 14 magic points. The attacker's player needs to roll 40 or less on D100 for a success, and gets a 37. The target is Demoralized. But the target's friend, who was in Mindlink with the target, has 15 magic points: he is not Demoralized because his magic points were not overcome. Although the participants in Mindlink share magical energies and conscious thought, they maintain separate identities and retain their respective INT and POW for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. It cannot be used to teach a spell. Adventurers in the link defend against spells with their own magic points. Any person can leave the link at any time. Mindlink remains



in effect as long as the participants are within spell range of each other.

Resurrect

3 points (Chalana Arroy)

ritual Ceremony spell, non-stackable, reusable

This Ceremony ritual spell allows an adventurer to be restored to life. First the body must be healed to a level of at least 3 positive hit points. If the body is dead from disease, the disease must be eliminated or the Resurrect will fail.

This spell summons the deceased spirit to approach its former body. The caster of the spell then can start spirit combat with the deceased. If the initiate or priest succeeds in causing the deceased to lose magic points, then he can force the spirit back into the body and to return to full life. If the caster fails, the soul is lost to death.

Each day after the first that the dead adventurer stays dead permanently reduces his current STR, CON, DEX, and APP characteristics by 1D3 points. When any characteristic is reduced to zero or less, then that characteristic is irrevocably lost. Thus a death from loss of a characteristic is not resurrectable.

Translate

1 point (Lhankor Mhy)

touch, temporal, nonstackable, reusable

This spell translates all words touched by the user's index finger at normal reading speed (about 10,000 written words in 15 minutes) while the spell operates, and leave an impres-

sion of the meaning afterwards, in a manner which aids in translations of the same language/script. Untranslatable words are not translated, though the user receives an idea of the word's meaning.

Truespeak

2 points (Lhankor Mhy)

ranged, temporal, nonstackable, reusable

This spell compels the victim to speak nothing but the truth for the duration and answer all questions in a literal manner. The user must overcome the target's magic points with his own to compel the truth-telling for each question. The target can refuse to speak at all, but if he does speak, and his magic points are overcome, he must tell the truth. With Mind-Read, this spell makes the Lhankor Mhy sage a potent inquisitor.

Warding

1 Point (Common)

Ritual (Enchant), Stackable, Conditionally Reusable

This ritual spell creates an area of safety for those inside. It requires four wands exactly 15 centimeters long as props. The wands can be made of any material, and can be so spaced as to enclose a maximum area of up to 81 square meters. The spell extends into the air for 3 meters, and underground to the depth of the prop stakes.

The activated wands connect invisibly to form a barrier detectable only by magical means. The protection afforded by the Ward-

ing is initiated when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When this happens a loud noise (a keening, whistling, booming, etc.) begins which may be suppressed by the casting priest.

Each point of Warding counts as 1 point of Countermagic (see the spirit magic description) against spells cast across the barrier, 2 points of Spirit Resistance (adds points to the target's defense against all types of spirit combat) against outside spirits, and it does as well 1D3 points of damage, ignoring armor, to one hit location of any corporeal enemy that crosses the boundary.

Alternatively, the added points of Warding can be used to increase the area protected: an additional point will cover up to another 81 meter square, 2 more points will cover another 162m square area, and so on.

The Warding spell will remain in effect until the props are removed. Anyone but the caster who attempts to touch the stakes will touch off and be affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the stakes. If the caster pulls up the stakes, he regains the use of his spell with proper prayer. The stakes need not be visible to work.

Wind Words

1 point (Orlanth)

ranged, temporal, nonstackable, reusable

If downwind, the caster can cause the wind to bring conversations to his ears as if standing next to the speakers.

Deluxe Edition Armors

armor ENC by SIZ (and total cost in pennies)

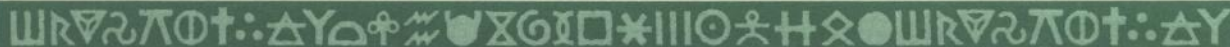
armor type	armor points	cost per ENC	small SIZ 6-10	medium SIZ 11-15	large SIZ 16-20	"troll" SIZ 21-25
Bezainted	4	70p	6.0 (420p)	7.5 (563p)	9.0 (630p)	10.5 (735p)
Lamellar	6	200p	14.0 (2800p)	18.0 (3600p)	21.5 (4300p)	25.0 (5000p)
Scale	6	120p	16.0 (1920p)	20.0 (2400p)	24.0 (2880p)	28.0 (3360p)
Brigandine	7	200p	17.5 (3500p)	22.0 (4400p)	26.5 (5300p)	31.0 (6200p)

BEZAIINTED: metal disks fastened onto soft leather armor. The major extra cost is the metal.

SCALE: metal scales of various sizes fastened to a backing.

LAMELLAR: metal strips usually held on to leather backing by means of rivets. Often combined with chainmail over joints and other moving surfaces.

BRIGANDINE: metal scales riveted between two layers of leather.



(on paper, black ink)

**FIVE OR MORE
CAPABLE
WARRIORS
WANTED**

Masters preferred, veterans only. Storm Bull and troll acceptable. Will trade armor, weapons, brass jewelry, and service time. Dangerous, no resurrections. See Elontra the smith, Brass Alley.

(on paper, in ink, Tradetalk)

**CLEAN
ADVENTURERS
WANTED**

Preference given to Acolytes and Sages of Lhankor Mhy. Minimum 10 days employment to accompany fact-finding expeditions. Contact Mikhail Baran, Sage, at the Blue Puppet Inn. Excellent terms. References required.

(on parchment, in black blood,
Darktongue symbols on right,
Tradetalk translation on left)

**EXPEDITION
FORMING**

Kill Chaos. Glory to Kyger Litor. See Bolargl Black Troll under East Bridge. Beware of great trolls.

Scenarios

The following scenarios represent some of the many reasons why a party of adventurers might wish to venture into this horrible terrain. These motivations need not be slavishly followed, but should be considered starting points from which people are drawn into the region.

The adventurers find these opportunities in whatever city your prefer (Alda-Chur, to the south of the hollow, is probably the closest).

Adventurers should be allowed to wander and take any opportunity which presents itself, but adventurer parties are notorious for biting off more than they can chew. Gamemasters are urged to provide hints and suggestions to the party before they go off, to guide them on the simplest (but maybe impossible) route to their goal.

Notices About Town

Methods for procuring assistance vary from place to place and certainly according to person and need. The sample notices given above are provided to illustrate how much information should be given out before the adventurers choose to investigate closer.

Printed notices are posted in warrior guild halls, public walls, and occasional taverns and alleys. Other notices may be present, but they include the three given here.

Temples are also sources of information and possible employment. Many cults allow only a few members to become experts in martial arts. These regularly employ warriors of other cults to guard them. Further, priests and priestesses often know each other and serve in similar rituals for each other. They will know each other's problems and can direct volunteers to the right place. For example, the following priests and priestesses seek adventurers (see specific adventures below for more details):

—The Earth Temple is looking for people who are willing to enter deep into Mother Earth in search of hidden magic, but they are unwilling to send any of their own earth-worshippers there.

—The Healing Temple is looking for some volunteers to take on a frightening expedition. They would like to hire a band of Lightbringers but are reportedly very desperate.

—New priests and priestesses from many temples require guidance and escorts to go on a spirit-allying venture to the heart of enemy

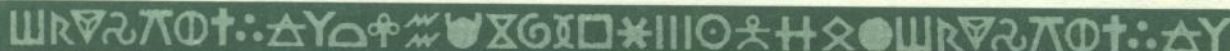
territory. They do not seek to fight but just to get in, seek a spirit, and get out alive.

Rumors may be picked up at any inn or tavern. These will always include hints of anything and possible gross exaggeration. For that matter, the madness of entering Snake Pipe Hollow without an army is often noted in conversations.

A Job for the Smith

The local smith, Elontra of Brass Alley, had gone to great lengths to order and pay for a lump of magical sea-metal to be delivered to him. Delivery was interrupted when the carrier was ambushed and killed. The smith has paid handsomely for Divination and learned that the thief is definitely in these caves. He also knows that it was stolen by either a giant, a dragonewt, or a great troll in disguise.

He would like to hire the adventurers to recover the metal for him. He is willing to trade the value of the metal for its return. He judges this value to be between 3000 and 5000 lunars. He will bargain (56% skill) and will pay as little as possible. He will gladly throw in free weapon and armor repair for



The Employers

returning adventurers, or he will sell them any weapon available in his stock for 20% off, after the metal is returned (there is a 15% chance that he has any particular weapon available immediately).

He is interested in anything of metal which the adventurers find, but will demand nothing else of them.

Scorpion Man Eggs for the Alchemist

A party of adventurers is sought by a local alchemist, Srodís, who needs at least five scorpion man eggs to extract some ingredients for his latest concoction.

For bringing him five eggs, he will offer 3000 lunars. He will also offer to sell some Healing Potions (POT 4) and Poison Antidotes (spider, scorpion, and wyvern available; all POT 8) to the volunteer party. Srodís will insist that they pay regular prices, before they leave, but he will return 10% of the pur-

chase price of all potions purchased if the party returns with the eggs. For a list of available potions and their cost, review the statistics for Srodís the Alchemist in the Snake Pipe Hollow Digest.

Fossils for the Lhankor Mhy Priest

A local priest of the knowledge cult of Lhankor Mhy, Mikhil Baron, is intrigued by strange stone animals which he occasionally finds in the Dwarf Run section of the River. Through Divination he has learned that they came originally from the caverns of Snake Pipe Hollow.

He is a learned geologist and understands that the rock below the surface of the soil is stratified in many places. He may choose to instruct the adventurers as they approach the cliffs or travel through the caverns. He explains that these fossils are actually living creatures from the god-time and the strata

where these fossils are found is a section of magical rock (these animals are probably related to Mostal, somehow). They actually move through the rock but at such an incredibly slow rate that it is imperceptible to mortal beings. But he, as a priest of Knowledge, can find ways to learn its vast and timeless secrets. To do so he must go and collect some better-preserved specimens of the fossils and return with them to his study where he will retreat for as many years as he can manage until his food and money run out, whereupon he will retire to the temple to live.

He is aware of the dangers to be encountered in the field where he wishes to study, which is why he wants to hire guards. He wants to employ six or seven warriors, and promises to provide them with food, tents, and other such supplies which the expedition might require. These goods are loaded onto two donkeys which he owns. He will pay everyone 100 L. in advance and 50 L. per day of employment, to be collected when they return to town. He plans to have them escort him to the caves and back again.



He will not carry the cash, save for what is listed in his statistics as being carried.

Mikhail Baron believes that it is better and easier to dodge and run from trouble rather than fighting it, and his behavior and equipment reflect this. Note the lack of armor and the large number of defensive spells. He will not desert the party, but his main interest is on finding the fossils, digging them out, and returning home with them.

Refer to the Rock Strata section for information on digging out fossils.

Search

A local earth cult has been dreaming lately of a legendary statue which is known to have been in the caves since before Time began, but until recently was believed lost. The cult will admit that they sent searchers, but that all failed to get far into the caves at all because of giants, ogres, and trolls.

They offer 10,000 Lunars for the return of the statue. They also promise to teach each of the mission survivors 4 points of spirit spells.

They also offer to sell each adventurer a piece of magic quartz, shaped like an arrowhead, and suitable to be used as such. Each arrowhead costs only 200 L., and when activated by the expenditure of 2 magic points, will add 20% to the bow ability of the user. If a quartz-headed arrow strikes a broo, it does 2d6 points of magical damage in addition to normal bow damage. If it strikes any other creature, the extra magic damage inflicted is only 1d4 points. The cult allows non-members to buy one piece, and members to buy two pieces if they desire. This is significant: cults are loath to part with magical items, no matter how common, particularly with non-members.

Even after the adventurers agree to the task, they can't get much information. The dreams are fragmentary, and the various temple members have compared notes and have come up with broken parts of a long-forgotten song:

*Once this was a great Earth temple,
but there was an invasion of chaos
and it was ruined.*

*We no longer know the temple plan,
nor which gods we worship,
nor which rites we use.*

*... stalked he, Copper Shield
Vengeance,*

*upon the trail of the maggot and
master....*

Snakes nearby,

Killers!

Broos nearby,

Hindrancel

Water is the fast route,

Beware!

Also, the temple mothers give this description of the statue: it is made all of wood, covered with thick gold worked in minute detail, like flowers. It stands 1.5 meters tall. Its head is shaped like a huge grain of barley and each kernel is a living jewel. It has two legs, two arms — one with a copper shield and the other with "some other weapon."

The priestesses instruct the party that they will be protected from the vengeance of the statue by prayers from the home temple but, before they lay a hand on the statue they must say, "Excuse me, August Sir, but I am taking you home."

The earth cult cares nothing for anything else found there.

Rescue the Healer

Erissa Marn, the priestess of the local temple of Chalana Arroy (goddess of healing), has been captured by a gang of broos and carried off to the Caves of Chaos.

Her two young cult sisters know that she still lives, but do not know how much longer she can last. Their sensitive natures recoil at the obscene horror inside the caverns, and they sense that some great evil grows within. They fear that their priestess will be sacrificed to release this horror and they seek a powerful band of adventurers to effect a rescue.

The two initiates of the cult, both young women of little experience, are described in the Digest. For this adventure, one of them will volunteer to venture with the party, but the other must remain at the temple to keep it running and to pray for the safe return of their mistress.

For payment they can not offer money. Instead, they will do several things for adventurers who return successfully (with the priestess). They guarantee free room, board, and companionship for a year; they pledge that their priestess will teach several additional points of the spirit magic Healing spell to each returnee at no charge; and they will give any adventurer who worships a Lightbringer deity a valuable magic leaf. When eaten, this leaf cures the consumer of any disease(s) from which he suffers.

Bind a Spirit

Almost all cults located in the Snake Pipe Hollow region occasionally use a pool inside the caves as a place to capture a spirit. This gives them a possible chance to go and slay chaos and thereby uphold the Laws of Being, and also gain fame for their bravery in doing so. It is necessary only to enter the Spring Room (6) to get to the pool. Spirits captured here often explain the story of the Deep Temple as related by the old warrior in the Altar Room (39), and urge their new master to explore it. Humans, trolls, and dragonewts all use the pool for this purpose. Players may wish to run this adventure using these non-humans as their adventurers.

Troll Adventures

Some people prefer to play a very simple and straightforward kill-run-plunder and kill some-more type of adventure. This is realistic behavior for the semi-civilized dark trolls of the area. Allow the players to use either their own created dark troll or tusk rider characters, or have them transcribe the game information from one of these character types given in the Digest. Dark troll or tusk rider adventurer parties are not uncommon, in fact. Many troll cults challenge chaos in all its forms and encourage its active destruction. If you own the Gods of Glorantha package, use the troll gods Kyger Litor (mother of trolls), Zorak Zoran (war god), and Xiola Umbar (healing goddess) as the party patrons.

Dragonewt Adventures

There is a dragonewt warrior imprisoned in the caves which provides motivation for a dragonewt commando team rescue. In addition, a dragonewt party could be hired by the alchemist, the smith, or the Lhankor Mhy priest. Consult the Digest for dragonewt statistics.

Make Up Your Own!

This scenario pack is provided for your enjoyment and use. Feel free to juggle, alter, add to, subtract from, or exaggerate any of the information given herein. We tried to allow for creative gamemaster input. Go to it.



Wilderness Encounters

Although the bulk of these adventures are set underground, it is necessary to cross open, wild terrain to reach or leave the caverns of Snake Pipe Hollow.

Almost all such centers of chaos will be surrounded by an unstable wilderness zone of

creepy monsters, and the Hollow is no exception.

Note that the encounter tables allow for meeting denizens of the caverns, either simplifying or complicating the later task of the party.

The encounter tables given here are suggestive only. They are open to amendment should the gamemaster desire to add unique horrors to those already listed.

Two Encounter Tables are included. The first is for the high land above the hollow, the second for traversing the land within the valley.

Roll for an encounter each 6 hours spent in or above the Hollow (day and night).

Not everything listed is stupid enough to attack an overwhelming party; some are quite clever, and will summon or await aid. These creatures carefully keep track of the adventurers' actions until followers or allies arrive, or until they sense an opportunity to attack with little risk. For example, a giant might wait for another to arrive before attacking a party of runemasters.

Wilderness Encounter Tables

Above the Cliffs

d100 encounter

- 01-19 A giant other than Bigclub.
- 20-23 Bigclub the Giant.
- 24-38 A party of tusk riders.
- 39-52 A party of trolls.
- 53-59 A dragonewt party.
- 60-68 A walktapus.
- 69-77 The Left-Clawed-Hand.
- 78-88 Inhabitants of the Caves of Chaos (absent from home: Gamemaster discretion or see Initial Set-Up).
- 89-00 A party of humans.

Within the Hollow

d100 encounter

- 01-17 Chaos snakes.
- 18-31 Inhabitants of the Caves of Chaos (absent from home: Gamemaster discretion or see Initial Set-Up).
- 32-39 Bigclub the Giant.
- 40-53 A giant other than Bigclub.
- 54-60 A walktapus.
- 61-68 A gorp.
- 69-76 The Left-Clawed-Hand.
- 77-89 A party of ogres.
- 90-00 A dragonewt party.

GAMEMASTER: *make a note of the encounter should the adventurers meet cavern inhabitants; when they next meet that creature or character, base its reactions on that previous encounter.*

Cavern Description Format

As shown on the Snake Pipe Hollow region map, there are many indicated locations upon which these caverns could open. You, the gamemaster, must select one of these locations for your campaign in the Caves of Chaos.

Although these were originally a natural complex of caverns, they have been inhabited for hundreds of years. Many of the individual caverns have been worked though physical labor, magical spells, and natural phenomena.

Throughout the following descriptions, the locations are referred to variously as "rooms," "caves," "caverns," and "locations."

Format

The descriptions for each of the individual caverns in this complex are organized in the following manner:

INITIAL DIE ROLLS: a single d100 die roll indicating a chance of a certain event occurring or of the presence of certain creature(s).

FIRST GLANCE: a rough description gained by quickly peeking into the location, noting main features as well as an indication of what rock type the room is made of.



CLOSER LOOKS: specific details gained after spending some minutes in the location. Some of these details may be misleading or unimportant.

EXITS: each possible exit from the location, and where each exit leads, whether it slopes up or down, and any important details which need to be mentioned (including rock type).

SEARCH: details gained if an adventurer takes a significant amount of time to inspect the location, and the chance that a Found Item is discovered (Found Items are described nearby). Usually, the gamemaster will call for Search rolls. The amount of time needed to search a location is noted.

TRAPS: descriptions of any traps in the location, noting how they are set off and what effect(s) they have.

DENIZENS: important information on whatever monsters or beings inhabiting the location. If this entry states NONE then no creature makes a regular home here. It may still be possible for a creature to be present via the INITIAL DIE ROLLS entry.

TREASURE: the appearance, power, and value of all items found in the location except Found Items. Found Items are discussed in their own section.

MISCELLANEOUS NOTES: assorted odds and ends which don't fit any other category.

Rock Strata Characteristics Summary

type	depth	color	hardness	notes
1	4m.	brown, white streaks	very	none
2	8m.	pale brown	soft	crumbles if struck
3	2m.	red-orange	medium	spots of green
4	6m.	chocolate brown	medium	odor of tar
5	8m.	pale brown	medium	shale
6	8m.	reddish	soft	sandstone
7	4m.	yellow	soft	sandstone
8	4m.	brown	hard	shale, scaly
9	8m.	variegated green	hard	jade
10	4m.	yellow	medium	smells of acid
11	4m.	pale yellow	medium	shale
12	2m.	brown	soft	sandstone
13	2m.	dark brown	soft	sandstone
14	4m.	white/yellow	very hard	silver-flecked quartz
15	8m.	variegated grey	hard	granite
16	12m.	light grey	hard	granite
17	4m.	dark grey	hard	sea-metal traces

Rock Strata

The whole cave complex rises and falls through noticeably layered rock strata. Though not usually important (except to the Lhankor Mhy sage), the players will ask about it. Each cavern room and tunnel description includes a statement of rock types, referring to a specific stratum and keyed to the Rock Strata Characteristic Summary.

Fossil Hunting

The following methods are suggested to determine the availability of fossils and the time needed to dig them out. An adventurer looking over a rock face must succeed first in a Scan roll to determine whether he or she finds anything at all. Once something is found, then a Search roll is required. Double the character's skill value for each hour greater than one that the character spends searching. All findings are based on one person searching the wall for one hour under moderate (torch) light.

Once fossils are found, each player must attempt a Identify Fossil roll (base 05%) to determine the fossil type. Note that some strata are of no interest to the Lhankor Mhy sage.

ENCUMBRANCE for fossils is valued at one ENC per five fossils, presuming that the adventurers don't bother to fully clean each fossil (many hours of work) and take the fossil with its surrounding stone.

OTHER: this category of fossils normally contains plants but some fossils will just be unrecognizable by even the sage making his best Fossil Lore roll. Note also that in strata 12 there are many 'other' types and that most

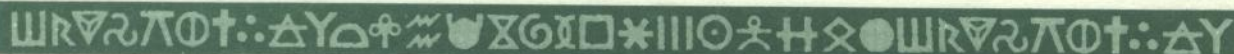
of these are not plants. What they are is left up to the imagination of the gamemaster.

DIG TIME: this represents the number of fossils that can be chipped out of the stone in one hour (after they have been located). This also presumes the use of a metal or hard stone digging tool.

Fossils of the Caves of Chaos

Strata Types (only those bearing fossils are listed)

	strata	strata	strata	strata	strata	strata
Fossils	5	6	7	11	12	13
worms	--	01-03	01-04	01-03	01-04	01-05
coral	--	04-22	05-30	04-22	05-10	06-19
snail	--	23-29	31-37	23-44	11-19	20-39
trilobite	01-02	30-35	38-45	45-65	20-23	40-55
fish	03-27	36-42	46-51	66-69	--	--
large fish	28-35	--	--	--	--	--
newt	36-38	43-44	52	--	--	--
tadpole	39-42	--	--	--	--	--
other	43-58	45-57	53-68	70-85	24-50	56-70
none	59-00	58-00	69-00	86-00	51-00	71-00
dig time (hrs.)	2	4	4	2	4	5



Inside The Caves Of Chaos

1. The Cave Mouth

INITIAL DIE ROLLS: there is always a 30% chance that there will be smoke coming out of a crack in the rock over the cliff. There is not much smoke, but it is visible. It issues from the forge inside.

FIRST GLANCE: the cliff top is about 20 meters high here. The rock forming the face of the cliff is similar to the strata all about. Visible strata types are 1 (high up) to 6 at ground level. Cut into the stone is an opening which is roughly ovoid in shape, evidently worked to that shape — the cave behind is much more rough.

All about the area before the cave, as at the foot of the cliffs, are piles of various types of stone. There are not paths evident among them, and there are many places for creatures to hide in ambush.

CLOSER LOOKS: investigation of the area shows that it is traveled by tiny creatures, but the paths are irregular. Giant footprints can be found. Bits of slime and debris indicate the presence of chaotic beings.

EXITS: n/a

SEARCH: there is a 20% chance of a Found Item. It takes one hour to search the whole area. Many bones are found.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

2. The Entrance

INITIAL DIE ROLLS: none.

FIRST GLANCE: a roughly circular room 10 m. in diameter, with walls and floor made of rock type 5. The floor is uneven and covered with small stones (rock type 6). On the eastern wall are signs written in a variety of languages (Satar, Tarsh, Tradetalk, and Darktongue). Each of the signs says the same

thing: "Go Away! You not wanted here! You in danger. Go away or you be dead."

CLOSER LOOKS: if someone examines the NE area of the wall carefully, they will find that some of the white specks in the stone outline the shape of an eagle. Attempts to deface this are unsuccessful.

EXITS: there are two: the NW exit leads outside (area 1); the SE exit leads to room 3 (the Turtle Chamber).

SEARCH: a thorough search of this room will take 10 minutes and will turn up nothing special; there is a 05% chance of a Found Item.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

3. The Turtle Chamber

INITIAL DIE ROLLS:

- 01-20 nothing
- 21-55 underwater turtle
- 56-75 floating turtle
- 76-85 beached turtle
- 86-90 1 giant snake
- 91-00 Bigclub the giant

FIRST GLANCE: the chamber consists of a sandy, triangular beach measuring 6x6x9 meters. It is littered with broken snail shells, some of huge size. The long side of the beach borders on a slowly moving stream. The stream is 6 meters wide. The ceiling of the chamber is 7 meters high and is, along with the walls, made of Type 6 rock.

There are two statues located at either side of the NW exit from this chamber. Both of them are now merely broken piles of rubble; only the feet and portions of the legs remain intact.

CLOSER LOOKS: there is a rock bridge which arcs from the west end of the beach, rising over the water and disappearing into the far wall. From the foot of the bridge an entrance is visible at the far end.

There is an island in midstream, to the NE corner of the cave. It is large enough for one person to stand there.

EXITS: there are three exits from this room (excluding those underwater exits usable only by the turtle and the dragon snails). The NW exit leads to room 2, the Entrance. The east exit is the crack in the wall visible across the river (see the Search entry, below). The south exit is reached by crossing the bridge, and it leads to room 4, the Baths.

SEARCH: characters receiving successful Search rolls while peering across the river will notice a fold in the rock that which suggests a large vertical crack in the rocks. There is no chance of locating a Found Item here.

TRAPS: there are no traps here, but the players of adventurers walking across the bridge must roll equal to or less than their character's DEXx5% because of the slippery, water-worn surface.

DENIZENS: Stoneshell the ancient turtle. Stoneshell claims to remember before time began, but he does not speak of it much. He is generally content to wait quietly and eat dragonsnails, watching for the occasional brood or other creatures to fall or walk into the water to supply him with a fresh bite of warm meat. He bears no malice towards anyone, but suits his appetite.

However, there is a 50% chance that Stoneshell will be friendly to anyone who approaches him politely while he is sitting on the beach in this room, or in the Statue Room (8). His only interest is to tell them that he knows a secret treasure, and that he will give the treasure to anyone who will bring him back the head of "Termain Osboropo."

Gamemaster: although Stoneshell will not tell anyone this, Termain Osboropo was the fearsome chaos demon who destroyed the temple that once flourished here: see Room 50.

"You will be able to recognize the head of Osboropo by the huge horns directly over the eyes," Stoneshell says. "If you gain the head, throw it into this stream and await results." If asked why he wants the head, he says "It has



to do with personal matters." He then retires to the water.

Stoneshell does not remember friendships with individuals.

STONESHELL, ancient turtle

STR 24

CON 14 Move: 1/2 swimming

SIZ 36 Hit Points: 25

INT 11 Fatigue: 38

POW 14 Magic Points: 14

DEX 8 DEX SR: 4

location melee missile armor/pts

tail 01 01 6/6

rh leg 02-03 02 6/7

lh leg	04-05	03	6/7
rf leg	06-07	04	6/7
lf leg	08-09	05	6/7
body	10-16	06-18	18/13
head	17-20	19-20	6/9

weapon sr att damage parry pts
Blie 4 95% 2d6+3d6 - -

Spirit Magic (70%): Disruption (1), Healing 3, Protection 5, Slow 2*.

Skills: Animal Lore 34, Fast Talk 25, Mineral Lore 12, Scan 45, Swim 95, World Lore 38.

Notes: can pull head back inside shell, giving his head 18 armor points, but eliminating his only attack.

TREASURE: no treasure is here, nor is there a chance of locating a Found Item. The only items of possible value are hidden in a underwater cave where the turtle occasionally hides. This cache can be found only found by someone swimming underwater, or can be given to the adventurers by the turtle should they finish the quest for him.

- one very corroded SIZ 16 suit of brass armor (plate on chest, abdomen, and shins; no helm; can be cleaned and used but only half normal armor points);
- an enchanted pure silver sword, containing a Bladesharp 5 spell matrix* and a 3-point magic point matrix* (note: silver swords are associated with the element of air — see *Gods of Glorantha*);

of air — see *Gods of Glorantha*);

- a leather bag of ancient coins minted in an unrecognizable style (value 42 wheels), two pieces of jewelry (an emerald-and-silver bracelet worth 142 lunars and a matching necklace worth 800 lunars);
- miscellaneous lunars and clacks worth 14 L.

FOUND ITEMS

Roll 1d20. If an item has already been found, or the item rolled could not possibly be hidden in that location, roll again. No item may be found more than once. When an adventurer discovers an item, simply describe its physical form. Any magical functions must be determined by a sage or other expert, although the spell Detect Magic* will confirm that an item is magical in nature.

1 — a map of rooms 1-9 drawn on a well-preserved leather scroll.

2 — a copper bracelet with a 2-point Slash divine magic matrix. This spell increase damage done with an axe by 1d6 per point. The spell is renewable only from a temple of Babeester Gor, guardian deity of Earth goddess temples.

3 — an enchanted iron arrowhead which, if attached to an arrow, will slay the first creature of chaos it hits, regardless of its hit points, chaotic powers, etc. After this it loses its magical properties, though it is still worth 50 L.

4 — an arm of a small statue. It is about 30 cm. long, and made of heavily tarnished copper. If the arm touches the bare skin of a person with a disease, it will cure him. However, it then takes a week to recuperate its magic, and will fall to pieces after curing a total of 4 diseases.

5 — an unusual gem of shimmering colors. It is a crystallized bit of chaos which has the power to provide anyone who swallows it with a random chaotic feature. Unfortunately, for most people of Glorantha a chaotic feature is one of the worst possible curses.

6 — a section of shredded and moth-eaten rug made of the fur of various animals. A sage can identify it as part of an ancient hunting ritual, but it is too damaged to be of any use except as a curiosity, as which it is worth 10-25 L.

7 — a bronze spear point deeply embedded in the wall.

8 — a 1-meter long stone snake. A closer look reveals that is simply carved rock.

9 — several finely worked pieces of brass. If anyone familiar with dwarves examines these intricate items, they can identify them as parts of a flintlock mechanism.

10 — a small, sealed lead box with a Darkness rune inscribed on it. The box can be used by priests of Kyger Litor (Mother of Trolls) to protect small valuables. If such a priest seals it with the proper ritual, any other opener takes 2d6 damage to the abdomen, without armor. The box is currently armed and contains 200 bolgs (troll money, worth 1 L. per 50-100 bolgs from trolls).

11 — a broken bronze sword with the word "ERAZ" carved on its hilt in Sartarite.

12 — a carving of an infant's head in blue stone, with the tongue hanging out.

13 — a 3-meter section of braided leather rope with a message in Praxian knot-writing. It reads "Bronze Thorn died. Worm white big danger."

14 — three brass tacks.

15 — a shredded leather jerkin, crusted with old blood.

16 — a skeletal human hand, ligaments intact and holding it together, but missing the final joints of all fingers.

17 — five dead rubble runners (see Cave Inhabitants section, below). They are decayed but unwounded. Inspection reveals that they died from eating poison.

18 — the letter R in Trade chiseled into the wall. "R" sometimes indicates Rune, suggesting that magic is present here.

19 — a fist-sized, broken tooth. An expert can identify it as a dragon tooth, worth 10 L. to an alchemist.

20 — a decorative hair ribbon, about .5 meter long, of fine pale blue material, in very good shape.

4. The Baths

INITIAL DIE ROLLS:

01-43 nothing

44-68 1d2 dragon snails

69-00 1 giant snake

FIRST GLANCE: this roughly oval room (7x15x4 m. high ceiling) is fashioned of Type 6 rock. In the room are three circular holes, each 1 meter in diameter, and each filled with murky water.

There are 4 statues in the room, each damaged, each depicting a human male in armor, and each made of Type 9 rock. The statue located at the 'A' mark is in the best condition, missing only the head and the left arm. The statues at 'B' and 'C' are both badly broken — nothing more than feet and ankles amid rubble. The statue at 'D' is in somewhat better condition, intact up to the chest; both arms laying at its feet.

CLOSER LOOKS: in one of the baths (the water-filled holes) a dark form ripples



within. It is a gorp (see Denizens).

EXITS: there are two: the NW exit leads across the bridge to room 3, the Turtle Chamber; the east exit leads down, through a chiseled doorway and staircase to room 5, the Hemisphere. The stairs pass through rock types 6, 7, 8, and 9. The stairs travel a total distance of 12 meters down and 8 meters east.

SEARCH: there is a 10% chance of a Found Item, and the room will take 20 minutes to Search.

TRAPS: none.

DENIZENS: one gorp:

GORP

Move 1 body 21
MP 9 HP 21

weapon sr att damage

Envelope 1 100 8 (acid)

Chaotic Feature: explodes when it dies doing 1d3 points of acid damage to all hit locations of all creatures within 3 meters of the snail.

5. The Hemisphere

INITIAL DIE ROLLS:

01-57 nothing
58-88 1 giant snake
91-00 1d2 dragon snails

FIRST GLANCE: this room holds the shape of a perfect hemisphere 6 meters in diameter. The walls and floor are made of rock type 7, distinctive only because they are highly polished.

The four statues (found at the marked locations) are completely intact, and are carved from the same type rock as the cavern walls. The statues depict nearly-identical nude women in attitudes of prayer.

CLOSER LOOKS: a crystal is set in the exact center of the ceiling. It glows dimly, is magical, and cannot be removed.

EXITS: the west exit is a stairway ascending to room 4, the Baths, passing through rock types 9, 8, 7, and 6.

The east exit is a stairway ascending to room 6 (the Spring Room), passing through rock types 9, 8, 7, 6.

The south exit is not an exit at all. After descending for 10 meters, the stairway becomes blocked with loose rubble. It will take approximately 1 man-year to clear. If cleared, it will lead (eventually) to the rubble-filled remains of room 49.

SEARCH: this room requires 5 minutes (one full turn) to thoroughly search. Disappointingly, nothing of interest is found.

TRAPS: none.

DENIZENS: none.

TREASURE: none, though if anyone can remove the statues, each can be sold for 1000 lunars. Each statue weighs one ton.

6. The Spring Room

INITIAL DIE ROLLS:

01-56 nothing
57-93 1 giant snake
94-00 a spirit (INT 3d6, POW 3d6+6) attacks the first person entering the room.

FIRST GLANCE: the long dimension of this roughly rectangular room runs NE-SW. It measures 18x9x4 meters high. The walls, floor, and ceiling are all of rock type 6. In the center of the room is a pool of still water 5x3 by at least 3 meters deep.

There are seven statues in this room (at the lettered locations). All are formed of type 9 stone and are variously marred and broken. Five of them (A through E) are statues of men or women in armor, fleeing in panic from the southern wall of the room. Statue F is located in the center of the pool, and depicts Babeester Gor (the Earth pantheon war goddess). She is in defiant pose, facing the southern wall. Unlike the other statues in the room, this whole statue is made of copper (wearing iron armor) and is completely undamaged (not even scratched).

Statue G is another of the armored men, lying face-down in the pool.

CLOSER LOOKS: in the SW corner of the room, the floor and wall are both heavily rippled, as if they were made of water which froze so quickly that its surface didn't have time to become smooth.

Looking at the wall closely, you can see the outlines (in black, looking something like fossils) of a variety of beings, mostly humans. If an adventurer listens carefully, a knocking can be heard from the far side of the wall.

EXITS: the NW exit is a staircase leading down to room 5, the Hemisphere, through rock types 6, 7, 8, and 9.

The NE exit slopes up to location 7, the East Tunnel.

The SE exit slopes down through rock types 7 and 8 to room 8, the Statue Room.

SEARCH: searching this room requires 20 minutes with a 15% chance of a Found Item.

TRAPS: none.

DENIZENS: the pool in this room is an exotic place which attracts spirits. As the target of a Detect Magic* spell, the entire pool will glow brightly, evidently highly magical. In all other ways, the water in the pool is normal appearing. Touching or in any other way disturbing the water challenges one of the spirits to combat (INT 3d6; POW 3d6+6). Given the chance, these spirits will combat vigorously and if successful, will dominantly possess its target. Adventurers fleeing to caverns 5 (the Hemisphere) or 8 (the Statue Room) frees them of spirit combat. Fleeing to 7, the East Tunnel, does not have this same effect.

TREASURE: there is no hard-cash loot here. But adventurers who have the foresight to bottle-up about a pint of the pool water have a device which will automatically bind a pool spirit which they defeat. Such adventurers need not know the magical spirit binding procedures — they must merely drive the magic points of the attacking spirit to zero. The spirit is automatically bound to the enflagoned water. If this water ever spills or evaporates, the spirit is freed.

7. The East Tunnel

INITIAL DIE ROLLS:

01-67 nothing
68-00 1 giant snake

FIRST GLANCE: this is a dead-end tunnel which extends 27 meters from the Spring Room. The tunnel rises for its entire length, and its floor, walls, and ceiling are made of rock type 6 at the tunnel beginning, and type 2 at the end. The ceiling at the very end of the tunnel is made of rock type 1. The ceiling is 6 meters high, lowering to 4 meters at the end.

CLOSER LOOKS: nothing special.

EXITS: one, to the south, leading to cavern 6, the Spring Room.

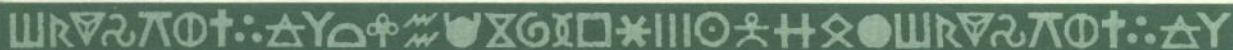
SEARCH: requiring 20 minutes to comb its length, there is a 10% chance of a Found Item.

TRAPS: none.

DENIZENS: none, but note that if a snake is found here, there is a 70% chance that it is curled up asleep, and will ignore intruders if left alone.

8. The Statue Room

INITIAL DIE ROLLS:



- 01-56 nothing
 57-69 turtle on the beach
 70-82 the stone snake
 83-00 one giant snake

FIRST GLANCE: this irregularly-shaped, 13x7 meter room is made uniformly of rock type 8. In a grotto along the north side of this cavern, the floor descends to a small pool of constantly-moving water (its underwater source is also Stoneshell's access-way to this room).

There are three statues in this room.

CLOSER LOOKS: the statues are really motionless gargoyles made of rock type 7. These gargoyles spring to life to attack any chaotic creature entering the room. They also return combat upon any who attack them or try to move them.

EXITS: the NW exit slopes upward through rock types 7 and 6 to the Spring Room (6).

The SE exit leads to the Giant's Chamber (9).

SEARCH: taking 15 minutes to search, this location holds a 25% chance of a Found Item.

DENIZENS: three gargoyles, statues of human warriors in appearance.

STONEFACE (A)

Move 2	r leg	6/4
HP 11	l leg	6/4
FP 34	abdomen	6/4
MP 9	chest	6/5
	r arm	6/3
	l arm	6/3
	head	6/4

weapon sr att damage
Claw 9 47 1d6+1d4

STONEARM (B)

Move 2	r leg	6/5
HP 13	l leg	6/5
FP 36	abdomen	6/5
MP 11	chest	6/6
	r arm	6/4
	l arm	6/4
	head	6/5

weapon sr att damage
Claw 8 41 1d6+1d6

STONETOES (C)

Move 2	r leg	6/5
HP 14	l leg	6/5
FP 40	abdomen	6/5
MP 11	chest	6/6
	r arm	6/4
	l arm	6/4
	head	6/5

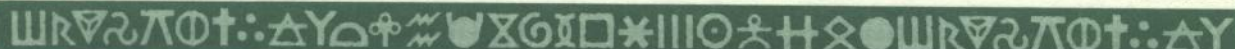
weapon sr att damage
Claw 7 50 1d6+2D6

TRAPS: none.

MISCELLANEOUS NOTES: the stone snake is responsible for the presence of gargoyles in this room. When it succeeds in turning someone to stone, the snake will bring the statue into this room. Any such statue becomes a gargoyle which operates in the same manner as those already here. Also, the chaotic creatures deeper in the cavern complex know about these gargoyles and tend to shy from this place unless they are in hot pursuit or with their leaders.



Statues of the Spring Room



9. The Giant's Chamber

INITIAL DIE ROLLS:

- 01-11 nothing
 12-90 Bigclub, the giant
 91-00 Bigclub, Gir-lak, and bodyguard.
 (Note: if it has already been determined that Bigclub is not currently in the caves, then this room will be empty.)

FIRST GLANCE: this oval-shaped room is 16 meters long and 14 at its widest point. There are two huge boulders against the east wall. The floor and the lower part of the walls are made of rock type 8 while the upper parts of the walls and the ceiling (14 meters high) are made of rock types 7 and 6.

CLOSER LOOKS: the floor of this room is uneven and covered with lots of small stones (both types 6 and 7 rock). The two big boulders are made of type 7 rock.

EXITS: the NW exit slopes steeply upward through rock types 7 and 6 to the Ogre Chief's Quarters (12). The NE exit sloped up to the Ogre Quarters (11). The east exit is blocked by a SIZ 87 boulder. This isn't really an exit — in reality it is the hiding place for Bigclub's treasure.

The north exit leads to a steeply sloping passage passing through rock type 9 and into the Snail Haven (14), and is large enough for Bigclub to squeeze through.

The west exit leads to the Statue Room (8). The south exit leads to the Great Temple (20), and is just wide enough to Bigclub to squeeze through.

SEARCH: taking 20 minutes to search (except behind the boulders), there is a 20% of locating a Found Item.

TRAPS: none, except that Bigclub will entomb anyone falling for His Little Joke.

DENIZENS: Bigclub the Giant. Bigclub will charge adventurer parties to use any of the exits from this room (except that through which they came and the one leading to his treasure — the former is free and the second is unavailable as long as Bigclub lives). The north, NE, west, and SE exits cost 50 wheels and the south and NW cost 100 wheels (costs are for the whole party). If Gir-lak happens to also be here when the adventurers arrive, then there will be no haggling over price. Either the party leaves immediately, or the giant will sound the alarm and attack.

Bigclub sometimes leaves the caves looking for food and metal. Most adventurer parties are able to provide him with both. His usual strategy is to attack with thrown boulders, then charge with maul ready. He

fighters only until he kills or disables one member of the party. He will then pick up the body and run away. Once safe, he will strip off all metal items and devour the remainder.

He then brings the metal to his friend Gir-lak, who is in the process of making a complete (huge) set of armor for Bigclub. This process has been going for years, and the suit is nearly ready. Bigclub needs just 48 human SIZ points worth of metal to complete the project.

As giants go, Bigclub is remarkably good looking, and he is proud of it. He certainly is muscular and well built even by human standards, if not handsome. He does not hesitate to show off his muscles and people who are not properly impressed (or worse, refer to him as an ugly giant) are immediately attacked. On the other hand, Bigclub is not immune to flattery.

BIGCLUB THE GIANT

STR 75
 CON 56 Move: 8
 SIZ 69 Hit Points: 63
 INT 16 Fatigue: 131-30 = 101
 POW 14 Magic Points: 14
 DEX 13 DEX SR: 3
 APP 12

location	melee	missile	armor/pts
r leg	01-04	01-03	31/21
l leg	05-08	04-06	31/21
abdomen	09-11	07-10	23/21
chest	12	11-15	23/26
r arm	13-15	16-17	23/16
l arm	16-18	18-19	23/16
head	19-20	20	30/21

weapon	sr	att	damage	parry	pts
Club	3	91	2d8+7d6	50	17
Thrnw Rock	3/9	82	1d4+7d3	--	--

Notes: wears plate armor on legs, chainmail coif on head..

Chaos Feature: +10 point skin

TREASURE: there is a huge snake skull propped against the treasure-boulder. Bigclub hopes that it will scare-off anyone coming to steal his treasure. As moving the boulder is a slow process for anyone but a giant, be sure to describe the procedure carefully.

This snake skull is both a warning to intruders, and an alarm for Bigclub. As the boulder begins to move the adventurers will notice that there is something moving behind the skull — it is propped up with by a stick-and-rope which is held down by the boulder's weight. As the boulder continues to be moved, the skull will shift, and the mouth will snap shut, as if to bite. It is also possible for an adventurer to trip over the rope and spring the trap. Only after the boulder is completely moved can the adventurers realize that the skull is harmless.

Inside the chamber are 2880 clacks, 1320 lunars, 376 wheels, and 7 gems totaling 10,038 lunars value.

10. Bigclub's Little Joke

INITIAL DIE ROLLS: none.

FIRST GLANCE: this tunnel (3 m. wide, 4 m. high, and 28 m. long), slopes downward through rock type 9. The back of the tunnel curves away from the opening, and is impossible to see without traveling down the tunnel a-ways.

CLOSER LOOKS: the cave floor is covered with small broken stones (type 9).

EXITS: there is only one exit — covered by the huge boulder.

SEARCH: this tunnel requires 25 minutes to examine, yielding a 5% chance of a Found Item.

TRAPS: none, other than this whole tunnel being a trap. About the only way to end up here is to pay Bigclub to move the boulder. Immediately after the adventurers enter, Bigclub moves back the boulder.

DENIZENS: none.

TRAPS: none.

MISCELLANEOUS NOTES: if a party is trapped here, they may collectively try to push back the boulder. When they do try this, they find that Bigclub has summoned some guards, and that a band of broos awaits in the room outside.

The boulder-moving procedure is as follows: total the STR plus SIZ of the three adventurers attempting to do the moving. Add to that sum the result of a d100 roll. If the new total is more than twice the SIZ of the boulder, then the boulder moved 1 meter. The process must be repeated once more in order to create a passage wide enough for a single man to move through.

If Bigclub so desires, he can remain in his chamber and lean against the boulder, making it impossible altogether for the adventurers to move it. Usually he won't do this for more than a day — Fil-ith wishes all adventurers released into his care for use as sacrifices.

Close inspection of the boulder reveals it to be constructed of many smaller-sized stones molded and held together with some natural adhesive. The rock chips away at the rate of 1 meter/40 points of damage to the rock. Thus, it will take a digging of 3 meters to make a hole which is man-sized. Weapons



Bigclub the Giant



used for such digging sustain damage at the rate of 1 point for each blow struck.

11. The Ogre Quarters

INITIAL DIE ROLLS:

- 01-23 Ger-li and Ses-i
- 24-77 all ogres except Gir-lak and Mu-rda
- 78-00 all ogres

FIRST GLANCE: the long (10 m.) dimension runs north-south and the narrow (5 m.) runs east-west. The walls, floor, and ceiling are all of type 7 rock. There is a pile of assorted quality bedrolls stacked in the SE corner (some of them might be out and in use). There is some food, old rags, bones, and general litter all about.

CLOSER LOOKS: if the bed rolls are searched, 647 L. will be found.

EXITS: the only exit is to the south and leads to the Giant's Chamber (9).

TRAPS: in the center of the 3 meter-wide entrance passage is a 1 meter diameter pit hidden by a thin layer of dirt spread over miscellaneous pieces of wood. Anyone of SIZ 3 or greater will fall into the pit (both the ogres and the broos, but not the scorpion men, know of this pit and walk to avoid it). The pit is four meters deep and has several sharp bronze stakes thrust into the bottom. The person falling into this pit will be struck by 1d4 of these stakes, which each inflict 1d10 points of damage to random hit locations.

SEARCH: this room will take 15 minutes to search and there is a 5% chance of a Found Item. Also, in the ceiling is a .1 meter diameter hole which opens to the Ogre Chief's Quarters (12). This is a communications and spy hole between Gir-lak in his room and his minions in this room.

DENIZENS: see the list of Ogres in the Cave Inhabitants section.

TRAPS: the 647 L. mentioned in Closer Looks (amid the bed rolls).

12. The Ogre Chief's Quarters

INITIAL DIE ROLLS:

- 01-32 room is empty
- 33-67 Gir-lak and Mur-da
- 68-81 Gir-lak and Heri-tik
- 82-00 all the ogres

FIRST GLANCE: the outside door is well made and always locked. The door is carved in various designs and pictures, many bloody and quite gruesome. Any adventurer whose player rolls a Special result in d100 roll for Search notices a small hole hidden among the designs, located at chest height. Nothing can be seen in the hole — it is pitch-dark.

This room is roughly square, 8x8 meters. The walls, floor, and ceiling are all made of rock type 5. The room is well furnished and, surprisingly for this sector of the caverns, the furniture is in good condition (none is particularly valuable, though).

CLOSER LOOKS: Gir-lak's treasure is (rather obviously) hidden in his mattress.

EXITS: the SW exit is blocked by a door which is always locked (Gir-lak has the only key). Beyond the door is a passage which leads down through rock types 6 and 7 to the Giant's Chamber (9). The north exit is also blocked by a door which is always locked, and Gir-lak also carries this key. Beyond, the passage leads up through rock types 5 and 4 to the Smithy (13).

SEARCH: this room requires 60 minutes to search and nothing will be found except the treasure hidden inside Gir-lak's mattress, and the .1 meter hole in the floor looking into the Ogre Quarters (11).

TRAPS: on the SW door is a trap. Affixed to the back of the door, firing through a cleverly-disguised hole in its front, a crossbow is primed to fire upon the first person to turn the door handle. The proper way to enter is simply to push on the door after unlocking it — touching the handle is deadly. Due to the nature of the trap, its craftsmanship (or lack), and age, the crossbow is effective only 45% of the time.

DENIZENS: see the Ogres listing in the Caves Inhabitants section.

TREASURE: hidden in the mattress are 450 wheels, 1 gem worth 500 L., one magical (defective) crystal*. This crystal has a POW of 1 for attunement* purposes. Anyone who attunes himself to this crystal, however, loses 1d3 permanent points of POW. Then, whenever that person takes any damage, the crystal shines brightly.

13. The Smithy

INITIAL DIE ROLLS:

- 01-44 empty
- 45-00 Gir-lak and Mu-rda working on some weapons or armor.

FIRST GLANCE: this is an irregularly-shaped room 14x8 meters. The walls, floor, and ceiling are made of type 4 rock. In the NE corner of the room is a forge (there will be a fire if Gir-lak is in the room). Near the north wall is a 1 meter wide hole in the floor which is 35 meters deep and is used by Gir-lak as a well. The rest of the room is filled with assorted types of equipment necessary to the maker of weapons, shields, armor. There are also many half-completed weapons and shields laying around (if any adventurer needs an emergency weapons, allow him to grab one of these, then reduce his weapons skill, raise his fumble chance, increase his SR, or provide other handicaps).

CLOSER LOOKS: hidden in various recesses are supplies of various metals. The only ones of value are the lump of iron (enough to make one sword) and the rare Sea Metal sought by the smith in Scenario 1.

EXITS: there are two. There is a chimney, the climb up which reduces a climber's skill by 20 percentiles. It is a long climb, requiring 12 skill rolls. If any roll after the second is failed, the climber will fall to his or her death. The exit to the SW leads down through rock types 4 and 5 to the Ogre Chief's Quarters (12).

SEARCH: This room will take 25 minutes to search thoroughly and there is a 5% chance of a Found Item.

TRAPS: none.

DENIZENS: see the Ogres listings in the Cave Inhabitants section.

TREASURE: in addition to the above-mentioned metals, there is valuable metal-working equipment worth 500 lunars. There are also many ingots of various metals: Bronze (50 lunars-worth), Tin (100 lunars-worth), Copper (10 lunars-worth), Lead (3 lunars-worth). These worth-values are per ingot. Roll 1d10 to determine the number of ingots of each type of metal. Each ingot weighs 1 ENC.

14. The Snail Haven

INITIAL DIE ROLLS:

- 01-37 1 dragon snail
- 38-66 1d4 dragon snails
- 67-90 2d4 dragon snails
- 91-00 the giant Bigclub

FIRST GLANCE: this irregularly-shaped cavern is roughly 8x11x13 meters high. The floor and lower walls are made of type 9 rock. The ceiling and upper walls are made of type 8 rock.

The floor of the room is covered with a slippery, green ooze mixed with broken shells. There is a strong stench of decaying flesh.

CLOSER LOOKS: Scattered in the green ooze and broken shells is the treasure mentioned below.

EXITS: to the west are three 1 meter-wide and 3 meter-high tunnels. Two of them jog to the NW and intersect the stream which runs through the Mossy Room (16). The third ends in a pool of water which links up to the stream via an underwater opening.

The north exit leads to the Mossy Room (16).

The south exit slopes sharply upwards through rock types 10, 11, 12, 13, and 14 to the Black Bog Pit.

SEARCH: it takes 45 minutes to search this room, and it is a messy, disgusting job to sift through the slimy muck. There is a 25% chance of a Found Item, plus the treasure below.

TRAPS: none.

DENIZENS: see the list of snails in the Cave Inhabitants section.

TREASURE: there are 14 loose coins scattered about (14 wheels, 9 lunars, 115 clacks). There is also a jeweled necklace worth 43 lunars.

15. The Black Bog Pit

INITIAL DIE ROLLS:

01-64 nothing

65-00 1d2 dragon snails (usually found in the entrance tunnel).

FIRST GLANCE: the room is a 5x3 meter oval shape, made of type 1 rock walls and ceiling. The floor is entirely covered with a thin, black substance.

EXITS: the one exit is an upward-sloping tunnel leading to the Snail Haven (14). The tunnel passes through rock types 14, 13, 12, 11, 10, and 9.

SEARCH: an adventurer peering at the bottom of the pool and whose player makes a Search roll can see the skeletal remains of two men, and the treasure.

TRAPS: there are no traps, per se, but the pool might as well be one. It is infected with

a rare disease. Anyone whose skin touches the surface of the pool is exposed to a virulent disease which attacks APP. Review the **RuneQuest** rules on contracting diseases.

This disease manifests itself as a black, splotchy corruption which begins at the point of contact and spreads to cover the entire body. In addition to the APP loss caused by the disease, anyone infected has their APP lowered temporarily by 2 points.

DENIZENS: none.

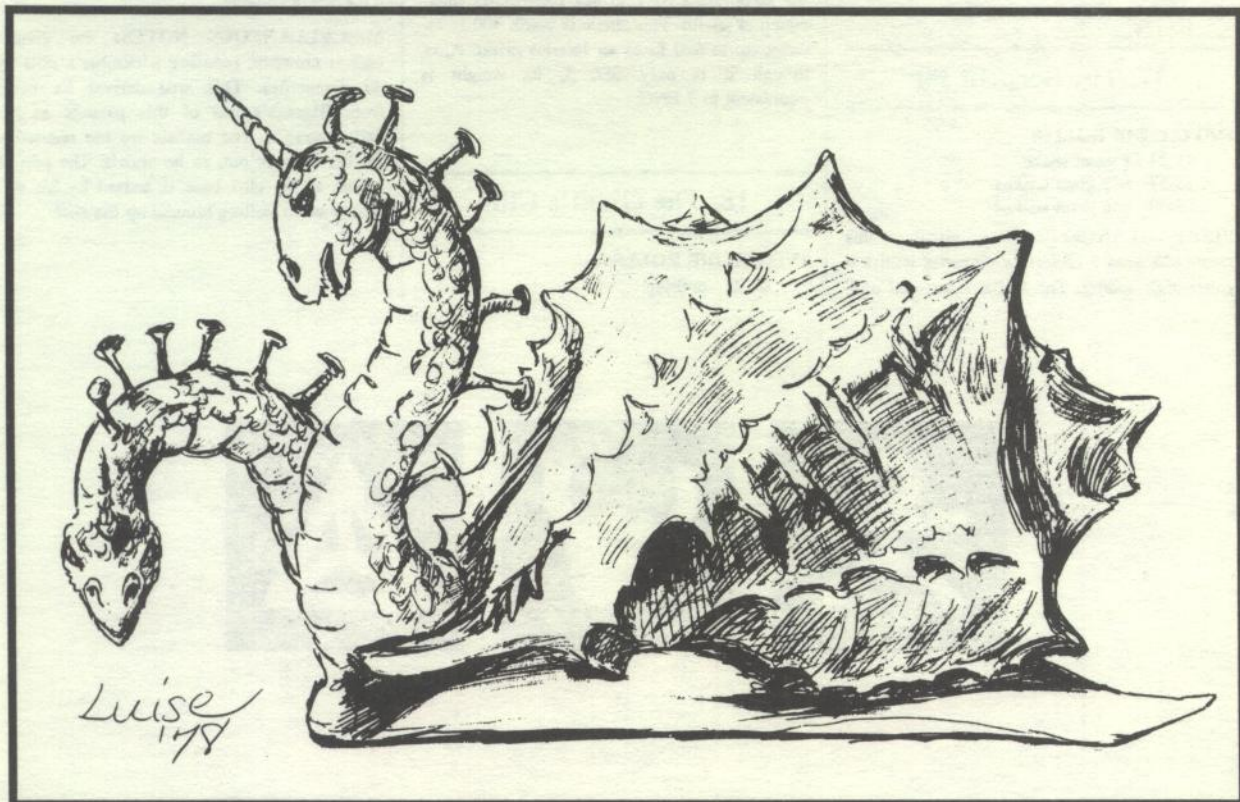
TREASURE: in order to recover the treasure, it is necessary to wade through the pool, ensuring contact with the disease. Anyone so brave will gain 7 wheels, 71 lunars, and an enchanted aluminum broadsword which can be sold to any water cult for 450 lunars (or the smith in scenario 1 for 300 L.). The sword is ensheathed in a jeweled scabbard which is worth another 500 L.

16. The Mossy Room

INITIAL DIE ROLLS:

01-27 nothing

28-39 turtle





- 40-66 1d2 giant snakes
67-77 Bigclub the giant
78-00 1d3 dragon snails

FIRST GLANCE: all the surfaces of this room are covered by a fluffy green moss. Beneath the moss lies type 9 stone. The room is roughly square, 10x10x11 meters high. Flooring from the SW corner of the room to the NE corner is a 2m. wide stream.

CLOSER LOOKS: there are small fish, brown with white stripes, darting through the water. They have 1 HP apiece and are very hard to hit — 85% to skill.

EXITS: to the west a tunnel leads to the Giant's Cliff (18). The north passage leads down through rock types 10, 11, 12, 13, 14, and 15 to the Serpent Pit (17). The south exit leads to the Snail Haven (14).

SEARCH: searching this room requires 60 minutes, including the area in and around the stream. There is a 20% chance of a Found Item (reroll the Found Item result if the indicated item could not survive very long in the stream).

TRAPS: none.

DENIZENS: none, except the innocuous fish in the stream.

TREASURE: none.

17. The Serpent Pit

INITIAL DIE ROLLS:

- 01-22 1 giant snake
23-57 1d3 giant snakes
58-00 1d6 giant snakes

FIRST GLANCE: roughly circular, this room measures 5 meters in diameter with a 6 meter-high ceiling. The walls, floor, and ceil-

ing are formed of type 15 rock, but the floor is covered with a thick layer of greenish-grey powder.

CLOSER LOOKS: in the SW corner of the room are 2 leathery eggs, each about .5 meter long.

EXITS: the only exit lies to the north, and leads up through types 14, 13, 12, 11, 10, and 9 rock into the Mossy Room (16).

SEARCH: searching this room, including sifting through the fine powder, takes 45 minutes. If a player makes a successful Search skill roll, his adventurer finds a small hole in the room's NE corner. In this hole is found the treasure below, and 1 Found Item.

TRAPS: none.

DENIZENS: the snakes: see the Cave Inhabitants section.

TREASURE: a small statue with no recognizable features other than a vaguely human form. It is slick and wet, and an idea roll reveals that the statue looks gnawed on. Professional analysis reveals that this was a statue of Issaries, God of Communication. Should the adventurers brave their fears and try to taste the statue, they will find that they will be able to speak with amphibians for a full day. Note: this does not make whatever the amphibians have to say particularly interesting or useful. This statue is worth 300 L. locally, up to 600 L. to an Issaries priest. Also, though it is only SIZ 3, its weight is equivalent to 7 ENC.

18. The Giant's Cliff

INITIAL DIE ROLLS:

- 01-41 nothing

- 42-77 1d2 giant snakes
78-89 1d2 dragon snails
90-00 Bigclub the giant

FIRST GLANCE: this is an 18 meter-high cliff with the high ground to the west and the low to the east. The tunnel above the cliff is 5 meters wide and 6 meters high, and made of rock type 6. The tunnel below the cliff is 6 meters wide and 24 meters high (although it slopes down to only 13 meters high by the time the tunnel reaches the Mossy Room (16)). the cliff itself shows several rock layers, types 6, 7, 8, and 9. At the base of the cliff is a pile of rubble made of all four rock types.

CLOSER LOOKS: the lip of the cliff is well-worn as though someone frequently knocks pieces off of it.

EXITS: to the west the tunnel becomes the hidden crack across the river from the Turtle Chamber (3). To the east the tunnel slopes down to the Mossy Room (16).

SEARCH: it takes 30 minutes to search this room. A search of the rubble below the cliff requires another 15 minutes. These searches turn up fragmentary skeletons and bone fragments as well as a Found Item.

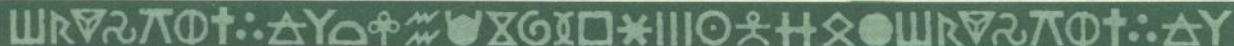
TRAPS: none.

DENIZENS: none.

TREASURE: none.

MISCELLANEOUS NOTES: the giant's cliff is crumbly, reducing a climber's skill by 40 percentiles. This area derives its name from Bigclub's use of this passage as his daily entrance. The tunnels are too restrictive for his to walk out, so he crawls. The pile of rubble at the cliff base is caused by his difficulty when pulling himself up the cliff.





19. The Rotten Corpses

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a roughly rectangular room running 7 meters east-west, and 4 meters north-south. The walls and floor are made of type 10 rock. The room is filled with the rotting bodies and skeletons of various creatures. The stench is stomach-wrenching, worse than even such a gruesome heap would normally indicate. It is so powerful that anyone who enters this room is disabled by the odor for 2d6 melee rounds while they become sick (creatures of chaos and dragonwets are not affected).

CLOSER LOOKS: anyone who stays in this room long enough to take a closer look will be exposed to a random disease (refer to the RuneQuest rules). Most of the bodies in this room have been mutilated in a variety of disgusting ways. Some have obviously been chewed on. Anyone sensitive to activity on the spirit plane senses the presence of many spirits in this room.

EXITS: the north exit leads up through layers of types 9 and 8 rock to the Great Temple (20).

The second exit is known only to the scorpion men, who have kept its existence secret from the other inhabitants. The exit to the south is accessible only through secret doors (a successful Search is needed to find them) and leads up through rock types 9 and 8 to the Scorpion Den (25).

SEARCH: it will take 1 hour to search these grisly remains. There is one Found Item and the secret door. However, anyone who spends up to 15 minutes in this room is exposed to 4d6 diseases, and has probably keeled over already. If someone has immunity to diseases (or very heavy-duty anti-disease magic), then they could search safely.

TRAPS: none (are any needed?)

DENIZENS: none really, but when summoned by the broos, the spirits of disease emanate from this room. They appear as translucent stick-like figures with eerie, gaping holes where mouth and eyes might be. See Disease Spirit Notes under Fil-ith's statistics for more information on these horrifying entities.

TREASURE: none.

20. The Great Temple

INITIAL DIE ROLLS:

The Inner Caves: Gamemaster Notes

This section of the Caves of Chaos (locations 19—32) is inhabited by 8 broos and 10 scorpion men. These creatures are the primary inhabitants of these caverns — the ones that the adventurers must defeat.

Each of the two racial groups has its own leader, but the overall leader is Fil-ith, a Disease Master of the cult of Malia, Mistress of Disease. Although they do not always agree on everything, the two groups will cooperate in the defense of this area. Their statistics are found in the Inhabitants Section.

Fil-ith's first line of defence is his allied spirit, the gorp in the Common Room (21), which appears to be a pile of ashes until it attacks. The gorp will alert Fil-ith if it senses intruders moving in the Great Temple (20) or entering its lair. Successful Sneak rolls will aid in avoiding the gorp's notice.

Several of the broos may be in the Great Temple (20) when the adventurers arrive; these will attempt to delay the intruders at the entrance while one of their members scampers for help. The broos will either talk or fight, depending on the inclination of the adventurers. Fil-ith prefers that any battles take place in the Great Temple (20). He feels that either his men will fight better under the gaze of their goddess, or at least that their opponents will fight worse. Besides, in the Great Temple he can sacrifice any prisoner immediately to obtain divine aid in the form of spirits of disease.

If the adventurers break through the Great Temple, or if no one discovers them until they have passed through that cavern, the defense plan changes. Fil-ith and his minions take advantage of their superior knowledge of the cave layout to attack the intruders at advantageous times. The only room Fil-ith considers essential to defend is the Secret Tunnel and the Treasure Rooms (30, 31, 32), but he counts on the secret doors there to aid in their defense.

This strategy could lead to a game of cat-and-mouse, where the adventurers are wandering about the caves being attacked at odd times from unsuspected hiding places. Note the ambush points on the map, marked with asterisks. If at any time Fil-ith captures a living intruder, he will immediately cart him or her off to the altars to be sacrificed at once.

INITIAL DIE ROLLS NOTE: with the obvious exception of the Great Temple, the Initial Die Rolls entry for the following caverns (20-32) assumes that the intruders have successfully penetrated the area without causing the alarm to be sounded. If this is not the case, the gamemaster must oversee each group of cave inhabitants separately, determining where they will be and what they are doing.

01-50 1 scorpion man or broo group on guard duty (roll 1d6 to determine which group; if '6' then no one is present).

51-90 1d3 groups practicing weapons*
91-00 service for Malia in progress**

* Fil-ith will always be present leading the weapons practice.

** Fil-ith, Kzwrp, and all the broos and scorpion men are present. 5d6 spirits of disease from the room of rotting corpses are also present (in addition to those controlled by Fil-ith), and there is a 30% chance that 1d10 visiting broos or other creatures worshipping Malia have arrived to take part in this ceremony. The 5d6 spirits of disease may attack intruders, but are unable to leave rooms 19 & 20. See below.

FIRST GLANCE: this is an irregularly-shaped room running 25 meters NW/SE. The NW corner of the room (an area 6x12 meters) is a raised ledge 8 meters above the floor of the cavern. In the SE section of the room there is a raised area roughly 4 meters in diameter. The main floor area is made of type 8 rock but the tops of the two raised areas rise into the type 7 stratum.

CLOSER LOOKS: on both the raised areas are small stone altars (rock type 9) dedicated to Malia. Each altar is stained with blood and unspeakable things. Both stink horribly. Behind the NW altar is a small (1.5m.) opening into echoing darkness (into the Spot Behind the Hole (38)).

From the smaller of the two tunnels leading off to the south comes a very foul smell as though all the dead since time began have lain there rotting for thousands of years. The stench is unnatural, perhaps magical in its potency. Anyone foolish enough to linger within 4 meters of this area must receive a successful CONx5 roll from their players or vomit for 1d4 melee rounds. Anyone so stricken will be incapacitated and unable to defend himself for that length of time (this tunnel leads to room 19).

There is a small staircase leading up to the NW ledge located against the SW wall. The walls of this room had once been painted,



showing evidence of trees, plants, and animals. All these illustrations have been mutilated in various ways (scraped off, covered with blood, etc.)

EXITS: to the NW there is the already mentioned 1.5 meter hole to the Spot Behind the Hole (38). To the NE is a 3 meter-wide opening leading to the Giant's Chamber (9). To the east is a 2 meter wide corridor which leads up to the Broo Nest (26) through rock type 7. To the SW is a large (7 meter wide) opening which leads directly to the Common Room (21). The south exit, the one with the stink) leads down through rock type 9 and 10 into the Rotten Corpses (19).

SEARCH: this room requires 1 hour to thoroughly search, and there is a 5% chance of a Found Item.

TRAPS: none.

DENIZENS: whatever inhabitants are indicated by the Initial Die Roll.

TREASURE: none.

TEMPLE NOTES: this temple is sacred to Malia, feared Mistress of Disease. Once these caves were sacred to several gods and goddesses dedicated to more sane purposes. The legacy of the power found here has been stolen and perverted by Fil-ith and his worship of Malia. This area was once a Major Temple in magical power and size, and it is now a Shrine to Malia in terms of power. This is quite an achievement for Fil-ith, who controls only a few initiates (16 broos and scorpion men living here in the caves, plus the various local worshippers of Malia, about 35 more creatures of various kinds).

How has Fil-ith achieved the magic necessary to consecrate this area to Malia and maintain the link between the mundane plane and the god plane? The sinister answer can be found in the room of rotting corpses (19).

Although a normal minimum of 75 regularly worshipping initiates is necessary to maintain a shrine to most deities, Fil-ith, an evil but highly intelligent creature, has hit upon an unusual way to maintain the conjugation between the planes and to compensate for his shortage of initiates as well: he performs regular sacrifices of living beings to Malia. The frequency with which adventurers appear at the caves, combined with Fil-ith's skills in stealth and deception, and his wealth, all combine to make this monstrous tactic feasible.

Each death of a sacrifice reopens the link between the planes, and Malia repays Fil-ith by sending spirits of disease to him, who subsequently bolster magic point sacrifice during temple ceremonies.

Each death of a being sacrificed to Malia on one of the altars in the Great Temple now

opens the gateway between the world and the god plane, and summons one or more random spirits of disease from Malia's personal portion of the God Plane. During a full ceremony on a holy day, when all of Fil-ith's small congregation are present and sacrificing magic points, as many as five spirits of disease may be the reward from a single sacrifice to Malia.

The spirit of the sacrifice victim goes to Malia's domain, from whence only another god or a Heroquester can rescue it. The spirit of disease is tied to the temple (room 20) and to the room in which the corpse is thrown (room 19). Thereafter it may randomly appear during a ceremony or to punish an intruder upon the holy ground, attracted by invocation or by profaning of its mistress, Malia.

When a spirit of disease (an entity without INT, unlike other spirits) happens to appear during a ceremony, Fil-ith has found that its magic points may be drawn upon by him for sacrifice to Malia, in the same way that an initiate sacrifices magic points during worship. Each spirit is thus able to serve Fil-ith in the place of an initiate for purposes of temple maintenance and power. Of course, the spirits are not under the direct control of Fil-ith, but the more spirits he can gain from Malia and tie to the room of corpses, the more likely it is that several will appear when they sense the worship of the goddess.

Note that any spirits of disease that appear cannot leave the temple or corpse room except to return to the spirit plane. Adventurers attacked by them need only be removed to another room to free them from spirit combat.

At the present time, there are over 60 spirits of disease tied to the mass of corpses that fill room 19. Any worshipping of Malia whatsoever is likely to attract at least one to the temple, and a full-scale, formal service will attract 5d6 spirits from the room, many more on a holy day. (note: each additional 12 spirits of disease will gain Fil-ith 1d6 more spirits to sacrifice magic points from during ordinary worship services).

Fil-ith has gleaned that his technique is both effective and self-propagating, and has become obsessed with the gaining of further sacrifice victims, to be murdered upon the holy days of Malia if possible, or immediately if rescuers are likely to arrive. Should his evil career be unchecked, he will eventually achieve Major Temple status for his enterprise, with all the gains in power that such an elevation implies. On the other hand, any hiatus in the schedule of regular sacrifices would ruin Fil-ith's rise to power.

Note that priests of Malia use many other odd techniques to maintain their shrines and temples, or simply rely on larger congregations of initiates. Like all shrines to Malia,

this one teaches Command [Species]. In this case the species available for command is a spirit of disease.

21. The Common Room

INITIAL DIE ROLLS: none, although this room is so directly connected to the Great Temple (20) that the Initial Die Rolls for that room should be considered.

FIRST GLANCE: this room is really a long, wide corridor (21x6 meters). The whole thing is formed of type 8 rock, although the walls are heavily covered with soot. In the center of the corridor toward the SW end is a pile of ashes which looks like the source of most of the soot on the walls.

CLOSER LOOKS: not much to be seen by looking closer.

EXITS: the NW exit leads to the Great Temple (20). the SW exit leads down through rock type 9 and then up again through rock types 8 and 7 to the Scorpion Den (25). The southwest exit is the Long Passage (27). the south exit leads up through rock type 7 to the Broo Pleasure Nest (24). The west exit is a locked door (AP 10, built by Gir-lak) which leads to the Prison (22). The only keys are held by Gir-lak and Fil-ith.

SEARCH: this room requires 15 minutes to search, and there is a 10% chance of a Found Item. Also, the pile of ashes is really a gorp, the pet and allied spirit of Fil-ith.

TRAPS: the gorp.

DENIZENS: the gorp. See the Cave Inhabitants Section.

22. The Prison

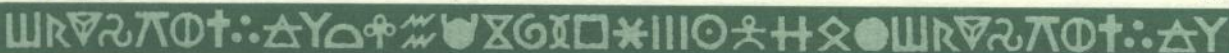
INITIAL DIE ROLLS:

- 01-42 no guards
- 43-78 1 scorpion man on guard duty.
- 79-00 1 group of scorpion men.

If a service is taking place, there will be no guards on duty, unless they are fetching a victim.

FIRST GLANCE: this irregularly shaped room is 18x8x6 meters in dimension. The room is divided into three major areas (A,B, and C), each of which is used for a different purpose. The room is made of rock type 8.

CLOSER LOOKS: If the adventurers look in area B, they find nothing. If they continue to area C, they encounter the basilisk. If they examine area A first, they find the prisoners. The prisoners do not know of the basilisk.



The Prisoners

AWII SERORAN, warrior dragonewt (beaked)

STR 19
 CON 15 Move: 2
 SIZ 18 Hit Points: 17
 INT 14 Fatigue: 34
 POW 13 Magic Points: 13
 DEX 15 DEX SR: 3
 APP 11

location	melee	missile	pts
tail	01-02	01	6/5
r leg	03-05	02-04	6/6
l leg	06-08	05-07	6/6
abdomen	09-11	08-11	6/6
chest	12	12-15	6/8
r arm	13-15	16-17	6/5
l arm	16-18	18-19	6/5
head	19-20	20	6/6

weapon	sr	att	dmg	par	pts
Klanth*	6	33	1d10+1+1d6	24	18
Utuma*	6	82	1d6+1+1d6	62	8
Korff*	3/9	60	1d10+1	22	7

* the Klanth, Utuma, and Korff are dragonewt equivalents of a bastard sword, shortsword, and long bow, respectively.

Dragon Magic: Erini is not willing to use any dragon magic on this expedition, even to save his life.

Skills: Conceal 57, Devise 70, Evaluate 55, Hide 52, Listen 57, Ride Demi-bird 82, Scan 42, Search 54, Sleight 30, Sneak 57.

Languages (Speak/Read): Auld Wyrnish 45/-, Sartarite 30/0, Trade 35/0.

Notes: Armor given is scaly skin. However, he does own armor (see treasure area), though he may not acknowledge it. If his Klanth is returned to him, he will pay the finder 200 L. If treated well, he will faithfully help the party through the remainder of their expedition, then leave.

GREENLEAF, male elf

STR 7
 CON 12 Move: 4
 SIZ 8 Hit Points: 10
 INT 17 Fatigue: 19
 POW 17 Magic Points: 17
 DEX 18 DEX SR: 2
 APP 12

location	melee	missile	pts
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

weapon	sr	att	dmg	par	pts
Elf Bow	2/7	70	1d8+1	29	8
2H Sht Spr	7	58	1d8+1	47	10
Shortsword	7	56	1d6+1	42	10
Buckler	8	14	1d4	69	8

Dodge: 70

Spirit Magic (85%): Heal 6, Multimissile 3, Shimmer 3.

Skills: Conceal 67, Hide 77, Jump 54, Listen 75, Scan 55, Search 40, Sneak 70, Track 36

Languages (Read/Write): Aldryami 42/0, Sartarite 36/0, Trade 24/0.

FOLA RUND, human female

STR 10
 CON 11 Move: 3
 SIZ 11 Hit Points: 11
 INT 15 Fatigue: 21
 POW 10 Magic Points: 10
 DEX 11 DEX SR: 3
 APP 15

location	melee	missile	pts
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

weapon	sr	att	dmg	par	pts
Dagger	8	40	1d4+2	31	6

Spirit Magic (50%): Heal 1, Repair 1
Skills: Climb 41, Jump 38, Ride 38, Track 21

Languages (Speak/Read): Sartarite 37/0, Trade 24.

Notes: Fola Rund is the daughter of a poor local farmer. She passionately hates the Lunar Empire and will attempt to kill any Lunar rescuers by stealth, should such action be feasible.

ERISSA MARN, priestess of Chalana Arroy

STR 9
 CON 7 Move: 3
 SIZ 12 Hit Points: 10
 INT 17 Fatigue: 16
 POW 18 Magic Points: 18
 DEX 13 DEX SR: 3
 APP 17

location	melee	missile	pts
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

no weapon skills

Dodge: 35.

Spirit Magic (90%): Befuddle (2), Heal 6, Protection 4, Sleep 3*.

Divine Magic (100%): Cure Chaos Wound 2*, Heal Wound 5, Resurrection*

Skills: First Aid 92, Hide 43, Orate 73, Ride 68, Scan 86, Search 62, Sneak 67, Spirit Healing 79, Treat Disease 95, Treat Poison 94.

Languages (Read/Write): Darktongue 29/0, New Pelorian 24/0, Sartarite 40/42, Trade 40/40.

Notes: Erissa is a well-known and respected priestess of Chalana Arroy. Her allied spirit* was in an animal killed when she was seized. She has no ransom to offer rescuers, though she will certainly provide free healing.

LEANA THE LUCKY, human female

STR 14
 CON 14 Move: 3
 SIZ 13 Hit Points: 14
 INT 18 Fatigue: 31
 POW 16 Magic Points: 16
 DEX 19 DEX SR: 2
 APP 16

location	melee	missile	pts
r leg	01-04	01-03	0/5
l leg	05-08	04-06	0/5
abdomen	09-11	07-10	0/5
chest	12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

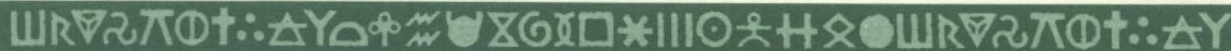
weapon	sr	att	dmg	par	pts
Rapier	6	92	1d6+1+1d4	80	8
LH Dagger	7	70	1d4+2+1d4	88	10
Greatsword	5	62	2d8+1d4	50	12
Comp Bow	2/7	79	1d8+1	28	7

Dodge: 56

Spirit Magic (80%): Detect Silver, Dullblade 6*, Heal 6, Protection 5; (known by spirit) Befuddle (2), Bladesharp 4, Multimissile 3*, Repair 2

Skills: Conceal 89, Devise 64, Evaluate 61, Hide 40, Listen 55, Orate 82, Ride 73, Scan 46, Search 67, Sleight 82, Sneak 51, Track 68
Languages (Speak/Read): Darktongue 33/0, New Pelorian 38/29, Sartarite 46/37, Trade 44/25

Notes: has familiar in the form of an eagle with INT 11 and POW 18 (use normal eagle stats: knows spells above). The eagle is waiting outside the chaos caves for Leana to give it instructions but as yet there has been nothing it could do to help her. Leana is an experienced and wealthy fighter from the Holy Country. Her ransom is 1000 L. If she is released pending payment on the money, she will simply leave town. She will keep the existence of her eagle familiar a secret from rescuers. She has no special luck or magic.



Each of the prisoners is chained to the wall. These chains each have their own separate lock with their own separate key (both Fil-ith and Gir-lak have copies).

EXITS: there are two. The east exit is a locked door to the Common Room. The keys are in the possession of Fil-ith and Gir-lak. The west exit slopes downward through rock types 9 and 10 to the Seige Well (23).

SEARCH: none. It takes 5 minutes to search each of the three areas.

TRAPS: the basilisk in area C, who is certainly dangerous if encountered without warning.

DENIZENS: the prisoners, in area A, and a basilisk in area C. If guards are present they may be gaming in area B. The guards will not retreat into area C.

Area A: currently there are five beings imprisoned here, each awaiting their turn to be sacrificed. There are 3 humans, 1 elf, and 1 dragonewt. All are naked and chained to the wall. All are grateful for rescue, but note their individual reactions given in their descriptions.

If a sacrifice is needed, it will be randomly chosen unless there is an emergency — in that case either Fola Rund or Greenleaf will be chosen; they are the least likely to escape.

BASILISK (area C)

Move 2/3 fly
HP 10
FP 18
MP 13

loc	melee	missile	pts
tail	01-02	01	2/3
rh leg	03-04	02	2/4
lh leg	05-06	03	2/4
hind q	07-08	04-08	2/5
fore q	09-10	09-14	2/5
r wing	11-12	15	2/3
l wing	13-14	16	2/3
rf leg	15-16	17	2/4
lf leg	17-18	18	2/4
head	19-20	19-20	2/4

weapon	sr	att	dmg
Glance	1	100	death
Bite	10	29	106+poison POT 24

Note: a basilisk is a venomous chaos monster which can kill by staring at an opponent. Each round of normal combat, it glances at one opponent who, if he fails to resist the basilisk's magic points, dies. Closing one's eyes doesn't help against this attack. Also, weapons hitting a basilisk corrode, and take 1 point of damage for every point done to the basilisk (not counting magic damage). This basilisk is chained to the wall, but can still attack with its glance, and will glance at anyone who enters.

TREASURE: none.

23. The Siege Well

INITIAL DIE ROLLS: none.

FIRST GLANCE: this room contains a pool of semi-fresh water used in emergency. The room measures 8x6 meters and is made of rock type 10.

CLOSER LOOKS: nothing special.

EXITS: the north exit leads up through rock types 9 and 8 to the Prison (22). The NE exit is secret (needs a Search roll to find), which leads to a crawl way to the Escape Tunnel (48).

SEARCH: it takes 15 minutes to search here (including the pool of water) and there is a 20% chance of a Found Item. Also the secret door may be found.

TRAPS, DENIZENS, TREASURE:: none.

24. The Broo Pleasure Nest

INITIAL DIE ROLLS: see the Initial Die Rolls for the Great Temple (20). If a service to Malia or if a weapons practice is in progress, this room will be empty, as it will be if Fil-ith if out of the caverns. Otherwise, roll.

01-23	nothing
24-76	Fil-ith
77-89	Fil-ith and 1 group of broos.
90-00	Fil-ith, Gir-lak, and Kzwmp holding a meeting.

FIRST GLANCE: this roughly circular room is 10 meters in diameter, and made of type 7 rock. The room is well furnished with relatively expensive furnishings, but as Fil-ith is a messy sort, they have long since been ruined.

CLOSER LOOKS: upon closer examination, one of the chairs can be salvaged — present value 100 lunars.

EXITS: the NE exit leads down to the Common Room. The south exit to the Secret Tunnel (30), is secret, requiring a Search roll.

SEARCH: it takes 15 minutes to search this room, turning up nothing except filth and the secret door. There is an 80% chance of a Found Item.

TRAPS: in the passageway between here and the Common Room (21) is a trip wire connected to a deadweight. All the residents are aware of this wire and are careful to avoid it. Anyone who enters this room without know-

ing of the wire has a 25% chance of setting it off. If tripped, the weight will fall inflicting 4d6 points of damage to their head.

DENIZENS: as rolled.

TREASURE: none.

25. The Scorpion Den

INITIAL DIE ROLLS: see the Initial Die Rolls for the Great Temple. If the scorpion men are not away from the caves, not attending services, and are not in weapons practice, then roll d100 on the following table:

01-28	nothing
29-56	all scorpion men except Kzwmp.
57-00	all scorpion men

FIRST GLANCE: this irregularly shaped cavern measures 12x10 meters. The walls, ceiling, and floor are made of type 7 rock. The room slopes down to the north and the floor of a 3x5 meter are is made of rock type 8. This room is filled with assorted garbage (although it doesn't compare with the state of the Broo Lair (26).

CLOSER LOOKS: there is nothing special of note here.

EXITS: the east exit leads to the Broo Lair (26). The NW exit leads down through rock types 8 and 9 and then up again through type 8 to the Common Room (21). The secret door to the north leads down through rock types 9 and 10 to the Rotting Corpses (19). Existence of the secret door is known only to the scorpion men.

SEARCH: this room requires 10 minutes to thoroughly search, and there is a 15% chance of a Found Item. There is also the secret door which requires a successful Search roll to find.

TRAPS: none.

DENIZENS: possibly many scorpion men.

TREASURE: 22 wheels, 12 lunars, and 103 bolgs (lead troll money) behind the secret door leading to the Rotting Corpses (19).

26. The Broo Lair

INITIAL DIE ROLLS: none, but see the Initial Die Rolls for the Great Temple (20). All broo groups not in the Great Temple and not already encountered elsewhere, will be found here.

FIRST GLANCE: there are smoldering torches lighting the room. This cavern is irregularly shaped, running 21 meters



north/south, and 19 meters east/west. A section 6x15 meters in the NW corner is essentially a large ramp, leading from floor level to 8 meters above floor level. The main area of the cavern is made of type 8 rock, but the ledge rises through the type 8 rock into type 7. The ceiling, which is 14 meters above the level of the main floor, is made of type 6 rock.

The entire cave is very messy (as expected in the lair of broos). The floor is littered with half-eaten animal limbs, excrement, pools of unknown substances, and in general looks very unhealthful for humans. This room reeks, but not as strongly as the room of Rotting Corpses (19).

CLOSER LOOKS: along the walls of this room are many torch holders, some of which are in use.

EXITS: the north exit leads down through rock type 8 to the Great Temple (20). The west exit leads to the Scorpion Den (25). The south exit leads to the Long Passage (27).

SEARCH: this room requires 20 minutes, and there is a 20% chance of a Found Item, and a 30% chance of contracting a disease.

TRAPS: none.

DENIZENS: see the descriptions of the Broos in the Cave Inhabitants Section.

TRAPS: none.

27. The Long Passage

INITIAL DIE ROLLS: none.

FIRST GLANCE: this long tunnel extends 72 meters. Its width varies from 2 to 5 meters, averaging 3 meters for most of its length.

CLOSER LOOKS: the asterisks located on the Snake Pipe Hollow caves diagram indicate places along this tunnel where Fil-ith and the broos will set ambushes for invading parties. They will camouflage the exits or branches off this corridor to the best of their ability, and hide some of the broos while the rest lure on the invaders. When the invading party passes the cache of broo warriors, they will be vigorously attacked from both sides.

EXITS: there are three exits. The entire tunnel, from end to end, passes through rock types (beginning in the Common Room (21)) 8, 9, 8, 9, 10, 9, and 8 as it reaches the Broo Nest. The west exit leads to the Common Room (21). The east exit leads to the Broo Lair (26). The south exit leads through rock type 9 to the Deep Tunnel (28).

SEARCH: this corridor requires 1 hour to search, and there is a 15% chance of a Found Item.

TRAPS, DENIZENS, TREASURE: none.

28. The Deep Tunnel

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a downward sloping tunnel which passes through rock types 11, 12, and 13. The total length of the tunnel is 21 meters.

CLOSER LOOKS: this area is protected by a Warding spell, with the four props located such that anyone passing through this room into the Pit of Evil (29) is hit twice by the Warding.

EXITS: the north exit leads up the corridor to the Long Passage (27). The south exit leads to the Pit of Evil (29).

SEARCH: this area will take 20 minutes to search, and there is a 15% chance of a Found Item.

TRAPS: the Warding.

DENIZENS: none.

TREASURE: none.

29. The Pit of Evil

INITIAL DIE ROLLS: none.

FIRST GLANCE: this irregular room measures 16 meters long and 8 meters at its widest. It is made of type 14 rock. Chained to the south wall is a horrid creature.

CLOSER LOOKS: the creature is imprisoned with exceedingly slim, valuable-looking iron bands and chains. They don't look particularly difficult to break or remove, but there is no way to do so without releasing the beast.

EXITS: there is one exit to the north which leads immediately into the Deep Tunnel (28).

SEARCH: in 15 minutes, there is a 10% chance of a Found Item.

TRAPS: none.

DENIZENS: the monster, obviously, is a creature of chaos so dangerous that it was imprisoned here by Fil-ith and Gir-lak. It has sickly-green skin, and three legs, each of which is a different length. It also has three arms, one of which grows straight out of its

head. While the monster is bound by the magical iron chains and can do no harm, it too can not be harmed while bound. Blows fall harmlessly. If released, it kills everything it sees, then wanders off for more.

THE PIT OF EVIL'S MONSTER

STR 43

CON 14 Move: 6

SIZ 15 Hit Points: 15

INT 3 Fatigue: 57

POW 11 Magic Points: 11

DEX 28 DEX SR: 1

location	melee	missile	pts
r leg	01-03	01-02	15/5
c leg	04-06	03-04	15/5
l leg	07-09	05-06	15/5
abdomen	10-11	07-10	18/6
chest	12-13	11-14	18/6
r arm	14-15	15-16	15/4
l arm	16-17	17-18	15/4
head	18-19	19	15/5
head claw	20	20	20/4

weapon	sr	att	dmg	par	pts
Right Claw	9	85	1d6+3d6	-	-
Left Claw	10	85	1d6+3d6	-	-
Bite	8	70	1d8+3d6	-	-
Kick	7	80	1d4+3d6	-	-
Head Claw	6	82	1d10+3d6*	50	as loc

* (capable of impaling)
Note: can attack three times per round, using any combination of the attacks listed above.

Chaotic Features: reflects 1 and 2 point spells, regenerates 3 hit points per location per round, appearance very confusing -20% from opponents' chance to hit, apparently invincible -- shows no damage until it keels over dead, +12 DEX (included in stats).

TREASURE: the iron chains, (3 ENC total), worth 2000 lunars.

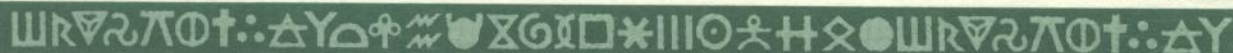
30. The Secret Tunnel

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a chamber approximately 10 meters around and 30 meters long, made of rock type 7. At the SE end is a well-made door and stout frame set snugly into the stone. It is reinforced with brass bands and rivets, and has an excellent lock (only Fil-ith and Gir-lak have keys).

CLOSER LOOKS: the door is very well made, and is as described above. There is a ogre-made lock of excellent quality (-25 percentiles to Lock Pick skill).

EXITS: the north exit lies through a secret door to the Broo Pleasure Nest (24). The east exit leads through the locked door to the



Treasure Room (31). The west exit (secret) goes to the Inner Treasure Chamber (32).

SEARCH: there is a secret door on the west side of this chamber, opposite the brass-bound door. It is well-concealed, reducing an investigator's Search skill by 50 percentiles.

TRAPS, DENIZENS, TREASURE: none.

31. The Treasure Room

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a small cavern filled with treasure.

CLOSER LOOKS: measuring about 10x20 meters, it is made of rock type 7.

EXITS: only the brass-bound door leading to the Secret Tunnel (30).

SEARCH: beyond the obvious treasure, there is nothing else of note. Search time: 30 minutes.

TRAPS: there is one, one of the trunks. The trap is a poisoned needle (POT 14) which will flick out toward the hand of anyone attempting to pick the lock. It will hit 75% of the time. It may be disarmed by making a Devise roll, reducing the skill by 20 percentiles due to quality of craftsmanship. If the Devise roll fails, the needle pricks whomever tried to disarm it. There are two needles, so this may all happen twice. Neither lock nor trunk can be bashed apart, though it can be disfigured.

DENIZENS: none.

TREASURE: lots. It takes 4 hours to count it, 1 hour just to pack it for transport.

1: Several sacks of loot: 10 ENC sack: 1000 clacks, 200 lunars, 3 gems (use Gem table below); 1 ENC Sack: 3 gems; 2 ENC Sack: 5 clacks, 5 lunars, 5 wheels.

2: Chest: (4 ENC) locked and trapped as above; 200 lunars, 30 wheels, 5 gems. The box itself is worth 100 lunars.

3: Chest: a simple wooden box, nicely but unpretentiously carved with pictures of dragons. Inside is a magic necklace. Its cash value is 6 lunars, if its magical nature is not understood. It is a relic of an ancient hero, and can not be destroyed. The first person to don the necklace loses 3 POW immediately. Thereafter, if that person again dons the necklace, his or her STR rises by 6 points as long as the necklace is kept on. This may force STR to rise above normal species maximums.

4: Helmet: made of iron, lead, copper, silver, tin, and aluminum. It is magical in nature. When worn by a rune lord or priest (SIZ 12-14) it will absorb 12 points of damage, also

serve as a Lightwall spell matrix*, and includes magic point storage capacity for 12 points. Whenever the wearer shouts "Light," a lightwall will emanate from the helm, formed to the will of the wearer. As long as its magic points last, the Lightwall will remain. If the helmet was fully charged, a 20 minute, continuous Lightwall will result. The command "Dark" will cancel the spell. Even when the spell is not active, the helmet glows of itself — bright enough to be seen, but not to see by. Wearing this helm adds 1 point to the APP of the wearer.

5: Dragonewt Equipment: a dragonbone klanth with a Bladesharp 2 matrix* which is the property of Awii Seroran. He wants it back. There is also a suit of SIZ 18 armor made to fit a dragonewt, though it doesn't look dragonewt-made. This also belongs to Awii, though he is ashamed to admit it. One of his great personal failures is his reliance on this protection, and this has stunted his maturing into the next-stage dragonewt.

6: A Bronze Rod: (ENC 1) with a white gem attached to one end. The gem will gleam brightly when aimed at a thing of chaos if 4 magic points are used to power it. Its range is 30 meters.

7: Medicine Bundle: (ENC 1) this is a roll of soft leather, stitched with beads, and with twigs sticking out one end and a bone out the other. It is tied with pink silk ribbon. It is .25 meters long, and a fist wide. It is useless to any except a priestess of Chalana Arroy, who can use it to store 15 magic points.

8: Backpack: (ENC 1) holds normal camping gear, plus 23 L., some women's clothing, and four bottles of potions marked in Tradetalk as Cure Venom 10, Cure Scorpion 10, Heal 4, and Water.

THE GEMS: there are 20 gems in sacks and on the floor. Roll 1d20 as each is found:

- 1 pretty red stone (2L.)
- 2 nice gold ring (160L.)
- 3 large silver ring, no stone (16L.)
- 4 one ruby earring (15L.)
- 5 pearl (6L.)
- 6 pearl (6L.)
- 7 mashed silver finger band (8L.)
- 8 ruby pendant (80L.)
- 9 48 artificial glass beads on silver chain (10L.)
- 10 set of gold bird-head earrings with diamond chips for beaks (19L.)
- 11 bronze pendant, finger sized, of the god Orlanth (18L.)
- 12 pretty green stone (1L.)
- 13 ornate arm band, with gold and silver entwined, and laced with silver veins and grape leaves, with a cluster of small, pale, emerald-like grapes (120L.)
- 14 a small crystal, magical, with a beneficial flaw and a slight danger: once attuned*, it doubles

the range of all cast spells, but failure to attune it costs 1d4 permanent points of characteristic Power, not 1d3 (12 POW, 35L.) a black pearl which crumbles to dust if touched by a non-human (5L.)

- 15 pretty jade stone (15L.)
- 16 rock eyeball (21L.)
- 17 a tiny, carved, fertility statue (5L.)
- 19 a marble trilobite fossil (4L.)
- 20 a BIG emerald (210L.)

32. The Inner Treasure Chamber

INITIAL DIE ROLLS: none.

FIRST GLANCE: this 8x3 meter room is made of rock type 7. There is a bird cage hanging from the ceiling and some gold lies of the floor.

CLOSER LOOKS: there is something moving in the bird cage and there is one jewel on the floor amid the gold.

EXITS: the only exit is a secret door to the Secret Tunnel (30).

SEARCH: after searching for 15 minutes, there is a 5% chance of a Found Item. Also the Secret Door requires a successful Search to find unless its location is already known.

TRAPS: none.

DENIZENS: none.

TREASURE: 210 wheels and one jewel worth 1300 lunars. There are also these items:

Hanging from the ceiling is a heavily jeweled golden cage. It is an ancient treasure which belonged to one of the noble families of the Empire of the Wyrms' Friends. It is worth 8500 lunars, but it will be difficult to find a buyer willing to pay full value unless sold in a large city (3500 L. local value).

Inside the cage is a tiny white mouse. If anyone not of chaos sticks his finger in the cage, handles the mouse, etc., the critter will try to bite him. Of course this has no effect against armor. But if the mouse can get to some naked skin, the handler will be bitten. After 2 minutes, the person so bitten discovers that he or she is in Mind Link* with the spirit inhabiting the mouse's body (INT 7, POW 8). The spirit is completely friendly, and behaves in all ways as an allied spirit*. This spirit has no effect on other spirit-relationships a character maintains, whether from cult or fetch. In addition, this spirit has the skill Sense Chaos (range 3 meters, skill 66%).

Deep Temple Notes

This section (locations 33-54) consists of two types of underground terrain. One is an immense Earth temple, long in ruin, while the other is a maggot tunnel bored through the earth (and the unfortunate temple).

The maggot tunnel has many characteristics which are constant, no matter what rock stratum is being penetrated. It is cylindrical in cross-section, and its diameter is always between 2 and 5 meters. Wherever it passed, the maggot left tiny red specks in the stone.

Where the maggot entered the world at one end lies a monstrous source of misery for anyone who ventures so close to the void. At the other end lies the worm itself, for all its size, seemingly harmless. In between are points of destruction wherever it touched life, as is shown by the array of maimed or blasted deities and broken warriors.

In general, the tunnel of the worm starts high and drops quickly through a spiral to link up with the Great Temple (20), where its summoner, the chaos demon Termain Osboropo, began following it and directing its path (note NW exit from 20 to 38). It went lower, reached the deep temple level, and began working its way through it. It finally left through what

is now called the Rubble Room (49), collapsing the stairway upward and cutting off the deep temple from the surface. At the Battle Scar (50) it was attacked by the souls directed by Babeester Gor (note the copper statue in the Spring Room (6)), while Baroshi, the Avenging Son, fought and slew Termain Osboropo, then turned and wounded the worm. It dug straight down, then angled off and continued downward to its present point, where it still continues.

In keeping with its extraordinary nature, the deep temple walls, floor, and ceiling are all made of variegated jade (rock type 9). All corridor ceilings are 4 meters high. The statues are all of petrified wood, unless otherwise described. Wherever the passage of the worm cut through the floor of the jade temple, it cut deep enough to expose the yellow layer underneath. The yellow floor is flecked with red.

The floors of all the temple rooms are covered with a thin layer of grime and dirt. There is also loose dust about, which is regularly stirred by the Varalzi as they hunt daily for rubble runners. All chambers also have litter scattered about in small heaps, sometimes of recognizable shape as a table, or part of a bedpost. Touching these things reveals that they are rotten, corroded, and often will crumble into dust.

Found Items for The Temple Section (33-54)

Roll 1d10. If item has already been found, roll again.

- 1 — a map of this area inscribed on an animal skin. The map does not include either the Hidden Chamber (47) or any of the worm tunnel.
- 2 — an enchanted copper battleaxe with a Bladesharp 3 matrix. It has 16 AP. It can be sold to an Earth temple for about 2500 L.
- 3 — a copper arrow head, worth 5 L.
- 4 — three brown, polished, spherical stones. No value.
- 5 — a green gem worth 50 L.
- 6 — a small blob (3cm.x5cm.) of blue fungus on a wall. The fungus is alive. If touched or eaten, it acts as a POT 8 acid.
- 7 — a copper ring which is a defective Heal 4 matrix. It heals normally but, in addition to requiring the normal 1-4 magic points from the caster of the spell, it also requires 1 magic point from the person healed per point of damage healed. If they are one and the same, then 2-8 MP are required.
- 8 — a white stone foot from some long-forgotten statue.
- 9-10 — roll on the regular Found Item table (page 17).

33. The Hole into the Void

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is an area of worm tunnel which extends for a total distance of 8 meters. The tunnel is 3 meters wide, but it bends after 6 meters and heads NE. The SE end of the tunnel is a dead-end, but instead of the expected rock, there is a yawning, pitch-black hole. The rock here is all type 5.

CLOSER LOOKS: the wall is completely covered with the red specks. The hole is completely dark and nothing can be seen within. Some sort of invisible barrier blocks it, and nothing can penetrate except the Right-Clawed-Hand.

EXITS: there is only one: the continuation of the worm tunnel sloping down to the Gorp Muck (34).

SEARCH: after 10 minutes of searching, there is nothing to be found.

TRAPS: none.

DENIZENS: the Right-Clawed-Hand is located here.

THE RIGHT CLAWED HAND

Move 12	palm	01-09	10/15
HP 30	thumb	10-11	10/10
FP n/a	index	12-14	10/10
MP 21	middle	15-16	10/10
	ring	17-18	10/10
	pinkie	19-20	10/8

weapon sr att dmg
Squeeze 3 95 1d6+

Chaos features: regenerates 1 hit point per location per round; absorbs 1 point spells; befuddles one opponent per round in addition to normal attacks.

Notes: For details of how this hand fights, see the explanation of the Left Clawed Hand in the Wilderness Encounter section of the Snake Pipe Hollow Digest. When this hand loses a thumb or finger, the hand flies through the black hole and regenerates (the severed member still turns into a gorp). If it is killed (rather than merely losing a finger), it flies into the hole and does not return for a full hour. It will not attack anyone that is not in its room, but anyone being squeezed by it cannot flee.

34. The Gorp Muck

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a section of worm tunnel 18x3 meters wide. The walls and ceil-



ing are made of rock type 6. The floor is covered with a reddish muck which is constantly rippling and swishing.

CLOSER LOOKS: within the muck can occasionally be seen some moving dark shapes. These are gorgs. The rock is covered with red specks.

EXITS: there are two exits from this area. The SW exit is a continuation of the worm tunnel leading to the Hole Into The Void (33). The NE exit is also a continuation of the worm tunnel which heads up through rock type 5 and then down to Kzwmp's Trap Collection (35).

SEARCH: it will take 45 minutes to search this area carefully, including the muck. There is nothing to find, but roll d100 for each character — a result of 45 or less means that character has been exposed to the Shakes (a standard RuneQuest disease).

TRAPS: none.

DENIZENS: three gorgs. Remember that the gorgs are immune to everything but fire and magic, and these gorg are relatively immune to fire for they remain below the surface of the muck until they attack. Use the gorg statistics in the Inhabitants section.

TREASURE: none.

35. Kzwmp's Trap Collection

INITIAL DIE ROLLS:

01-78 nothing

79-00 one group of three scorpion men

FIRST GLANCE: this is a section of worm tunnel 4 meters wide, made of rock type 6.

CLOSER LOOKS: the walls, floor, and ceiling have red specks on them.

EXITS: there are three exits. The SW exit ascends through rock type 5 and then down into the Gorp Muck (34). The east exit (which was dug out, along with Kzwmp's Revenge (36), by Kzwmp and the scorpion men) is only 1.5 meters wide. The NE exit leads to the Spiral Tunnel (37).

SEARCH: this area will take 10 minutes to search; there is nothing to be found.

TRAPS: there are two traps here. One is a trip wire between this and Kzwmp's Revenge (36). Only the scorpion men know of its location; if anyone else passes here there is a 30% chance of setting it off. Once tripped, a large boulder is released from the ceiling which will hit the victim in a random location for 3d6 damage.

The other trap is a small, concealed pit blocking the entrance of Kzwmp's Revenge (36). Again, the location is known only to the scorpion men. Anyone who enters Kzwmp's Revenge has a 60% chance of falling into the pit. The pit is 1 meter deep and the bottom of it has spikes covered with POT 14 venom. Each person falling in will be hit by 1d2 spikes in each foot. Each spike does 1d4 points of damage (with a chance to impale of 15% and a 3% chance for a critical hit), plus the poison of the venom.

DENIZENS: none.

TREASURE: none.

36. Kzwmp's Revenge

INITIAL DIE ROLLS:

01-9 nothing

10-28 the 3 scorpion man children

29-56 the children plus 3 scorpion men

57-88 children plus 6 scorpion men

89-00 all scorpion men

FIRST GLANCE: this oval-shaped room measures 10x4 meters and is made of type 6 stone. The floor is covered with filth (dead rats, half-eaten things, scorpion man excrement, etc.).

CLOSER LOOKS: in the north part of the room are 17 scorpion man eggs. Six are cracked and smell foully.

EXITS: there is only one — to the west, 1.5 meters wide, leading to Kzwmp's Trap Collection (35).

SEARCH: taking 20 minutes, a search will find nothing other than the treasure listed below.

TRAPS: none.

DENIZENS: see the descriptions of the scorpion men.

TREASURE: there are 12 wheels hidden here, as well as a necklace which can be sold for 150 L. to most jewelers, but is worth 2500 L. to the elves of the Stinking Forest. It is a heirloom lost years ago. No one but an elf would know its true value.

MISCELLANEOUS NOTES: this area was dug out by Kzwmp a while back — he is keeping it secret from Fil-ith and the others. He plans to build up his strength here and, when the time is ripe, attack Fil-ith with an unsuspected force of scorpion men.

37. The Spiral Tunnel

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a section of worm tunnel which spirals downward through rock type 6 and 7. It is 3 meters wide throughout and it makes one complete loop and just begins another before the corridor straightens out.

CLOSER LOOKS: the walls are covered with red specks.

EXITS: there are two exits in this tunnel. The south is the higher exit and it leads to Kzwmp's Trap Collection (35). The north exit is the lower, and it is also a continuation of the worm tunnel leading through rock type 8 to the Spot Behind the Hole (38).

SEARCH: after 15 minutes, nothing is found.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

38. The Spot Behind the Hole

INITIAL DIE ROLLS: none.

FIRST GLANCE: this section of 3 meter-wide worm hole is made of type 8 rock. The East wall has a 1.5 meter-wide hole in it which leads to the Great Temple (20).

CLOSER LOOKS: the walls in this area are covered with red specks.

EXITS: there are three exits. Two of them are continuations of the worm track. To the north the tunnel runs through rock types 9 and 10 as it curves its way down and west until it passes through the Altar Room (39). To the south the tunnel leads to the Spiral Tunnel (37). The east exit is the above mentioned hole into the Great Temple (20).

SEARCH: this area will take 15 minutes to search, and nothing will be found.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

39. The Altar Room

INITIAL DIE ROLLS: none.

FIRST GLANCE: the chamber measures 6x6 meters and is made of type 9 rock, but the



SW corner is eaten away by the worm tunnel. In the cavern's center is a large, raised stone altar, and burning above it is a blue ghost which appears to be a warrior hovering over the stone, carrying a large sword.

"Halt!" the spirit will command to anyone who steps from the worm track. "This is the tomb of the King, and is protected by the sword of Humakt!" The voice is clearly male.

The walls are covered with mosaic frescoes of people doing everyday things (washing clothes, planting, hunting, and so on) but the faces of the frescoes are all turned away, looking into the wall.

CLOSER LOOKS: laying on the altar are brass fittings which any competent grave-robber recognizes as casket-fittings. About the bottom of the stone are carved some forms, but they have been melted and are unrecognizable on the sector facing the worm track. The other three sides show women escorting a crowned man among flowers and grain fields, with the same scene on each side.

There is a skeleton, still wearing some stones and rags, crumpled backward against the altar and draped over it.

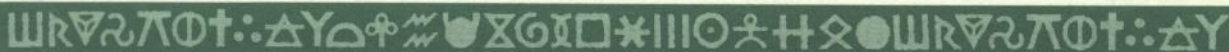
EXITS: there are three exits: two of them were created by the worm. To the west the worm tunnel enters the Chamber of the Cube (40), while to the east the worm tunnel runs up through rock types 10, 9, and 8 to the Spot Behind the Hole (38). The other exit is the corridor bisected by the worm and cut off from the rest of the room. The corridor is made of rock type 9, and it runs west, joining the King's Corridor (see map), with a south branch up stairs to the Pier (room 43).

SEARCH: this room requires 15 minutes to search. The result of a successful Search is the revealing of a secret chamber beneath the bier.

TRAPS: the chamber beneath the bier is protected by a magical enchantment. This enchantment is triggered by anyone attempting to move the bier. This enchantment targets the three highest-valued POW sources in a magic point vs. magic point trial. The magic points of the enchantment equal 22. If the enchantment overcomes its target(s), each permanently loses 1d6 points of STR. Should there not be three POW sources, then the higher of two sources will be affected twice. Should there be only one source, that one is attacked three times in quick succession (3 SR between each attack, thus the attacks would take place on SRs 1, 4, 7). Also, the Blue Ghost will also attack anyone who touches the bier or skeleton.

DENIZENS: the Blue Ghost. This protective spirit will state the following to intruders (including trolls, elves, and dwarfs): his warnings; his story; and his orders.





HIS WARNINGS: will be repeated to everyone. "Halt! This is the Tomb of the King and is protected by the Sword of Humakt.

"I am the sword of Humakt. I will slay anyone who touches this holy bier.

"My magical flame will scorch any who touch the King. It will melt any weapon or tool which touches my wards."

HIS STORY: will be told to anyone who does not come closer, anyone who asks who put him there, or anyone who asks about the King or related matters.

"I am Broadblade Blue, Sword of Humakt and guardian of King Varalz. Since his birth I have guarded him, in love and war. My father is a god, I cannot fail. I was friend to the King, keeper of his health. He lay here, deep in mystic travels to seek help against chaos. There were rumors of invasion, of the return of Termain Osoropo, and like a good leader, he sought aid for his race. He was away when the raiders came.

"It was a great foul maggot which ate through rock. We heard it coming through stone, and we prepared to meet it. I was one of many, and when it came through the wall we blasted it. But it came on even after my King leapt up from his sleep to fight it. Then it was that Termain Osoropo showed that he, too, had found the new power of Death which my father had also found. Termain blasted King Veralz back, sent his spirit careening through the planes without guidance or skill. Only I survived, bound by the vows my father had made to me, making me remain with the King. That is all that remains. I cannot leave but through death, and even that will not take me."

HIS ORDERS: will be revealed only to a priest of Humakt. They are: "To remain with the King, until the King is no more, and to use all your skills to keep him. Use your flame on all who touch him without permission. Use your sword to protect his belongings. Send me the souls of the conquered. Do not fail."

BROADBLADE BLUE

STATS: INT 16, POW 35.

This spirit has powerful magic. He can project a magic flame which automatically hits, and melts down armor or burns people at the rate of 3d6 damage per flame. Producing this flame costs him 3 magic points per attack.

His spirit-severing sword is also unique. It has an 85% attack, ignores all armor and magic defenses, and subtracts 1d8 magic points from the victim. If the victim's magic points are reduced to 0, it begins subtracting POW instead. Parrying

won't help vs. this sword, but a Dodge roll can.

As a final resort, he can engage in spirit combat, though he prefers not to. If attacked by another spirit, he can parry with a magic spirit shield which drains 1d6 magic points from the attacker if a successful parry is made. His parry ability is 65%.

TREASURE: the treasure under the bier is a single pipe carved from glass and shaped like a snake. It hisses when blown, and will mesmerize 1d4 snakes while being played. For 30 minutes they will obey any spoken command.

If played in the vicinity of a dead snake, the serpent will come alive again as long as it hasn't been dead for more than 24 hours. However, it can do this only 3 times before shattering. The players should not know this limitation. This includes all snakes, including familiars.

This is the Snake Pipe for which the hollow was named in times long past. The pipe holds far greater powers in the hands of a deity, and should an adventurer voluntarily give the pipe to his temple, his characteristic POW will increase by 1d3 points.

40. The Chamber of the Cube

INITIAL DIE ROLLS:

01-66 2d4 veralzi
67-92 1d10 rubble runners
93-00 nothing

FIRST GLANCE: this huge cubiform chamber is made of rock type 9, and measures 24x21 meters. The NE and NW corners are strewn with rubble from the ceiling; destruction cause by the collapse of two columns felled when the maggot ate its way past. The rubble has also filled part of the maggot track. There are six additional columns remaining.

Also, there is a cube of stone in the center of the room, of white-streaked grey marble 3 meters per side. There are also three statues in the center of the room. The two against the west wall ('A' and 'B') both depict beautiful women praying. The third ('C') against the east wall depicts a strong man in great pain, also praying.

CLOSER LOOKS: atop the cube can be seen a huge, very dark, stained cradle which is about 2 meters long and 1 meter high and wide. It rocks slowly.

EXITS: there are six exits from this room. To the west is a worm tunnel blocked by collapsed rubble. It runs SW and passes into room 9. To the south are four exits. The one

furthest west is a corridor. The east part of the south wall has three exits bunched together. One of them is another corridor: the other two are portions of the worm tunnel. One worm tunnel runs SW into the Preparation Room (42), while the other runs SE into the Altar Room (39). The east wall has an 8 meter-wide opening partially eaten away by worm tunnel, and leads to the litter-strewn Rubble Room (49).

SEARCH: only by climbing atop the cube can more details be seen. The cradle rocks. It is filled with straw made of spun gold. There is a silver mantle, and a brass rattle, like a rattlesnake's tail, measuring a hand in length.

Also, anyone climbing on top of the cube will be able to see the spirit, Nurse, standing beside the cradle. If spoken to, Nurse will return the conversation in a friendly manner. If anyone touches anything in the cradle, they will be attacked by Nurse.

TRAPS: none.

DENIZENS: Nurse, the Lonely Old Spirit (INT 11, POW 19). This is a being who once was a servant of the gods who lived in this temple. She will tell that their names were Veralz and Enori, but that they were usually called King and Queen, and Nurse will use that form of address at all times. She has long since forgotten her own name.

Nurse is very willing to talk, as long as no one tries to disturb the contents of the cradle. She will ask if anyone has found Baroshi, her ward, to return him to her.

When the Veralzi bring a paralyzed person to her, she will place that person in the cradle to see if it "fits." It will not — only the statue of Baroshi will do.

This is, by the way, the only chance that a person will have to steal some of the 'straw.' Only one person at a time goes into the cradle which will instantly unparalyze them. If they make a successful Sleight roll, and then a Conceal, they can stash 1d6 strands, each worth 1d6x10 lunars. If anything else is taken, Nurse will notice.

HER STORY: "The age was bad, and the earth itself shook with agony as the laws shattered and chaos moved about. We were beset here, besieged until our power ran low, and then attacked by a foul maggot of chaos which chewed into our realm. The King and his warriors tried to stop it, but they fell in his chamber. My Queen wept and would have gone to help her beloved husband, but was child-bound and could not. Even so the sheer power of her radiant birth was enough to drive back the worm and the evil lord who drove it onward. They came into this room, but were pushed back by our love.

"Baroshi was the child born, he of the golden hair, red-gold skin, and emerald eyes. An infant, mewling and wailing, protected here by us as the evil god stalked about with blood and death. At last the Queen could take no more agony as her loyal followers died so easily. She left me with the child to tend while she went and confronted the invader. I saw her go down the corridor to my right, where I later heard the sounds of battle and the shrieks of terror as my Queen was killed.

"I kept the child here, still able to tend it even when the evil worm began collapsing the temple about my ears. Osboropo turned the maggot higher, to wreak havoc on the upper levels of the temple.

"Then my gentle ward, my godling Baroshi, rose from the cradle and went stalking the monster. He said farewell, but briefly, and went on the trail of the worm.

"Later he returned, and I saw him walk down the corridor to my left. He has not returned, and I await him still, aided by these simple creatures of darkness.

"They worship me, for I am their tender, just as I worship Baroshi. Aid me, help me. Return him to me and all I own will be yours."

TREASURE: as mentioned above, the only thing of apparent value which may be taken is the straw in the cradle, and the conditions of stealing it are mentioned above.

41. The Minor Acolytes Room

INITIAL DIE ROLLS:

01-68 nothing
69-91 1d3 veralzi
92-00 1d6 rubble runners

FIRST GLANCE: this was originally a 3.9 meter room made of type 9 rock. The worm tunnel runs north/south through the east part of the room. The floor of the room is covered with tatters of cloth and broken stones.

In the SW corner of the room is an intact statue of a woman wearing a copper belt.

CLOSER LOOKS: scattered in among the rubble are 4 bent pieces of copper. The belt on the statue shows small pieces of cloth attached to it as though it once held some clothes onto the statue which have long-since rotted away.

EXITS: there are three exits to the room. Two of them were created by the worm. To the north, the tunnel runs slightly east until it enters the Chamber of the Cube (40). To the south the tunnel angles eastward and enters the Shouting Chamber (45). The normal exit

is a corridor which runs 6 meters and joins the Queen's Corridor.

SEARCH: this room will take 35 minutes to search and there is a 10% chance of a Found Item.

TRAPS: none.

DENIZENS: none.

TREASURE: none, except for the copper belt which is worth 50 lunars to a smith, and the 4 broken pieces of copper which are worth a total of 5 L.

42. The Preparation Room

INITIAL DIE ROLLS:

01-54 nothing
55-77 1d4 veralzi
78-00 2d4 rubble runners

FIRST GLANCE: this is a 6x10 meter room made of type 9 rock. The worm tunnel cuts across the NW corner of the room.

In the southern section of the room are two statues, both of which are completely intact and show men in armor looking into the distance.

CLOSER LOOKS: there is nothing in particular to be seen by looking closer.

EXITS: there are three exits to this room. Two of them are part of the worm tunnel. To the north the tunnel runs into room 8 while to the west, it runs through the Queen's Corridor.

SEARCH: this room requires 15 minutes to search thoroughly, and there is a 15% chance of a Found Item.

TRAPS, DENIZENS, TREASURE: none.

43. The Pier

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a long corridor, 3 meters wide, which turns twice and has two sets of stairs which pass down through rock type 10 and end in type 11. It is 4 meters high, and by sections measures 6, 15, and 9 meters long respectively. The last section ends by protruding over the water. Two statues of men in armor stand in the hallway; a magical boat is moored in the water.

CLOSER LOOKS: the two statues are identical. Both are humanoid, with one foot in front of the other, hands by their sides, and with dolphin heads. They have a single fin jutting from the back of the neck, and both hands and feet are webbed.

EXITS: the west end empties into a short corridor. From the stairs a person can see (with light) into the King's Corridor or (without light) into the Altar Room (39).

The other end overlooks the water in the chamber. The only exit from here, without going underwater, is to travel upriver to the Mossy Room (16).

SEARCH: close inspection shows that there are skeletons in the river below.

The Boat

This is an ornate barge. It glows with a dull yellow-orange light. It is canopied, has a flat bottom, and in its center rests a throne. The sternpost is carved with a river-dolphin head, like the statues. Another statue stands beside the throne.

This boat has 11 jewels on it, but they will crumble to dust if pulled from their settings. There are also many ornate silver-and-gold fittings on it, also too ancient to move. The canopy is made of yellow-orange silk, the same color as the light that illuminates the cavern. It will provide a source of light in any dark space, and could be worth up to 50 L. to a collector of antique items.

There are only two items which can safely be tampered with (without incurring the statues' attacks). The first is an aluminum whistle. When tooted, it will summon the boat. The boat will move of itself, to wherever it is that the whistle was blown. Also, through continuous playing of the whistle, a person can control the movement of the boat. If adventurers take a journey in the boat, it will take them down the underground river to the Mossy Room (16), and from there to places unknown.

The other item is the third statue. If it gets wet, it will turn into a living being identical to the statues, and it will do its utmost to escape. If it is in the water it can swim easily. It can not speak, has no memory, and is useless to the adventurers.



TRAPS: the two statues in the hallway are a trap. If anyone tries to pillage the boat, and then passes down the corridor past these statues, they will be attacked. See DENIZENS.

DENIZENS: the statues, though they are not 'living.' They attack with special Disruption spells which inflict 2d3 points of damage. Each has a current POW of 15, and both attack the same target. This attack occurs only once per thief passing by.

TREASURE: see the description of the boat.

44. The Princess's Room

INITIAL DIE ROLLS:

01-72 nothing
73-88 1d3 veralzi
89-00 1d6 rubble runners

FIRST GLANCE: this was originally a 9x3 meter room made of rock type 9. the worm tunnel (here only 2 meters wide) has cut off the SE portion of the room.

The room is empty except for a broken statue of a small girl in the NW corner.

CLOSER LOOKS: if anyone stays in this room long enough for a closer look, they will hear the whispering voice of a little girl saying "Help me! I am Serisha, the daughter of Veralz and Enori, and I have been trapped here since Time began. I beg you, heal my spirit before it is too late."

If examined closely, the statue in the NW corner will reveal these details: it is about 1 meter tall and badly broken. It appears to be made of tarnished silver, but examining the damaged parts shows that there is wood underneath. The shape of the head is not human: it might once have been a rose, but most of the petals are bent. If some dirt and tarnish is scraped off, it can be seen that there is a pattern of barley grains stamped on the silver. The left arm and leg are broken off, but the right hand holds a copper mirror, badly tarnished.

EXITS: there are two exits to this room. The worm tunnel runs out the SE side, looping around to the Shouting Chamber (45). The other exit used to be a short corridor which joins the Queen's Corridor, but is now a 4-way intersection. Three of the branches are worm tunnels which head north to the Minor Acolytes Room (41); south to the Shouting Chamber (45); and NE through the Queen's Corridor to the Preparation Room (42). The fourth is the remains of the corridor which still leads to the Queen's Corridor.

SEARCH: this room will take 10 minutes to search, and there is nothing to find.

TRAPS: none.

DENIZENS: the spirit of Serisha. It has INT 8 and POW 2. Every time it whispers its pleas for help, there is a 5% chance that the strain of action is too much, and it destroys itself. Should the spirit survive the plea, it will not say or do anything more unless the party heals it.

Except for certain Chalana Arroy healers, the methods of healing sick spirits are not known to mortals.

TREASURE: none.

45. The Shouting Chamber

INITIAL DIE ROLLS:

01-24 nothing
25-00 2d6 rubble runners

FIRST GLANCE: this chamber originally measured 9x9 meters, made of type 9 rock. It has been badly chewed up by the worm's passage, and is now filled with lots of jumbled rubble.

There is a huge iron statue 3.5 meters long, of a badly wounded woman. She has had her face, chest, and abdomen chewed out. The statue wears a crown. Magically, it cannot be moved, healed, or damaged further.

CLOSER LOOKS: the statue moans quietly, but if touched will shout with pain. The shout will attract the attention of 1d6 veralzi who will arrive and wait outside the room, whimpering loudly. They will not enter this room but they will attack anyone who leaves the room after causing the statue to shout.

In the SE corner of the room is a rubble runner nest. It is here that the 2d6 rubble runners will be found.

EXITS: there are three exits to this room. Two of them are worm tunnels. One leads out of the SW corner of the room and loops to the Princess's Room (44). The other leads out of the NW corner and intersects the 5-way intersection of worm tunnels and corridor which lies just outside the Princess's Room. The third exit is to the north and opens right up on the Queen's Corridor.

SEARCH: this room will take 30 minutes to search thoroughly and the rubble runners will not appreciate it. There is nothing to be found here other than the rubble runner treasure.

TRAPS: none.

DENIZENS: rubble runners.

TREASURE: the rubble runner treasure consists of 4 gems (3 pretty, worthless, stones and one valuable one worth 500 L.) 129 clacks, and one Found Item.

46. The Whispering Chamber

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is another 9x9 meter room made of type 9 rock. It is undamaged by the worm tunnel.

There are two statues against the north wall of the room. Both are of identical men dressed in robes talking to each other.

CLOSER LOOKS: if any player rolls their character's Listen roll, and achieves a critical success, they hear a whispering voice mention the existence of the secret door in the center of the room's floor during the conversation.

EXITS: there are two exits from the room. One is the secret door in the center of the room which leads to a crawlway to the Escape Tunnel (48). The other is a 3 meter-wide exit to the north which opens onto the King's Corridor.

SEARCH: after 15 minutes of searching, the only thing to be found is a secret exit (requiring a Search roll, subtracting 40 percentiles if the searcher did not overhear the whisper).

TRAPS: none.

DENIZENS: none (unless you count the whisperers).

TREASURE: none.

47. The Hidden Chamber

INITIAL DIE ROLLS: none.

FIRST GLANCE: this room measures 6x6 meters, attached to a 3 meter-wide north/south corridor which turns west and ends at the secret door to the King's Corridor. The room is not at all cluttered and the dust indicates that the room has been undisturbed for a great while (but don't tell the players this if they charge into the room in such a way as to disturb the dust themselves). In the corner is a figure, standing next to a table.

CLOSER LOOKS: standing in the SE corner of the room, near a table covered with dusty children's toys, is the statue that the Earth cult has been dreaming of.

The statue appears to be in perfect shape. It is 1.5 meters tall. Its head is shaped like a grain of barley and each grain is like a drop of amber which, if viewed closely, reveals a tiny spark wriggling about inside. Its great eyes are scintillating emeralds. Its barleystalk "hair" is pure gold. The body, human in form, is covered in red-hued gold which, if



scrutinized, can be seen to be stamped with patterns of roses and apple blossoms. It stands on two legs, and the feet are shod in iron boots. Its left hand holds a copper shield which has had the skull of a monster with horns above the eyes neatly scratched into it as a design. The right hand holds a piece of sharply-cut obsidian which gives off silent sparks. Everyone present will know not to even touch the stone. If they do they lose 1d6 CON and 1d6 POW from their characteristics for each try, even if they only touch the stone with a weapon. This loss is permanent.

The party must say "Excuse me, August Sir, but I am taking you home." If they do not say this but try to move the statue anyway, the adventurers who touch the statue are punished. The obsidian stone that the statue holds fires off a bolt of electricity randomly, at any offending person in range. The stone does 3d10 points of damage each time it strikes, and has a 150% attack chance to hit as a missile weapon. Should the party attack the statue, it has 12 points of armor and 36 hit points. However, the stone will continue to attack even if the statue's arm is severed. If the party is driven out of this room, the door will close behind them, and if attempted again, will appear exactly as when they first opened it.

Gamemaster: although the adventurers may not realize this, and should not be prompted, this remarkable object is the current form of Baroshi, godling hero, son of the gods that lived here, brother of the rose-headed girl in room 44. Baroshi, like all other inhabitants of this place, was turned to an inanimate material at the end of the Godtime, in this case wood and gold.

If the adventurers have met Nurse (room 40), and heard her description of Baroshi, they may notice certain similarities between the statue and Baroshi, such as the emerald eyes. The fragments of song described by the Earth cult members also hint at a hero bearing a copper shield. Using these hints, the players may come to the realization that this is indeed Baroshi. Although the godling no longer lives, his spirit has been calling to those cults who have affinity to him for centuries.

Two courses of action are possible. The first is likely to occur if the adventurers have talked to Nurse. If they return Baroshi to Nurse and place him in her cradle, the earth will shake and Baroshi will return to life with a triumphant shout! His body will be human, but with red-gold skin, and his head will still be that of a grain of barley, though now with living eyes and hair.

The gamemaster must determine the nature of Baroshi's actions thereafter. It is likely that he will form a new Earth cult in these

ruins, with Stoneshell the turtle, the giant snakes, the Veralzi, and perhaps the adventurers as his first worshipers. The Veralzi will always revere the character(s) who restored Baroshi to life, as will those snakes who are intelligent enough to understand the situation.

If the adventurers simply take the statue back to the Earth cult, a statue it will remain, though its spirit will now hint of another quest, this time to return it to the cradle inside the caves.

Neither Nurse or Baroshi have the power to aid any of the various statues in the caves.

EXITS: there is only one — the secret corridor to the King's Corridor.

SEARCH: this room takes 15 minutes to search, the only things found are the statue and a Found Item.

TRAPS: none.

DENIZENS: none.

TREASURE: the statue and a Found Item.

48. The Escape Tunnel

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a 25 meter-long crawlway sloping slightly downward through rock types 9 and 10 to the Siege Well (23). The crawlway is 1 meter wide.

CLOSER LOOKS: in several places the tunnel is blocked by the skeletons of poor people who didn't have the power to make it through here (see the TRAPS entry). Some of the skeletons may have items of value on them.

EXITS: there are two exits to this area. They are both through secret doors, but neither door is hidden from persons in the crawlway. One exit leads to the Whispering Chamber (46), the other leads to the Siege Well (23).

SEARCH: the entire crawlway requires 1 hour to search. There is one Found Item here, and there is a 50% chance of finding a second.

TRAPS: anyone traveling through this crawlspace has magic points drained from him. For every 5 meters of tunnel traversed, one magic point is lost, regardless of direction. If someone crawled 15 meters down the tunnel (losing 3 magic points), then turned around and came back, his total loss would be 6 magic points. The magic points drained here originally went to the gods worshiped in this temple but as they are long gone, the points now go to their only remaining representative, Nurse (see the Chamber of the Cube (40)).

DENIZENS: none.

TREASURE: 5 broadswords, 3 target shields, 151 L., 81 Wheels, magic point matrix storing 5 MP.

49. The Rubble Room

INITIAL DIE ROLLS:

01-44 nothing

45-00 1d6 rubble runners

FIRST GLANCE: this originally was a 6x9 meter room made of type 9 rock, but the worm tunnel passed through it and collapsed the ceiling completely. Now the only part of the room which can be entered is the worm tunnel.

CLOSER LOOKS: in addition to the type 9 rock is evidence of rock types 7 and 8. This is discovered after 10 minutes.

EXITS: there are three: to the west there is an opening to the Chamber of the Cube (40); to the east the worm tunnel continues and slopes steeply up to the Battle Scar (50); the last exit is completely blocked by rubble, requiring at least one man-year to clear. If done, this leads to the Hemisphere (5).

SEARCH: this will take 1 month to fully search, including sifting through much of the rubble, but there is a 90% chance of a Found Item. If only the easily-accessible portions of the room are searched, this takes 1 hour and there is only a 10% chance of a Found Item.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

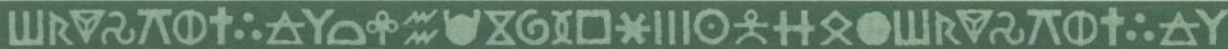
50. The Battle Scar

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a wide, misshapen section of worm tunnel roughly 9x8 meters. In the SE corner there is a 2 meter hole leading straight down. The rock of the cavern is type 6, and the ceiling is 5 meters high.

CLOSER LOOKS: a section of the north wall is deformed. Both the floor and wall are rippled as though they were made of water, and then instantly frozen. Looking closely at the wall, one can see the outlines of a variety of beings (most of them human). If one listens carefully at the wall, a knocking sound can be heard apparently from the far side of the wall. All walls are covered with red specks.

Here, too, is the skeleton of Termain Osboropo, whose skull is sought by Stoneshell,



the turtle in the Turtle Chamber (3). This skull is recognizable by the huge, twisted horns over the eyes.

Termain was so utterly chaotic that all who view his skull must with their magic points combat a force equivalent in power to 7 MP. Retreat is not possible. Those who are defeated (MP brought to 0) absorb a bit of the chaos emanating from the skull, gain a chaotic feature, and forever after are tainted with chaos (even if they later rid themselves of the feature).

EXITS: there are two exits. One of them is the hole in the SE corner of the room, which extends down through rock types 6, 7, 8, 9, 10, 11, 12, and 13 to the Red Worms (51). Descending through this passage requires a Climbing roll. The other exit is the partially blocked worm tunnel which slopes down to the Rubble Room (49).

SEARCH: this location will take 10 minutes to search; there is a 5% chance of a Found Item.

TRAPS: none.

DENIZENS: none.

TREASURE: none.

MISCELLANEOUS NOTES: here the hero Baroshi fought the worm. He was aided by Babeester Gor from beyond the rippled wall, who sent many spirits to bolster the sagging wall. Baroshi killed Termain, the chaos demon, and wounded the maggot who, in fright, turned and burrowed straight down.

51. The Red Worms

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a 3 meter section of worm tunnel just beneath the hole from the Battle Scar (50). It is made of type 13 rock. In the center is a 3x3 meter pit, 15 meters deep, whose bottom is covered by a disgustingly foul yellow muck. Writhing throughout this muck are thousands of small red worms.

CLOSER LOOKS: the walls are covered with red specks.

EXITS: there are two exits. One is to the SW and is the continuation of the worm tunnel to location 52 (more red worms). It slopes downward through rock types 14 and 15.

The second is the hole to the Battle Scar (50), which requires a successful Climb roll to traverse.

SEARCH: it takes 45 minutes to search this area, and in doing so the searcher will automatically contract a random disease (see

the RuneQuest rules on disease and use the standards there). There is a 25% chance of gaining a Found Item in the muck.

TRAPS: none really, but anyone running through the muck must roll DEXx4% or slip and fall.

DENIZENS: the red worms are all infected with disease. Anyone who passes through this area will be infected. It is impossible to kill all of the small worms, the infectious agent, but hundreds may be slain.

TREASURE: none.

52. More Red Worms

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a 3 meter-wide section of worm tunnel with a 10 meter-deep pit in its center. At the bottom of the pit is more of the disgusting yellow muck crawling with red worms. The tunnel is made of type 15 rock.

CLOSER LOOKS: the walls are covered with red specks.

EXITS: there are two exits to this area. To the NE the worm tunnel heads up through rock types 15, 14, and 13 to location 51. To the SW the tunnel slopes downward through rock type 16 to area 53.

SEARCH: this area will take 35 minutes to search and anyone doing so will automatically contract another random disease (even if a disease was contracted in the location 51). There is a 5% chance of a Found Item.

TRAPS: none.

DENIZENS: the red worms.

TREASURE: none.

MISCELLANEOUS NOTES: these worms were left as the result of Baroshi's battle with the maggot.

53. Even More Red Worms

INITIAL DIE ROLLS: none.

FIRST GLANCE: this is a 3 meter-wide section of worm tunnel blocked by a 5 meter-deep pit filled with yellowish muck crawling with red worms. It is made of type 16 rock.

CLOSER LOOKS: the walls are covered with red specks.

EXITS: there are two. To the SW the worm tunnel continues down through rock types 17

and 18 to area the location of the Mother Maggot (54). To the NE the tunnel continues upward through rock types 16 and 15 to location 52.

SEARCH: this area requires 25 minutes to search, and anyone doing so contracts yet another random disease automatically. Unfortunately, no Found Item is gained here.

TRAPS: none.

DENIZENS: the red worms.

TREASURE: none.

54. The Mother Maggot

INITIAL DIE ROLLS: none.

FIRST GLANCE: this area is a long and winding corridor which extends for a total of 22 meters from location 53. The corridor slopes downward through rock type 17 and ends in rock type 18. At the end of the corridor is the tail of an ugly, pale white, giant worm.

CLOSER LOOKS: the walls are specked with some red substance.

EXITS: in one sense there are no exits from this area. As soon as the party has traveled far enough to see the worm, they have traveled so far into the realm of chaos that return entails some danger. As they attempt to return, the group will end up in a random location (roll 2d6 and consult the Random Location table). In general, the entire group will arrive together in the same location, but each party member must attempt a POW roll on d100.

If the roll is equal to or less than the character's POWx3 then that character ends up in the random room suffering severe disorientation (as if Befuddled) for 1d3 meleé rounds, giving enemies in that location one or more free attacks.

If the roll is greater than POWx3 but less than POWx5, then that character ends up in the location with the others, but gains an im-

Random Location Table

2	The Rotten Corpses (19)
3-4	The Great Temple (20)
5	The Common Room (21)
6	The Prison (22)
7	The Siege Well (23)
8	The Broo Pleasure Nest (24)
9	The Scorpion Den (25)
10	The Broo Lair (26)
11	The Pit of Evil (29)
12	The Treasure Room (31)



mediate chaotic feature, and is also disoriented for 1d6 melee rounds.

If the roll is greater than POWx5, but not a fumbled roll, that character gains 1d3 chaotic features, is stunned for 2d6 melee rounds, and ends up in a random location different than the other characters.

If the roll is fumbled, that character never reappears. No amount of Divine Intervention will rescue such a character — gods cannot

function outside of their normal domains, and the character was lost in the realm of Chaos.

SEARCH: it takes 25 minutes to search this corridor, and there is a 5% chance of a Found Item.

TRAPS: none.

DENIZENS: the giant worm is, for all practical purposes, invulnerable to damage from any weapon likely to be carried by the party.

If a character chops at the worm, he will find that the weapon penetrates easily and the worm starts to bleed hundreds of the small red worms. Most of these fall to the floor, but several cling to the weapon blade and start climbing up it. The character must drop the weapon immediately, or contract a random disease form the worms.

TREASURE: none.

Roving Cave Inhabitants

THE BROOS

The broos of these caves are led by a powerful and intelligent leader, Fil-ith, Disease Master (shaman-priest) of the goddess Malia, the Foul Mistress. Fil-ith has turned the ancient temple at the center of the caves into a shrine to this unpleasant diety, and is using the caves as a base from which to conduct raids upon the surrounding settlements of elves, trolls, men, dragonets, and dwarves. These raids are for the purpose of capturing living sacrifices. See Room 20, The Great Temple, for more information on Fil-ith's unusual and despicable mode of worship in the ancient temple. Note that all the broos and scorpion men are initiates of Malia.

FIL-ITH, broo Disease Master of Malia

STR 17	
CON 16	Move: 4
SIZ 16	Hit Points: 16
INT 23	Fatigue: 33-30 = 3
POW 18	Magic Points: 18 + 16 (spirit) + 24 (gorp)
DEX 21	+ 39 (fetch) = 97
APP 10	DEX SR: 1

location	melee	missile	armor/hit pts
r leg	01-04	01-03	12/6
l leg	05-08	04-06	12/6
abdomen	09-11	07-10	12/6
chest	12	11-15	12/8
r arm	13-15	16-17	12/5
l arm	16-18	18-19	12/5
head	19-20	20	15/6

weapon	sr	attack	damage	parry	pts
2H Long Spear	3	111	1d10+1+1d6	87	10
Mace	4	128	1d10+1d6	86	10

Head Butt	*	100	1d6+1d6	--	--
Comp Bow	1/5/9	78	1d8+1	--	7

* 3 SR after initial attack

Dodge: 108

Spirit Magic (60%): Countermagic 4, Demoralize (2), Disrupt (1), Heal 6, Mobility 2*, Repair 2, Shimmer 4*, Silence 2*;
(known by allied spirit: 120%) Bladesharp 2, Dispel Magic 8*;
(known by fetch: 195%) Befuddle (2), Ironhand 6*, Light (1);
(in matrix*) Bludgeon 4*

Divine Magic (70%): Cause Brain Fever 5*, Cause Creeping Chills 4*, Cause Wasting Disease 3*, Command (Disease Spirit).

Skills: Alchemical Lore 70, Climb 71, Conceal 39, Devise 55, Evaluate 62, Hide 80, Jump 104, Listen 66, Orate 42, Scan 57, Sleight 73, Sneak 51, Track 108

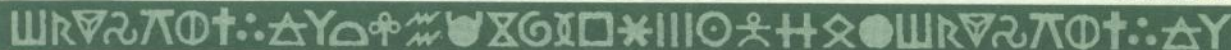
Languages: Darktongue 33/0, Trade 34/24

Alchemy: can brew blade venom up to potency 10, ordinary poison up to potency 13, and a special potion which exposes the drinker to a chosen disease. Blade venom acts as normal poison, but can be smeared on one's edged weapon. One dose gives enough poison to coat one sword or axe, two spears, or five arrows. It stays on the blade for three strikes against armor, or for one penetration. If even 1 point of damage is done to the target through its armor, the blade venom goes into the wound and is no longer on the weapon.

Chaos Features: +6 INT (already in stats).

Diseases Carried: anyone wounded by Fil-ith or handling his corpse is exposed to the Creeping Chills, the Shakes, and Soul Waste.

Treasure: has a remarkable magic crystal which doubles the strength of any variable spell Fil-ith (or his allied spirit or fetch) casts, up to a maximum of 4 points added. Thus, if he cast a Bladesharp 2, it would be raised to a Bladesharp 4; if his allied spirit cast a Dispel Magic 8, it would be raised to a Dispel Magic 12. These do cost extra magic points to use (one per added point), and Fil-ith can choose not to do so. Finally, he has a bronze mace containing a Bludgeon 4 matrix. When this



mace is used to touch any living creature, it reveals whether or not the creature is chaotic and, if so, what its chaos feature is.

Spirits: awakened gorp allied spirit with INT 10, POW 24; bound spirit of disease (Creeping Chills) POW 16; fetch INT 9, POW 39. Fil-ith can use the magic points and INT of these spirits freely. The fetch controls three spirits of disease (one each of Wasting Disease, Shakes, and Soul Waste), and Fil-ith or his fetch releases these as attack spirits in combat, and can summon many more in the Temple (20).

Note: wears full enchanted iron plate armor, and keeps Blade Venom of potency 10 on his spear.

GORP, Fil-ith's allied spirit

Move 1 body 0/13
INT 10 MP 24
Envelope SR 1 100% 8 points acid

Chaos Feature: appears to be a pile of ashes until engaged in melee. The gorp can report any intruders to Fil-ith immediately through mindlink.

Spirit of Disease, bound by Fil-ith

MP 16
Disease carried: Creeping Chills

Spirit of Disease, controlled by Fil-ith's fetch

MP 13
Disease carried: Wasting Disease

Spirit of Disease, controlled by Fil-ith's fetch

MP 22
Disease carried: Shakes

Spirit of Disease, controlled by Fil-ith's fetch

MP 17
Disease carried: Soul Waste

Disease Spirit Notes: These abnormal spirits have only POW as a characteristic. They appear as translucent gray stick-like figures with eerie, gaping holes where mouth and eyes might be. Their apparent SIZ is equal to their POW, and their gray coloration is splotched variously, depending on the disease carried: white for Wasting Disease, golden for Brain Fever, black for Soul Waste, blue for the Shakes, and green for the Creeping Chills. A disease spirit attacks by matching its magic points vs. the appropriate characteristic of its victim (i.e., POW for Soul Waste, STR for Wasting Disease, etc.). If it overcomes that characteristic, the victim loses 1d3 magic points. The victim resists normally (if both succeed, both lose points, and if only the victim succeeds, the spirit loses points). Once a spirit has

reduced a victim's magic points to 0, it covertly possesses him. The victim immediately and permanently loses 1 point in the affected characteristic, and proceeds to lose one further point per day the spirit remains within him.

BLOODLICHER, Fil-ith's bodyguard

STR 14
CON 15 Move: 4
SIZ 17 Hit Points: 16
INT 18 Fatigue: 29-16 = 13
POW 13 Magic Points: 13
DEX 14 DEX SR: 3
APP 5

location	melee	missile	armor/hit pts
r leg	01-04	01-03	5/6
l leg	05-08	04-06	5/6
abdomen	09-11	07-10	5/6
chest	12	11-15	5/8
r arm	13-15	16-17	5/5
l arm	16-18	18-19	5/5
head	19-20	20	8/6

weapon	sr	attack	damage	parry	pts
RH Spear	6	83	1d8+1+1D4	90	10
LH Mace	7	53	1d10+1D4	30	10
Head Butt	9/10	75	1d6+1d4	--	--

Dodge: 42

Spirit Magic (49%): Bladesharp 3, Disruption (1), Heal 2, Protection 5

Chaotic Feature: reflects up to 2 point spells.

Disease Carried: Soul Waste

Notes: wears ringmail. Bloodlicker's job is to guard Fil-ith's back so he won't have to fight more than two opponents at any one time. Bloodlicker carries a weapon in each hand, and normally alternates blows between them, favoring the spear. His head butt attack hits three strike ranks after whichever other weapon he used.

Broo Group One

GUTGLUT

Move 4 r leg 3/5
HP 15 l leg 3/5
FP 20 abdomen 7/5
MP 6 chest 7/6
 r arm 3/4
 l arm 3/4
 head 3/5

weapon	sr	attack	damage	parry	pts
2H Spear	7	40	1d8+1+1d4	50	10
Club	7	57	1d10+1d4	54	10
Butt	10	89	1d6+1d4	--	--

Dodge: 60



Chaotic Feature: appearance confusing, subtract 30 percentiles from opponents' attacks.

Disease Carried: Brain Fever

BLABLU

Move 4	r leg	5/6
HP 18	l leg	5/6
FP 19	abdomen	2/6
MP 12	chest	2/8
	r arm	2/5
	l arm	2/5
	head	3/6
	l arm	2/5

weapon	sr	attack	damage	parry	pts
1H Spear	5	54	1d8+1+1d6	40	10
Butt	8	66	1d6+1d6	--	--
Shield	6	8	1d6+1d6	62	16

Dodge: 46

Spirit Magic (53%): Befuddle (2), Bladesharp 2

Disease Carried: the Shakes

Chaotic Feature: spits potency 3 acid up to three times daily.

EYESUCKER

Move 4	r leg	2/9
HP 25	l leg	2/9
FP 40	abdomen	5/9
MP 15	chest	5/11
	r arm	3/7
	l arm	3/7
	head	3/9

weapon	sr	attack	damage	parry	pts
2H Spear	7	46	1d8+1+1d4	46	10
Club	7	77	1d10+1d4	54	10
Butt	10	64	1d6+1d4	--	--

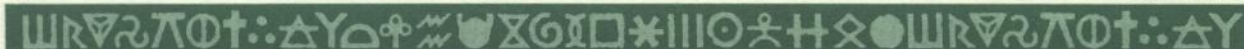
Dodge: 28

Spirit Magic (69%): Disruption, Protection 3

Chaotic Feature: + 20 CON (included in statistics).

Disease Carried: Creeping Chills





Broo Group Two

GOREREAPER

Move 4	r leg	5/5
HP 15	l leg	5/5
FP 19	abdomen	5/5
MP 16	chest	5/6
	r arm	2/4
	l arm	2/4
	head	3/5

weapon	sr	attack	damage	parry	pts
Maul	5	64	1d10+2+1d4	54	12
Butt	8	78	1d6+1d4	--	--

Dodge: 28

Spirit Magic (72%): Disruption, Heal 2

Chaotic Feature: reflects spells up to 6 points back at user.

Disease Carried: Brain Fever.

STAGSTABBER

	melee	msl	pts	
Move 4	rh leg	01-02	01-02	2/5
HP 17	lh leg	03-04	03-04	2/5
FP 19	HQ	05-07	05-09	2/8
MP 13	FQ	08-10	10-14	2/8
	rf leg	11-13	15-16	2/5
	lf leg	14-16	17-18	2/5
	head	17-20	19-20	3/6

weapon	sr	attack	damage	parry	pts
Butt	6	83	1d6+1d6	--	--

Dodge: 75

Chaotic Feature: four-legged goat's body with human head.

Disease Carried: Wasting Disease

FILTHOLDER

Move 4	r leg	3/6
HP 17	l leg	3/6
FP 19	abdomen	5/6
MP 10	chest	6/8
	r arm	8/5
	l arm	3/5
	head	3/6

weapon	sr	attack	damage	parry	pts
Maul	5	71	1d10+2+1d4	60	12
Butt	8	55	1d6+1d4	--	--

Dodge: 25

Spirit Magic (40%): Demoralize (2), Bludgeon 4*

Chaotic Feature: scabrous right arm covered in rusting metallic scales

Disease Carried: Wasting Disease

DRAGON SNAILS

The dragon snails listed below are the largest and most deadly of those encountered in the caves of chaos. When one or more snails are encountered, the gamemaster should select the indicated number at random from this list. The snails and the snakes are enemies. When snails and snakes meet, they will always fight if possible, even if they both have other enemies present.

DRAGON SNAIL ONE (SIZ 21)

Move 1	shell	01-08	8/7	weapon	sr	attack	damage
HP 14	body	09-14	4/6	Bite	7	47	1d6+2d6
FP 34	head	15-20	4/6				
MP 8							

Chaos Feature: reflects 1-point spells.

DRAGON SNAIL TWO (SIZ 33)

Move 1	shell	01-07	16/11	weapon	sr	attack	damage
HP 22	body	08-12	12/8	R Bite	7	37	1d6+3d6
FP 34	r head	13-16	12/8	L Bite	10	30	1d6+3d6
MP 9	l head	17-20	12/8				

Chaos Feature: +8 point skin.

DRAGON SNAIL THREE (SIZ 19)

Move 1	shell	01-08	8/8	weapon	sr	attack	damage
HP 15	body	09-14	4/6	Bite	7	22	1d6+1d6
FP 26	head	15-20	4/6				
MP 6							

Chaos Feature: highly flammable.

DRAGON SNAIL FOUR (SIZ 9)

Move 1	shell	01-08	8/9	weapon	sr	attack	damage
HP 17	body	09-14	4/8	Bite	6	30	1d6+1d4
FP 44	head	15-20	4/8				
MP 14							

Chaos Feature: +8 CON

DRAGON SNAIL FIVE (SIZ 12)

Move 1	shell	01-07	8/6	weapon	sr	attack	damage
HP 11	body	08-12	4/5	R Bite	7	20	1d6+1d4
FP 23	r head	13-16	4/5	L Bite	10	20	1d6+1d4
MP 10	l head	17-20	4/5				

Chaos Feature: Befuddles one foe per round.

DRAGON SNAIL SIX (SIZ 7)

Move 1	shell	01-08	8/6	weapon	sr	attack	damage
HP 11	body	09-14	4/5	Bite	7	32	1d6
FP 20	head	15-20	4/5				
MP 5							

Chaos Feature: Hideous; roll POWx 5 or be Demoralized.



DRAGON SNAIL SEVEN (SIZ 6)

Move 1 shell 01-08 8/5 weapon sr attack damage
 HP 9 body 09-14 4/3 Bite 6 49 1d6
 FP 20 head 15-20 4/3 MP 11
 Chaos Feature: reflects 1 and 2 point spells.

DRAGON SNAIL EIGHT (SIZ 28)

Move 1 shell 01-07 16/11 weapon sr attack damage
 HP 21 body 08-12 12/9 R Bite 6 50 1d6+3d6
 FP 42 r head 13-16 12/9 L Bite 9 59 1d6+3d6
 MP 11 l head 17-20 12/9
 Chaos Feature: +8 point skin.

THE GIANT SNAKES

There are eight giant snakes living in the caves. Unlike most inhabitants of the caves, these impressively huge and colorful snakes are not creatures of chaos. They are the only survivors of the Earth Temple which was here before the forces of chaos came. They fear and despise chaos and will attack any chaotic creature on sight. They have learned to avoid the more powerful chaos beings, such as the scorpion men, that reside within the caves, but will certainly attack any weaker chaos beings that they find. They immediately attack dragon snails, for example. Their reaction to non-chaotic adventurers is somewhat unpredictable, but not necessarily hostile.

When a snake is called for by the Initial Die Roll for a room, determine which snake(s) are in the room by rolling on the Snake En-

counter table below. Then use the Snake Reaction table if the snake(s) encountered are the latter six snakes listed. The Stone Snake always attacks and the Friendly Snake is always friendly, so no reaction roll need be made if they are encountered. The first four snakes speak Trade Talk at 70%, Auld Wyrnish at 52%, and Earth Speech at 85%.

Giant Snake Encounter Table

d10	snake encountered
1	The Stone Snake
2-4	The Friendly Snake
5	The Poison Snake
6	The Magician Snake
7	Fang
8	Hiss
9	Crush
10	Chomp

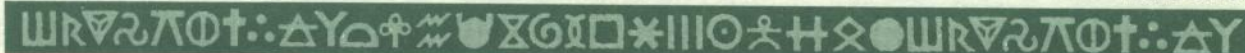
Giant Snake Reaction Table

d100	reaction
01-40	Snake Attacks (from ambush if possible)
41-55	Snake Threatens Party (attacks if party advances)
56-90	Snake Ignores Party Unless Attacked
91-00	Snake Is Friendly (will aid party if possible)

NOTE: If the party is accompanied by the Friendly Snake, add 45 to the die roll.



Dragon Snails



THE STONE SNAKE (SIZ 33)

Move 2	tail	01-06	10/8	weapon	sr	attack	damage
HP 22	body	07-14	10/10	Gaze	4	Auto resist vs.	
FP 34	head	15-20	10/8			snake's magic pts.	
MP 21						or turned to stone.	

Appearance: gray and stony.

Note: this snake always attacks, from ambush if possible. It can use its gaze attack vs. one target per round at a range of up to 100 meters, and no magical defenses can block it, since it is not a spell. If it succeeds in turning one opponent to stone it immediately attempts to pick up the new statue in its coils and cart it off to room 8. Unless it is interfered with while doing this, it leaves the rest of the party alone, and will not make another attack on the group for the rest of the day in which it created a statue. Once the statue is emplaced in room 8, it becomes another near-mindless gargoyle, and can only be returned to its former status through divine intervention.

THE FRIENDLY SNAKE (SIZ 29)

Move 3	tail	01-06	6/6	weapon	sr	attack	damage
HP 17	body	07-14	6/8	Bite	7	89	1d8+3d3
FP 32	head	15-20	8/6				
MP 15							

Appearance: dull black

Note: this snake is always friendly to any party which has no chaotic members (it can smell chaos, so human-looking ogres cannot fool it). It willingly accompanies any party and helps protect it through rooms 2 through 10, and will warn them about room 11. This snake improves the party's chances of getting a friendly reaction from other snakes by 45%. If the party is attacked by snakes anyway, the friendly snake remains neutral in the ensuing battle. This snake attacks exclusively with a powerful strike and bite, unlike some of the other snakes, which are constrictors.

THE POISON SNAKE (SIZ 28)

Move 3	tail	01-06	6/6	weapon	sr	attack	damage
HP 18	body	07-14	6/8	Breath	3	78	poison
FP 29	head	15-20	6/6				
MP 17							

Appearance: green and shiny

Note: breathes a jet of poison gas 1 meter wide and 8 meters long. Anyone hit directly by the jet is automatically affected by a poison with a POT of 8. Others in the room are only affected if they inhale during that round.

THE MAGICIAN SNAKE (SIZ 30)

Move 3	tail	01-06	6/7	weapon	sr	attack	damage
HP 19	body	07-14	6/10	Bite	6	60	1d6+3d3
FP 40	head	15-20	6/7				
MP 20							

Appearance: brown with yellow stripes.

Spirit Magic (100%): Befuddle (2), Disruption, Mobility 2*, Heal 6, Protection 4

Note: this snake knows some spells and has two special abilities. First, it can use its fatigue points as magic points to cast spells. Second, it can turn invisible (this costs it 3 magic points) for up to 5 minutes at a time (the effect is cancelled if it attacks or casts any spell while invisible). If the snake is hostile, it fights until low on fatigue points, then turns invisible and tries to escape. It is capable of using its spells to the benefit of the other snakes in addition to itself, and may be willing to aid friendly adventurers as well.

FANG (SIZ 33)

Move 3	tail	01-06	6/8	weapon	sr	attack	damage
HP 23	body	07-14	6/10	Bite	5	76	1d4+3d3
FP 36	head	15-20	6/8	Constrict	8	48	3d6
MP 9							

Appearance: brown with red streaks.

Note: this snake is unintelligent. If the bite attack strikes, then 3 SR later on that same round it will attempt to constrict. If the constriction attack hits, then it can automatically constrict the victim on each subsequent round, plus continue to bite normally. Constriction damage goes against the target's total hit points, and only chest armor counts against this damage.

HISS (SIZ 28)

Move 3	tail	01-06	6/7	weapon	s	attack	damage
HP 20	body	07-14	6/9	Bite	6	69	1d4+3d3
FP 35	head	15-20	6/7	Constrict	9	61	3d6
MP 10							

Appearance: light gray with blue splotches

Note: see FANG, above.

CRUSH (SIZ 34)

Move 3	tail	01-06	6/8	weapon	sr	attack	damage
HP 22	body	07-14	6/10	Bite	7	64	1d4+3d3
FP 47	head	15-20	6/8	Constrict	10	75	4d6
MP 7							

Appearance: alternating bands of red, white, and green.

Note: see FANG, above.

CHOMP (SIZ 23)

Move 3	tail	01-06	6/6	weapon	sr	attack	damage
HP 18	body	07-14	6/8	Bite	6	86	1d6+3d3
FP 43	head	15-20	6/6	Constrict	9	63	3d6
MP 8							

Appearance: yellow with green stripes

Note: see FANG, above.



GORP

GORP ONE

Move 1 body 0/10
 MP 22
 Envelope SR 1 100% 8 points acid
 Chaos Feature: +1d6 POW (included)

GORP TWO

Move 1 body 0/19
 MP 13
 Envelope SR 1 100% 8 points acid
 Chaos Feature: agonizing screams while moving.

GORP THREE

Move 1 body 0/13
 MP 11
 Envelope SR 1 100% 8 points acid
 Chaos Feature: regenerates from damage at rate of 1 point per round.

GORP FOUR

Move 1 body 6/15
 Envelope SR 1 100% 8 points acid
 MP 16
 Chaos Feature: 6 point skin

OGRES

The ogres of the caves are led by Gir-lak, Talon (priest) of the Cacodemon cult. Cacodemon is a mighty chaos demon worshiped by ogres. Gir-lak does not worship Cacodemon directly, but uses the cult as a focus to worship the spirit of a powerful ancestor. Gir-lak and his followers live in these caves because here they are free to worship the ancestral spirit without interference either from chaos-hating beings such as trolls, or from dogmatic members of the Cacodemon cult.

Gir-lak is always accompanied by his bodyguard/mistress Mur-da. All the ogres following Gir-lak are very loyal to the priest, and will obey him in nearly all situations. The one exception is Err-aa, mother of Ses-i and Ger-li, whose first priority is her children's safety.

Gir-lak's relationship with the other inhabitants of the caves is mixed. He and Bigclub the giant are good friends, though no one is sure what the two have in common. He maintains a cautious obedience to Filith, the powerful broo shaman who is the nominal ruler of the caves. He has contempt for Kzwmp, leader of the scorpion men, and is particularly amused that neither Cacodemon or Malia would accept Kzwmp as a priest.

Gir-lak is willing to take orders from Fil-ith, but only as long as Fil-ith's orders are polite and for the good of all the beings of the

caves. For example, Fil-ith has decreed that Gir-lak work to supply everyone in the caves with plate armor, and Gir-lak is slowly achieving this goal. On the other hand, Fil-ith has asked that the ogres participate in the capture of intruders for use as sacrifices to Malia, and Gir-lak is naturally unenthusiastic about this order. Gir-lak is not afraid of Fil-ith, and has threatened to kill Fil-ith if his friend Bigclub is ever harmed by the broo or his repulsive followers.

GIR-LAK, ogre leader and Talon of the Cacodemon cult.

STR 17
 CON 18 Move: 3
 SIZ 14 Hit Points: 16
 INT 17 Fatigue: 35-27 = 7
 POW 18 Magic Points: 18 + 16 (matrix) + 22 (spirit) = 56
 DEX 21 DEX SR: 1
 APP 14

location	melee	missile	pts
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	pts
2H Long Spear	4	85	1d10+1+1d4	79	10
Greatsword	4	112	2d8+1d4	85	12
Quarterstaff	4	84	1d8+1d4	92	12
Hvy Crossbow	1	74	2d6+2	--	10

Dodge: 77

Spirit Magic (63%): Befuddle (2), Bladesharp 4, Disruption, Protection 5, Repair 2, Silence 3*; (known by allied spirit: 110%) Heal 6

Divine Magic: (73%): Absorption 3, Dismiss Magic 5*, Fear, Soul Sight.

Skills: Climb 60, Conceal 65, Craft/Armorer 99, Craft/Locksmith 97, Devise 62, Disguise 90, Evaluate 50, Hide 55, Jump 64, Listen 70, Orate 37, Scan 49, Search 65, Sleight 70, Sneak 92, Track 65

Languages: Darktongue 15/0, New Pelorian 23/0, Tarsh 47/0, Trade 39/32

Treasure: 16 point magic point matrix crystal. Allied spirit stored in special brass-bound quarterstaff (INT 6, POW 22).

Chaos Feature: regenerates 2 hit points per round in each injured hit location until dead.

Notes: wears chain on extremities and plate on body.

MUR-DA, 29-year old ogre female

STR 24
 CON 16 Move: 3
 SIZ 17 Hit Points: 17
 INT 15 Fatigue: 40-35 = 5
 POW 15 Magic Points: 15
 DEX 13 DEX SR: 3



APP 14

location	melee	missile	armor/hit pts
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	pts
Heavy Mace	6	72	1d10+2d6	69	10
Kite Shield	7	20	1d6+2d6	62	16
Composite Bow	3/9	51	1d8+1	23	7
Befuddle	3	Auto.	resist vs. mg. points or Befuddled		

Dodge: 28

Spirit Magic (40%): Bludgeon 4*, Disruption, Heal 3, Protection 2

Skills: Disguise 88, Sneak 50

Chaos Feature: Befuddles one opponent per round in addition to other attacks.

Notes: chain extremities, plate torso.

SES-I, 16-year old ogre male

STR 18	
CON 9	Move: 3
SIZ 13	Hit Points: 11
INT 11	Fatigue: 27-19 = 8
POW 8	Magic Points: 8
DEX 11	DEX SR: 3
APP 8	

location	melee	missile	armor/hit pts
r leg	01-04	01-03	17/4
l leg	05-08	04-06	17/4
abdomen	09-11	07-10	17/4
chest	12	11-15	17/5
r arm	13-15	16-17	17/3
l arm	16-18	18-19	17/3
head	19-20	20	17/4

weapon	sr	attack	damage	parry	pts
Heavy Mace	7	38	1d10+1d4	30	10
Kite Shield	8	11	1d6+1d4	24	16
Self Bow	3/9	31	1d6+1	22	5

Dodge: 05

Spirit Magic (21%): Bludgeon 1*, Disruption, Heal 1

Skills: Disguise 40, Sneak 32

Chaos Feature: +12 point skin.

Notes: wears ringmail.

GER-LI, 24-year old ogre female

STR 16	
CON 10	Move: 3
SIZ 10	Hit Points: 10
INT 14	Fatigue: 26-15 = 11

POW 13	Magic Points: 13
DEX 13	DEX SR: 3
APP 10	

location	melee	missile	armor/hit pts
r leg	01-04	01-03	5/4
l leg	05-08	04-06	5/4
abdomen	09-11	07-10	5/4
chest	12	11-15	5/5
r arm	13-15	16-17	5/3
l arm	16-18	18-19	5/3
head	19-20	20	5/4

weapon	sr	attack	damage	parry	pts
Heavy Mace	7	34	1d10+1d4	30	10
Kite Shield	8	15	1d6+1d4	32	16

Dodge: 17

Skills: Disguise 51, Sneak 35

Chaos Feature: Reflects spells up to 4 points back at caster.

Notes: ringmail armor.

ME-NIE, 21-year old ogre male

STR 19	
CON 17	Move: 3
SIZ 17	Hit Points: 17
INT 13	Fatigue: 36-35 = 1
POW 11	Magic Points: 11
DEX 14	DEX SR: 3
APP 9	

location	melee	missile	armor/hit pts
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	pts
Heavy Mace	6	66	1d10+1d6	61	10
Kite Shield	7	17	1d6+1d6	35	16
Self Bow	3/9	39	1d6+1	22	5

Dodge: 15

Spirit Magic (20%): Bludgeon 3*, Disruption, Heal 3, Multimissile 2*

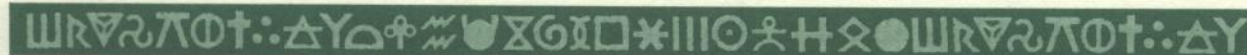
Skills: Hide 60, Scan 50, Sneak 72, Track 50

Chaos Feature: regenerates 1 pt. per turn in one location of choice until dead.

Notes: chain extremities, plate torso.

ERR-AA, 40-year old ogre female

STR 20	
CON 15	Move: 6
SIZ 16	Hit Points: 16
INT 13	Fatigue: 35-30 = 5
POW 15	Magic Points: 15



DEX 17
APP 16

location	melee	missile	armor/hit pts
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	pts
Greatsword	4	80	2d8+1d6	86	12
Self Bow	2/7	62	1d6+1	26	5

Dodge: 05

Spirit Magic (45%): Bladesharp 4, Heal 4, Multimissile 3*

Skills: Conceal 63, Scan 45, Search 64

Chaos Feature: Moves 6 meters per SR.

Notes: chain extremities, plate torso.

HERI-TIK, 25-year old ogre female

STR 20
CON 16 Move: 3
SIZ 16 Hit Points: 16
INT 16 Fatigue: 36-34 = 2
POW 14 Magic Points: 14
DEX 13 DEX SR: 3
APP 16

location	melee	missile	armor/hit pts
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	pts
Broadsword	6	64	1d8+1+1d6	61	10
Kite Shield	7	20	1d6+1d6	58	16
Self Bow	3/9	47	1d6+1	21	5
Befuddle	3	Auto.	resist vs. mg. points or Befuddled		

Dodge: 24

Spirit Magic (36%): Bludgeon 4*, Heal 1, Mobility 1*,

Multimissile 3*, Protection 1, Slow 1*

Skills: Disguise 64, Jump 54, Listen 77, Sneak 35

Chaos Feature: Befuddles one opponent per turn in addition to other attacks.

Notes: chain extremities, plate torso.

THE OGRE ANCESTRAL SPIRIT

This spirit manifests itself as an exceptionally muscular but otherwise ordinary-appearing ogre. It is summoned in a fashion that is gratifying to Cacedemon. Gir-lak takes any living intelligent being and kills it while expending 3 magic points. The spirit comes down and manifests itself within the corpse of the sacrifice victim, whose body changes and melts into the form of the ogre spirit. The spirit uses its own characteristics and abilities, not those of its "host."

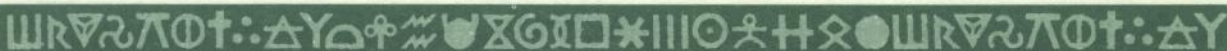
This ritual is usually done in room 11 and 12, but can be done anywhere. The spirit can operate until the body has grown cold (30-40 minutes), when it must depart and the corpse returns to its former appearance (plus any damage). Killing the spirit's body also dismisses it back to the spirit plane until another host can be achieved.

STR 34
CON 15 Move: 6
SIZ 22 Hit Points: 19
INT 18 Fatigue: 49
POW 21 Magic Points: 21
DEX 15 DEX SR: 3
APP 14

location	melee	missile	armor/hit pts
r leg	01-04	01-03	12/7
l leg	05-08	04-06	12/7
abdomen	09-11	07-10	12/7
chest	12	11-15	12/8
r arm	13-15	16-17	12/6
l arm	16-18	18-19	12/6
head	19-20	20	12/7

weapon	sr	attack	damage
Bite	6	95	1d4+2d6
Claw	9	85	1d6+2d6
Befuddle	3	Auto.	resist vs. mg. points or Befuddled

Chaos Features: regenerates 3 hit points per round in each injured location until dead; reflects all spells up to 4 magic points back at caster; 12 point skin; Befuddles one opponent per turn in addition to other attacks, moves 6 meters per SR. Note that these chaos features are reflected in the features of the spirit's worshipers — a manifestation of its cruel power.



RUBBLE RUNNERS

These small animals run away when wounded. Once a rubble runner connects with a bite, it hangs on and continues to bite. Roll each round to see if the "hit" is critical and thus gets through armor. They vaguely resemble carnivorous armadillos.

RUBBLE RUNNER ONE

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	24		1d6
HP 7	lh leg	03-04	03-04	2/3					
FP 14	hind q	05-07	05-09	2/4	Dodge:		10%		
MP 8	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					

RUBBLE RUNNER TWO

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	8	34		1d6
HP 7	lh leg	03-04	03-04	2/3					
FP 15	hind q	05-07	05-09	2/4	Dodge:		32%		
MP 12	fore q	08-10	10-14	2/4					

RUBBLE RUNNER FIVE

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	25		1d6
HP 5	lh leg	03-04	03-04	2/3					
FP 9	hind q	05-07	05-09	2/4	Dodge:		31%		
MP 10	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					

RUBBLE RUNNER SIX

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	27		1d6
HP 7	lh leg	03-04	03-04	2/3					
FP 14	hind q	05-07	05-09	2/4	Dodge:		47%		
MP 10	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					

RUBBLE RUNNER SEVEN

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	28		1d6
HP 7	lh leg	03-04	03-04	2/3					
FP 17	hind q	05-07	05-09	2/4	Dodge:		25%		
MP 11	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					

rf leg	11-13	15-16	2/3
lf leg	14-16	17-18	2/3
head	17-20	19-20	2/3

RUBBLE RUNNER THREE

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/2	Bite	9	28		1d6
HP 6	lh leg	03-04	03-04	2/2					
FP 11	hind q	05-07	05-09	2/3	Dodge:		32%		
MP 12	fore q	08-10	10-14	2/3					
	rf leg	11-13	15-16	2/2					
	lf leg	14-16	17-18	2/2					
	head	17-20	19-20	2/2					

RUBBLE RUNNER FOUR

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	8	27		1d6
HP 8	lh leg	03-04	03-04	2/3					
FP 16	hind q	05-07	05-09	2/4	Dodge:		33%		
MP 9	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					

lf leg	14-16	17-18	2/3
head	17-20	19-20	2/3

RUBBLE RUNNER EIGHT

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	27		1d6
HP 9	lh leg	03-04	03-04	2/3					
FP 21	hind q	05-07	05-09	2/4	Dodge:		25%		
MP 9	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					

RUBBLE RUNNER NINE

		melee		missile		wpn	sr	attack	damage
Move 3	rh leg	01-02	01-02	2/3	Bite	9	21		1d6
HP 7	lh leg	03-04	03-04	2/3					
FP 12	hind q	05-07	05-09	2/4	Dodge:		27%		
MP 10	fore q	08-10	10-14	2/4					
	rf leg	11-13	15-16	2/3					
	lf leg	14-16	17-18	2/3					
	head	17-20	19-20	2/3					



THE SCORPION MEN

Although the ten scorpion men are among the most dangerous inhabitants of the caves, they are held in contempt by the other two bosses and their cronies, especially since their leader Kzwmp's bid to become a Disease Master of Malia met with failure. Both Fil-ith and Gir-lak look down upon the scorpion men and take any opportunity to insult them. This does not stop Kzwmp from inspiring his scorpion man followers to fanatical loyalty. He plots his revenge against the other leaders and their followers, but for the moment he needs the other denizens of the caves more than they need him.

Kzwmp and his followers are all initiates of Malia.

KZWMP, leader of the scorpion men

STR 24	
CON 13	Move: 3
SIZ 18	Hit Points: 16
INT 17	Fatigue: 37-25 = 12
POW 25	Magic Points: 25 + 18 matrices = 43
DEX 17	DEX SR: 2
APP 17	

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/6
chest	13-14	11-15	11/8
r arm	15-16	16-17	11/5
l arm	17-18	18-19	11/5
head	19-20	20	11/6

weapon	sr	attack	damage	parry	pts
Broadsword	5	97	1d8+1+2d6	90	10
Kite Shield	6	11	1d6+2d6	88	16
Sling	2/7	78	1d8	--	--
Sting	8	78	1d6+2d6*	--	--

+ potency 13 poison

Dodge: 67

Spirit Magic (100%): Disruption (1), Heal 6, Ironhand 4*, Protection 4; (in matrix) Bladesharp 3

Skills: Climb 67, Devise 74, Evaluate 32, Jump 69, Listen 75, Orate 47, Sleight 75, Track 41

Languages (Speak/Read): Trade 44/22

Chaotic Features: +7 INT and +3d6 POW, both already included in statistics.

Treasure: a bronze broadsword with a Bladesharp 3 matrix, and two magic point storage matrices in the form of crystals. One holds 12 magic points, the other 6. Owns 5 golden Wheels.

Notes: wears plate on human parts, only his own tough hide elsewhere. Can sting plus any other attack and still parry. Nor-

mally, Kzwmp swings with his broadsword first, and stings second. This way, if the target parries the broadsword, the sting is unblocked. On the other hand, if the target reserves his parry for the sting attack, the broadsword may well cripple Kzwmp's victim to the point that he can't parry the sting anyway.

Scorpion Man Group One

KZAMP

Move 3
HP 14
FP 23
MP 9
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	15/3
rc leg	02	02	15/3
rf leg	03-04	03	15/3
lh leg	05	04	15/3
lc leg	06	05	15/3
lf leg	07-08	06	15/3
tail	09-10	07	15/5
rh leg	01	01	15/3
thorax	11-12	08-10	15/5
chest	13-14	11-15	15/6
r arm	15-16	16-17	15/4
l arm	17-18	18-19	15/4
head	19-20	20	15/5

weapon	sr	attack	damage	parry	pts
Club	3	65	1d10+2d6	52	10
Sling	1/5/9	77	1d8	--	--
Sting	6	33	1d6+2d6*	--	--

+ potency 6 poison

Spells (42%): Heal 2, Multimissile 2*.

Chaotic Feature: +12 point skin

KZEMP

Move 3
HP 18
FP 29
MP 10
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/6



chest	13-14	11-15	3/8
r arm	15-16	16-17	3/5
l arm	17-18	18-19	3/5
head	19-20	20	3/6

weapon	sr	attack	damage	parry	pts
Club	5	62	1d10+1d6	65	10
Sling	2/7	54	1d8	--	--
Sting	8	40	1d6+1d6	--	--

+ potency 17 poison

Spells (47%): Disrupt (1), Ironhand 2*

Chaotic Feature: regenerates 1 hit point per location per round till dead.

KZIMP

Move 3
HP 13
FP 16
MP 9
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/5
chest	13	11-14	3/6
r arm	14-15	15-16	3/4
l arm	16-17	17-18	3/4
head	18-20	19-20	3/7

weapon	sr	attack	damage	parry	pts
Club	6	78	1d10+1d6	54	10
Sling	3/9	52	1d8	--	--
Sting	9	65	1d6+1d6	--	--

+ potency 6 poison

Spells (39%): Befuddle (2), Disrupt

Chaotic Feature: has a horse's head instead of a human head.

Scorpion Man Group Two

KZUMP

Move 3
HP 13
FP 27
MP 5
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3

rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/5
chest	13-14	11-15	3/6
r arm	15-16	16-17	3/4
l arm	17-18	18-19	3/4
head	19-20	20	3/5

weapon	sr	attack	damage	parry	pts
Club	5	75	1d10+2d6	74	10
Sling	2/7	42	1d8	--	--
Sting	8	57	1d6+2d6	--	--

+ potency 7 poison

Spells (22%): Bludgeon 2*, Disrupt (1)

Chaotic Feature: none.

KZOMP

Move 3
HP 15
FP 31
MP 10
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/5
chest	13-14	11-15	3/6
r arm	15-16	16-17	3/4
l arm	17-18	18-19	3/4
head	19-20	20	3/5

weapon	sr	attack	damage	parry	pts
Club	6	67	1d10+1d6	60	10
Sling	3/9	42	1d8	--	--
Sting	9	72	1d6+1d6	--	--

+ potency 13 poison

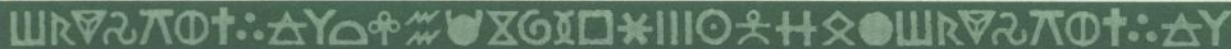
Spells (47%): Disrupt (1)

Chaotic Feature: absorbs up to 2 point spells, adding the magic points to its own.

KZYMP

Move 3
HP 16
FP 29
MP 5
club 10

location	melee	missile	armor/hit pts
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rh leg	01	01	9/3
rc leg	02	02	9/3
rf leg	03-04	03	9/3
lh leg	05	04	9/3
lc leg	06	05	9/3
lf leg	07-08	06	9/3
tail	09-10	07	9/6
thorax	11-12	08-10	9/6
chest	13-14	11-15	9/8
r arm	15-16	16-17	9/5
l arm	17-18	18-19	9/5
head	19-20	20	9/6

weapon	sr	attack	damage	parry	pts
Club	7	50	1d10+1d6	54	10
Sling	4	41	1d8	--	--
Sting	10	52	1d6+1d6	--	--

+ potency 13 poison

Spells (22%): Heal 2

Chaotic Feature: +6 point kin

Scorpion Man Group Three

MONRO

Move 3

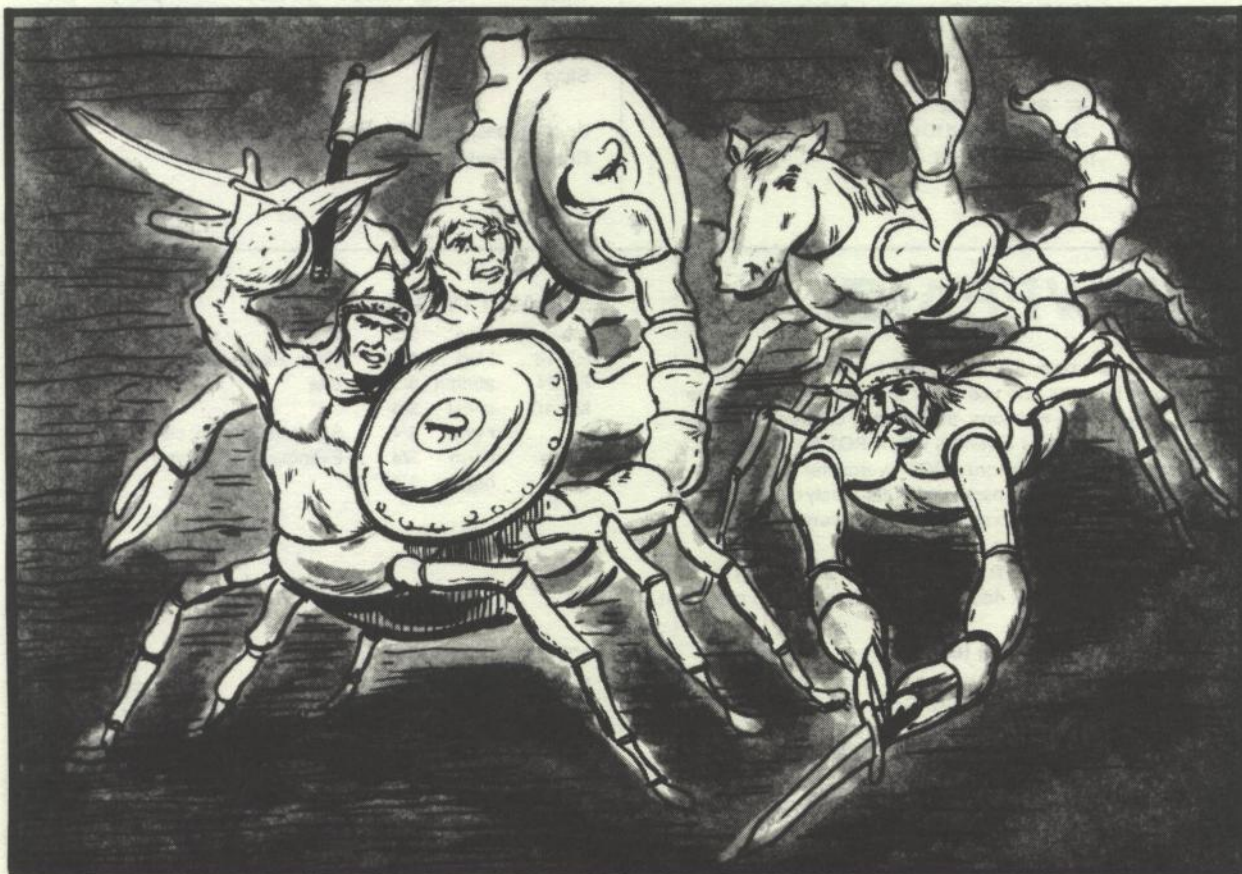
HP 13

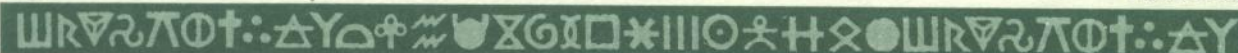
FP 24

MP 7

club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/5
chest	13-14	11-15	3/6
r arm	15-16	16-17	3/4
l arm	17-18	18-19	3/4
head	19-20	20	3/5





weapon	sr	attack	damage	parry	pts
Club	5	65	1d10+1d6	64	10
Sling	2/7	45	1d8	--	--
Sting	8	49	1d6+1d6	--	--

+ potency 8 poison

Spells (32%): Disrupt (1)

Chaotic Feature: explodes at death, doing 3d6 damage to all within 3m radius.

OKAMO

Move 3
HP 16
FP 27
MP 8
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/6
thorax	11-12	08-10	3/6
chest	13-14	11-15	3/8
r arm	15-16	16-17	3/5
l arm	17-18	18-19	3/5
head	19-20	20	3/6

weapon	sr	attack	damage	parry	pts
Club	3	45	1d10+1d6	76	10
Sling	1/5/9	73	1d8	--	--

Sting	6	52	1d6+1d6	--	--
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+ potency 11 poison

Spells (37%): Demoralize (2), Heal 2

Chaotic Feature: none

LEAR

Move 3
HP 14
FP 27
MP 10
club 10

location	melee	missile	armor/hit pts
rh leg	01	01	3/3
rc leg	02	02	3/3
rf leg	03-04	03	3/3
lh leg	05	04	3/3
lc leg	06	05	3/3
lf leg	07-08	06	3/3
tail	09-10	07	3/5
thorax	11-12	08-10	3/5
chest	13-14	11-15	3/6
r arm	15-16	16-17	3/4
l arm	17-18	18-19	3/4
head	19-20	20	3/5

weapon	sr	attack	damage	parry	pts
Club	4	63	1d10+1d6	60	10
Sling	2/7	77	1d8	--	--
Sting	7	80	1d6+1d6	--	--

+ potency 10 poison

Spells (47%): Befuddle (2), Heal 2, Multimissile 2*.

Chaotic Feature: none.

THE VERALZI

The Veralzi are pale, flabby, eyeless humanoid creatures.

They have big ears and use sonar to make their way in the dark. They use no weapons, though they use rocks as missiles. Their bite injects a venom with a POT equal to the Veralzi's CON. If the venom's POT overcomes the victim's CON, then the victim is paralyzed. This paralysis ends when he is placed in Nurse's cradle or after the venom's POT in days, whichever happens first.

Veralzi statistics are: STR 2d6, CON 3d6, SIZ 4d6, INT 1d6+6, POW 3d6, DEX 4d6, APP 2d6. They have 3 point skin.

VERALZI ONE, male leader

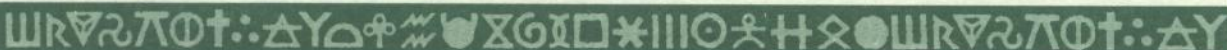
Move	5	r leg	3/7	weapon	sr	attack	damage
HP	21	l leg	3/7	Thwn Rock	3/9	70	1d4+1d3
FP	30	abdmn	3/7	Fist	6	30	1d3+1d6
MP	11	chest	3/9	Bite	6	84	1d6+1d6
		r arm	3/6				+ poison POT 19
		l arm	3/6	Spells (55%): Disruption, Slow 1*, Multimissile 2*.			
		head	3/7				

VERALZI TWO, male

Move	5	r leg	3/5	weapon	sr	attack	damage
HP	14	l leg <td>3/5 <td>Thwn Rock</td> <td>3/9</td> <td>62</td> <td>1d4</td> </td>	3/5 <td>Thwn Rock</td> <td>3/9</td> <td>62</td> <td>1d4</td>	Thwn Rock	3/9	62	1d4
FP	24	abdmn <td>3/5 <td>Bite</td> <td>8</td> <td>36</td> <td>1d6</td> </td>	3/5 <td>Bite</td> <td>8</td> <td>36</td> <td>1d6</td>	Bite	8	36	1d6
MP	10	chest <td>3/6</td> <td></td> <td></td> <td></td> <td>+ poison POT 15</td>	3/6				+ poison POT 15
		r arm <td>3/4</td> <td colspan="4">Spells (50%): Dispel Magic 1*, Extinguish 1*, Slow 1*</td>	3/4	Spells (50%): Dispel Magic 1*, Extinguish 1*, Slow 1*			
		l arm <td>3/4</td> <td></td> <td></td> <td></td> <td></td>	3/4				
		head <td>3/5</td> <td></td> <td></td> <td></td> <td></td>	3/5				

VERALZI THREE, female

Move	5	r leg	3/4	weapon	sr	attack	damage
HP	12	l leg <td>3/4 <td>Thwn Rock</td> <td>3/9</td> <td>45</td> <td>1d4+1d2</td> </td>	3/4 <td>Thwn Rock</td> <td>3/9</td> <td>45</td> <td>1d4+1d2</td>	Thwn Rock	3/9	45	1d4+1d2
FP	18	abdmn <td>3/4 <td>Fist</td> <td>7</td> <td>22</td> <td>1d3+1d4</td> </td>	3/4 <td>Fist</td> <td>7</td> <td>22</td> <td>1d3+1d4</td>	Fist	7	22	1d3+1d4
MP	15	chest <td>3/5</td> <td>Bite</td> <td>10</td> <td>25</td> <td>1d6+1d4</td>	3/5	Bite	10	25	1d6+1d4
		r arm <td>3/3</td> <td></td> <td></td> <td></td> <td>+ poison POT 7</td>	3/3				+ poison POT 7
		l arm <td>3/3</td> <td colspan="4">Spells (75%): Disruption, Dispel Magic 2*, Slow 3*</td>	3/3	Spells (75%): Disruption, Dispel Magic 2*, Slow 3*			
		head <td>3/4</td> <td></td> <td></td> <td></td> <td></td>	3/4				



Veralzi Group 2

head 3/4 2", Slow 1"

VERALZI ONE, male leader

Move	5	r leg	3/7	weapon	sr	attack	damage
HP 21	l leg	3/7	Thwn Rock	3/9	21	1d4+1d3	
FP 30	abdmn	3/7	Fist	6	80	1d3+1d6	
MP 15	chest	3/9	Bite	6	77	1d6+1d6	
	r arm	3/6				+ poison POT 15	
	l arm	3/6					
	head	3/7					

Spells (75%): Detect Enemies*, Disruption, Extinguish 1*,

VERALZI TWO, female

Move	5	r leg	3/5	weapon	sr	attack	damage
HP 14	l leg	3/5	Thwn Rock	3/9	32	1d4	
FP 24	abdmn	3/5	Bite	8	36	1d6	
MP 10	chest	3/6				+ poison POT 15	
	r arm	3/4					
	l arm	3/4					
	head	3/5					

Spells (50%): Dispel Magic 2*, Slow 2*

VERALZI THREE, female

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 11	l leg	3/4	Thwn Rock	2/7	27	1d4	
FP 11	abdmn	3/4	Fist	7	37	1d3	
MP 12	chest	3/5	Bite	10	21	1d6	
	r arm	3/3				+ poison POT 8	
	l arm	3/3					

Spells (60%): Disruption, Extinguish

VERALZI FOUR, female

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 12	l leg	3/4	Thwn Rock	3/9	45	1d4+1d2	
FP 18	abdmn	3/4	Fist	7	22	1d3+1d4	
MP 13	chest	3/5	Bite	10	25	1d6+1d4	
	r arm	3/3				+ poison POT 7	
	l arm	3/3					
	head	3/4					

Spells (65%): Disruption, Dispel Magic 4*, Heal 1, Slow 2*

VERALZI FIVE, male

Move	5	r leg	3/5	weapon	sr	attack	damage
HP 14	l leg	3/5	Thwn Rock	3/9	27	1d4+1d2	
FP 17	abdmn	3/5	Fist	7	30	1d3+1d4	
MP 15	chest	3/6	Bite	10	69	1d6+1d4	
	r arm	3/4				+ poison POT 10	
	l arm	3/4					
	head	3/4					

Spells (75%): Extinguish 2*, Slow 1"

VERALZI SIX, female

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 12	l leg	3/4	Thwn Rock	3/9	45	1d4+1d2	
FP 18	abdmn	3/4	Fist	7	22	1d3+1d4	
MP 13	chest	3/5	Bite	10	25	1d6+1d4	
	r arm	3/3				+ poison POT 7	
	l arm	3/3					
	head	3/4					

Spells (65%): Disruption, Dispel Magic 4*, Heal 1, Slow 2*

Veralzi Group 3

VERALZI ONE, female leader

Move	5	r leg	3/7	weapon	sr	attack	damage
HP 21	l leg	3/7	Thwn Rock	3/9	31	1d4+1d3	
FP 30	abdmn	3/7	Fist	6	40	1d3+1d6	
MP 17	chest	3/9	Bite	6	62	1d6+1d6	
	r arm	3/6				+ poison POT 17	
	l arm	3/6					
	head	3/7					

Spells (85%): Disruption, Heal 4.

VERALZI TWO, male

Move	5	r leg	3/5	weapon	sr	attack	damage
HP 14	l leg	3/5	Thwn Rock	3/9	32	1d4	
FP 24	abdmn	3/5	Bite	8	36	1d6	
MP 12	chest	3/6				+ poison POT 15	
	r arm	3/4					
	l arm	3/4					
	head	3/5					

Spells (60%): Dispel Magic 4*, Extinguish 1*, Slow 1"

VERALZI THREE, female

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 11	l leg	3/4	Thwn Rock	2/7	27	1d4	
FP 11	abdmn	3/4	Fist	7	37	1d3	
MP 12	chest	3/5	Bite	10	81	1d6	
	r arm	3/3				+ poison POT 8	
	l arm	3/3					
	head	3/4					

Spells (60%): Disruption, Extinguish 2*, Slow 1"

VERALZI FOUR, male

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 12	l leg	3/4	Thwn Rock	3/9	45	1d4+1d2	
FP 18	abdmn	3/4	Fist	7	22	1d3+1d4	
MP9	chest	3/5	Bite	10	25	1d6+1d4	
	r arm	3/3				+ poison POT 7	
	l arm	3/3					
	head	3/4					

Spells (45%): Disruption, Dispel Magic 4*, Slow 2"

VERALZI FIVE, male

Move	5	r leg	3/5	weapon	sr	attack	damage
HP 14	l leg	3/5	Thwn Rock	3/9	27	1d4+1d2	
FP 17	abdmn	3/5	Fist	7	40	1d3+1d4	
MP 15	chest	3/6	Bite	10	29	1d6+1d4	
	r arm	3/4				+ poison POT 10	
	l arm	3/4					
	head	3/5					

Spells (75%): Extinguish 2*, Slow 1"

VERALZI SIX, male

Move	5	r leg	3/4	weapon	sr	attack	damage
HP 12	l leg	3/4	Thwn Rock	3/9	65	1d4+1d2	
FP 18	abdmn	3/4	Fist	7	34	1d3+1d4	
MP 13	chest	3/5	Bite	10	65	1d6+1d4	
	r arm	3/3				+ poison POT 7	
	l arm	3/3					
	head	3/4					

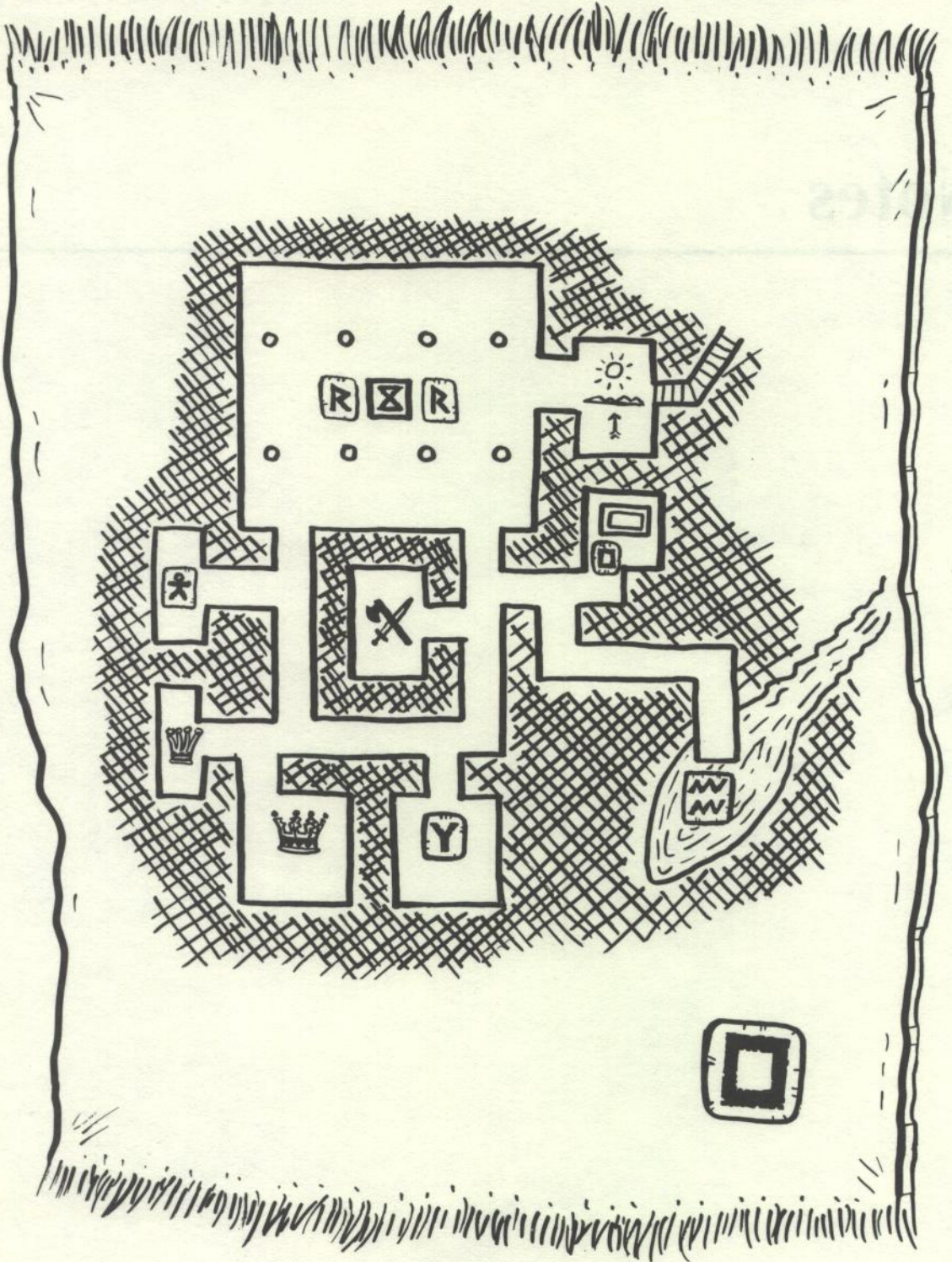
Spells (65%): Disruption, Dispel Magic 1*, Slow 2"

W R V S A O T : : A Y O P W X G I O * I I I O S H A O W R V S A O T : : A Y



Found Item 1: a map of rooms 1-9 drawn on a well-preserved leather scroll. See page 17.

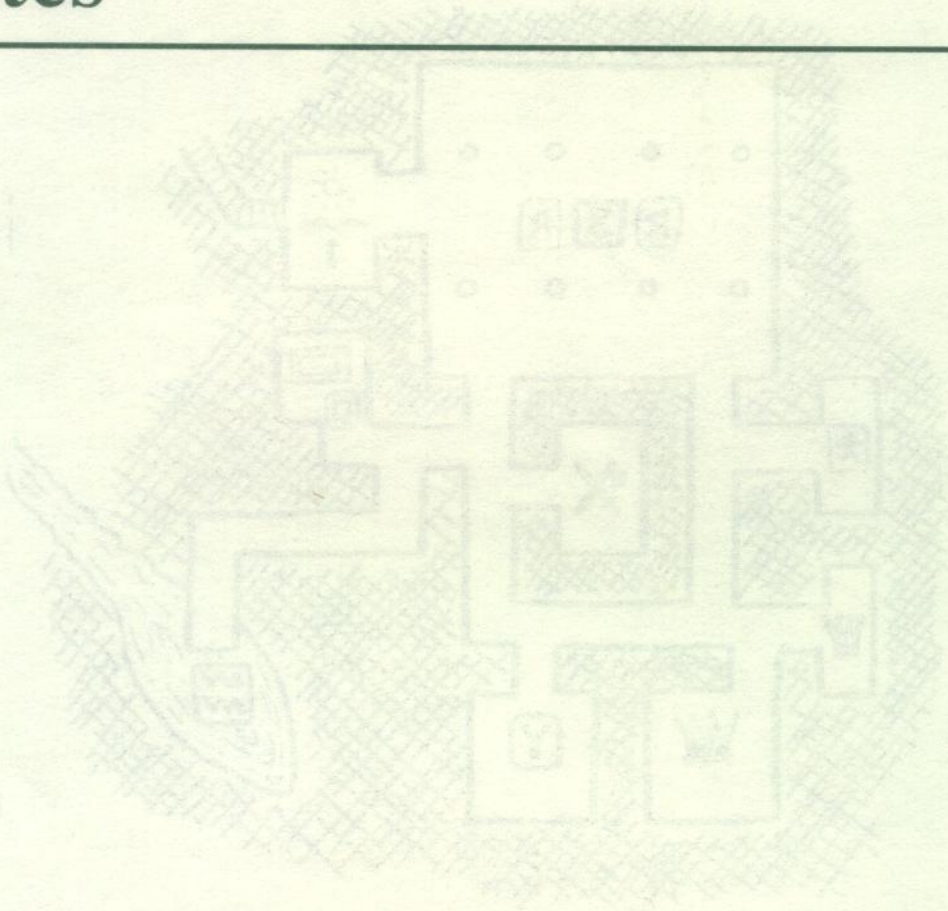
WRV2A0†:AYΔφΣΘXG□*|||O*†A●WRV2A0†:AY



Deep Temple Found Item 1: a map of the area inscribed on an animal skin. See page 31.

WRVRLT:AYDϕϕϕ⊘Ϟϙ□*III⊙⊕⊖⊗●WRVRLT:AY

Notes



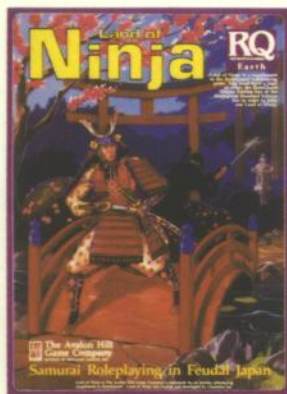
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SNAKE PIPE HOLLOW

Snake Pipe Hollow Digest

This pull-out section gives encounter tables and statistics for many of the explorers, adventuring parties, and monsters likely to be encountered in the wilderness region of the Hollow. Use this booklet for journeys into or through the area.

The Alchemist

Srodís is an initiate of the Grey Lords (the local name for Lhankor Mhy worshippers). He makes occasional trips to the outskirts of the Hollow to collect various substances. There is no reason why he would accompany hired adventurers in a journey to the caves. Srodís does little or no fighting, but instead stays home and studies. If for some reason, Srodís finds himself in a combat situation, he will immediately panic and try to run. If he is cornered, and escape is impossible, he will attempt to surrender. If that is also impossible, he will fight (commending his soul to the care of Lhankor Mhy).

SRODIS

Human student of Alchemy. Age 51.
STR 6 Move: 3
CON 17 Hit Points: 17
SIZ 16 Fatigue: 23-13 = 10
INT 17 Magic Points: 16
POW 16 DEX SR: 3
DEX 14
APP 13

location	melee	missile	points		
r leg	01-04	01-03	2/6		
l leg	05-08	04-06	2/6		
abdomen	09-11	07-10	3/6		
chest	12	11-15	3/7		
r arm	13-15	16-17	2/5		
l arm	16-18	18-19	2/5		
head	19-20	20	2/6		
weapon sr	att	damage	parry	pts	
2H Sht Spr	6	41	108+1	37	10

Dodge: 53-13 = 40%.

Spirit Magic (80-13=67%): Demoralize (2), Detect Enemies (1)*, Detect Magic (1)*, Heal 2, Mobility 2*, Silence 2*.

Skills: Alchemical Lore 66, Animal Lore 51, Evaluate 74, Human Lore 58, Listen 25, Mineral Lore 52, Orate 26, Plant Lore 55, Ride 39, Scan 40, Search 35, Sneak 65-13=52, World Lore 37.

Languages (Speak/Read): Darktongue 220, New Pelorian 19/16, Sartarite 41/40, Tarsh 30/25, Trade Talk 45/36.

Treasure: carries 100x106 L, plus 5 doses of a healing salve which, when rubbed onto a wound, cures up to 6 points of damage (ft cannot restore severed limbs, though).

Alchemy: can brew Scorpion venom antidote up to potency 14 (charging 10 L per potency

point per dose), the healing 6 salve described above (charging 150 L per dose), acid up to potency 8 (10 L per potency point per bottle), blade venom up to potency 6 (10 L per potency per dose), blade venom antidote up to potency 6 (10 L per potency per dose), plus a special potion which raises the drinker's DEX by 4 points for ten minutes (charges 100 L). Blade venom acts as normal poison, but can be smeared on one's edged weapon. One dose gives enough poison to coat one sword or axe, two spears, or five arrows. It stays on the blade for three strikes against armor, or for one penetration. If even 1 point of damage is done to the target through its armor, the blade venom goes into the wound and is no longer on the weapon.

Armor: wears leather on head and limbs and cuirbouilli on his torso.

The Blacksmith

Elontra is a 39-year old man who spent most of his life as a blacksmith. In his younger days, he was a member of a mercenary company and it was there that he picked up most of his weapons skills. Since that time he fights only when the local militia is called up, and even then he was more useful outside the battle — making and repairing weapons and armor.

If encountered in a battle within his shop, he wears only his blacksmith leathers (1 point armor), but has any weapon of his choice close at hand. If for some reason he must fight while on expedition, he will be wearing

the armor given in his statistics. There is no special reason for him to be involved in a scenario.

ELONTRA

Human ex-warrior, now blacksmith. Age 39.
STR 17 Move: 3
CON 10 Hit Points: 14
SIZ 18 Fatigue: 27-27 = 0
INT 14 Magic Points: 13
POW 13 DEX SR: 2
DEX 17
APP 11

melee	missile	pts
01-04	01-03	5/5
05-08	04-06	5/5

Spirit Magic (65-27=38%): Bladesharp 2, Countermagic 1, Detect Gold, Detect Silver, Heal 2, Repair 2, Slow 1*.

Skills: Bargain 56, Conceal 51, Craft/Blacksmith 95, Orate 22, Ride 28, Scan 53, Search 44.

Languages (Speak/Read): Sartarite 40/0, Tarsh 40/0, Trade Talk 30/31.

Treasure: Elontra carries 5 L. Hidden about his place of business is 200 L in cash, plus a large variety of valuable metal and equipment.

Notes: wears ringmail on head and limbs and chainmail torso. When in combat, normally carries all his weapons except the pole axe.

abdomen	09-11	07-10	7/5		
chest	12	11-15	7/6		
r arm	13-15	16-17	5/4		
l arm	16-18	18-19	5/4		
head	19-20	20	5/5		
weapon sr	att	damage	parry	pts	
Long Spear	4	63	1010+1+106	56	10
Short Spear	5	52	108+1+106	45	10
Bow	27	45	106+1	23	5
Shortsword	5	35	106+1+106	34	10
Pole axe	4	41	306+106	42	10
Kite Shield	6	19	106+106	55	16

Dodge: 38-27 = 11%

MIKHIL BARON

Human priest of Lhankor Mhy, Scholar of Fossils. Age 44.

characteristics attributes
STR 3 Move: 3
CON 11 Hit Points: 14
SIZ 17 Fatigue: 14-8 = 6
INT 17 Magic Points: 18 + 21
POW 18 (allied sp^t) + 15 (matrix*)
DEX 14 + 8 (sp^t) = 62
APP 13 DEX SR: 3

location	melee	missile	points
r leg	01-04	01-03	2/5
l leg	05-08	04-06	2/5
abdomen	09-11	07-10	2/5
chest	12	11-15	2/6
r arm	13-15	16-17	2/4
l arm	16-18	18-19	2/4
head	19-20	20	3/5

weapon	sr	att	damage	parry	pts
Short Sword	6	71	1d6+1	72	10
Sling	39	43	1d8	-	-

Dodge: 45-8 = 37%.

Spirit Magic (90-8=92%): Demoralize (2), Detect Enemies (1)*, Detect Magic (1)*.

Disruption (1), Heal 6, Protection 4, Repair 2; **Known by allied spirit* (105%):** Bludgeon 4*, Darkwall (2)*, Mindspeech 1*, Mobility 1*, Silence 4*; (in wand) Detect Gold.

Divine Magic (100-8=92%): Soul Sight, Translate*, Truespeak*, Wind Words*.

Skills: Animal Lore 75, Craft/Mapmaking 91, Evaluate 64, Fossil Lore 85, Geological Lore 96, Human Lore 66, Jump 40-8=32, Listen 53, Mineral Lore 67, Orate 94, Plant Lore 68, Ride 42, Scan 51, Sneak 40-8=32, World Lore 69.

Languages (Speak/Read): Auld Wyrnish 11/-, Darktongue 31/0, New Pelorian 23/0, Sartarite 39/40, Trade Talk 47/45.

Treasure: 15 point Magic Point storing matrix*, Detect Gold wand matrix*, Power Spirit binding matrix* (holding POW 8 spirit).

Notes: wears leather armor, plus cuirbouilli helmet. Has allied spirit in constant mental contact with Mikhail. It has an INT of 12 and a POW of 21. It is kept in a scroll-case Mikhail keeps on him at all times.

TROLINA

Human initiate of Chalana Arroy. Age 17.

characteristics attributes
STR 12 Move: 3
CON 7 Hit Points: 12
SIZ 16 Fatigue: 19-12=7
INT 15 Magic Points: 6
POW 6 DEX SR: 3
APP 12

location	melee	missile	points
r leg	01-04	01-03	5/4
l leg	05-08	04-06	5/4
abdomen	09-11	07-10	5/4
chest	12	11-15	5/5
r arm	13-15	16-17	5/3
l arm	16-18	18-19	5/3
head	19-20	20	5/4

no weapons carried

Dodge: 53-12 = 41%.

Spirit Magic (30-12=18%): Befuddle (2), Heal 3, Shimmer 2*.

Skills: First Aid 95, Listen 62, Orate 35, Ride 30, Treat Disease 21, Sneak 45-12=33, Treat Poison 18.

Languages (Speak/Read): Tarsk 41/0, Trade 41/32.

Armor: wears ringmail.

SERSASHA

Human initiate of Chalana Arroy. Age 16.

characteristics attributes
STR 14 Move: 3
CON 14 Hit Points: 12
SIZ 9 Fatigue: 28-8=20
INT 15 Magic Points: 11
POW 11 DEX SR: 3
DEX 10
APP 11

location	melee	missile	points
r leg	01-04	01-03	5/4
l leg	05-08	04-06	5/4
abdomen	09-11	07-10	5/4
chest	12	11-15	5/5
r arm	13-15	16-17	5/3
l arm	16-18	18-19	5/3
head	19-20	20	5/4

no weapons carried

Dodge: 37-8 = 29%.

Spirit Magic (55-8=47%): Heal 6, Protection 4, Silence 2*.

Skills: First Aid 35, Hide 46, Ride 42, Sneak 51-8=43, Swim 64, Track 53, Treat Poison 90.

Languages (Speak/Read): Darktongue 24/0, Sartarite 36/41, Trade Talk 31/0.

Wilderness Encounter Tables**Above the Cliffs**

d100	encounter
01-19	A giant other than Bigclub.
20-23	Bigclub the Giant.
24-38	A party of tusk riders.
39-52	A party of trolls.
53-59	A dragonewt party.
60-68	A walktapus.
69-77	The Left-Clawed-Hand.
78-88	Inhabitants of the Caves of Chaos (absent from home: Gamemaster discretion or see Initial Set-Up).
89-00	A party of humans.

Within the Hollow

d100	encounter
01-17	Chaos snakes.
18-31	Inhabitants of the Caves of Chaos (absent from home: Gamemaster discretion or see Initial Set-Up).
32-39	Bigclub the Giant.
40-53	A giant other than Bigclub.
54-60	A walktapus.
61-68	A gorp.
69-76	The Left-Clawed-Hand.
77-89	A party of ogres.
90-00	A dragonewt party.

Chaos Snakes

Stake snakes have pointed, hardened snouts and the ability to coil up on their tails and fire themselves like a crossbow bolt once per round. The tails of sword snakes ends in a blade-like curve of bone that can be used to attack and parry with. Fang snakes simply bite. However, their poison works instantly, and affects the area bitten as extra damage if the bite penetrates armor. Also, their bite can impale.

Stake Snake

Move	tail	body	head
1	01-06	1/4	
11	07-14	1/5	
22	15-20	4/4	

Fang Snake

Move	tail	body	head
2	01-06	1/3	
9	07-14	1/4	
19	15-20	1/3	
12			

weapon	sr	att	damage
Spring	4	25	1d6+1

Sword Snake

Move	tail	body	head
1	01-06	1/3	
9	07-14	1/4	
14	15-20	1/3	
12			

Sword 8

weapon	sr	att	damage	parry
Sword	8	27	1d6+1	28

Fang Snake

Move	tail	body	head
2	01-06	1/3	
9	07-14	1/4	
19	15-20	1/3	
12			

weapon	sr	att	damage
Bite	9	38	1d4+1d6 poison

Giants

These fellows will usually be encountered somewhere on the Giant's Walk between the Shade Gate and the Shadows Dance. If they are so encountered, there is a 75% chance that they will ignore any group which does not attack them. If they do not ignore a party, they are hostile, though a suitable bribe will cool them off.

GIANT ONE (2.5 meters tall)

Move 3 r leg 7/6
 HP 17 l leg 7/6
 FP 35 abdomen 7/6
 MP 10 chest 7/8
 maul 11 r arm 7/5
 l arm 7/5
 head 7/6

weapon sr att damage parry
 Maul 4 32 366+106 41

GIANT TWO (4 meters tall)

Move 4 r leg 12/11
 HP 33 l leg 12/11
 FP 50 abdomen 9/11
 MP 13 chest 9/14
 maul 13 r arm 9/9
 l arm 9/9
 head 9/11

weapon sr att damage parry
 Maul 3 53 366-366 24

GIANT THREE (10 meters tall)

Move 10 r leg 16/29
 HP 85 l leg 16/29
 FP 185 abdomen 16/29
 MP 11 chest 16/35
 maul 20 r arm 16/22
 l arm 16/22
 head 16/29

weapon sr att damage parry
 Maul 3 125 366+1066 56

GIANT FOUR (10 meters tall)

Move 10 r leg 16/29
 HP 87 l leg 16/29
 FP 164 abdomen 16/29
 MP 11 chest 16/35
 maul 20 r arm 16/22
 l arm 16/22
 head 16/29

weapon sr att damage parry
 Maul 4 97 366+1066 18

GIANT FIVE (6 meters tall)

Move 6 r leg 19/18
 HP 52 l leg 19/18
 FP 81 abdomen 12/18
 MP 8 chest 12/22
 maul 16 r arm 12/14
 l arm 12/14
 head 12/18

weapon sr att damage parry
 Maul 3 79 366+666 30

GIANT SIX (6 meters tall)

Move 6 r leg 21/15
 HP 44 l leg 21/15
 FP 81 abdomen 13/15
 MP 10 chest 13/18
 maul 11 r arm 13/12
 l arm 13/12
 head 13/15

weapon sr att damage parry
 Maul 3 91 366+766 62

GIANT SEVEN (12 meters tall)

Move 12 r leg 18/29
 HP 89 l leg 18/29
 FP 170 abdomen 16/29
 MP 16 chest 16/35
 maul 25 r arm 16/22
 l arm 16/22
 head 16/29

weapon sr att damage parry
 Maul 4 100 366+1106 49

Walktapi

A walktapi is an unintelligent and hostile creature of chaos. It will attack any and all parties it encounters (except other creatures of chaos, whom they attack only 50% of the time). See Creatures in the RuneQuest rules for complete information on regeneration, etc.

WALKTAPUS ONE

attributes location mele missile pts
 Move 3 r leg 01-02 01 4/7
 HP 21 l leg 03-04 02 4/7
 FP 39 abdomen 05 03-04 4/7
 MP 13 chest 06 05-07 4/9
 r arm 07-08 08 4/6
 l arm 09-10 09 4/6
 tentacle 1 11 10 4/6
 tentacle 2 12 11 4/6
 tentacle 3 13 12 4/6
 tentacle 4 14 13 4/6
 tentacle 5 15 14 4/6
 tentacle 6 17 16 4/6
 tentacle 7 17 16 4/6
 tentacle 8 18 17 4/6
 head 19-20 18-20 4/9

Gorp

Gorp are always hostile to anything they meet. Use these statistics for encounters in the wilderness as well as for the gorp which derive from the severed fingers of the Left Clawed Hand.

GORP ONE

Move 1 body 0/19
 MP 13
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: none.

GORP TWO

Move 1 body 0/13
 MP 11
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: absorbs any 1 or 2 of 2 point spells cast at it, adding those magic points to its own.

Treasure: 18 L. worth of metal in body.

GORP THREE

Move 1 body 6/18
 MP 17
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: +6 point skin (treat as armor).
 Treasure: Gem worth 30 L. in body.

GORP FOUR

Move 1 body 0/17
 MP 10
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: none.

GORP FIVE

Move 1 body 0/14
 MP 13
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: none

GORP SIX

Move 1 body 0/15
 MP 15
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: regenerates from damage at a rate of 3 points per round.

GORP SEVEN

Move 1 body 0/19
 MP 13
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: none.

GORP EIGHT

Move 1 body 0/17
 MP 15
 weapon sr att damage
 Envelope 1 100 8 pts acid
 Chaos Feature: none.
 Treasure: 3 L. worth of metal in body.

The Left Clawed Hand

This is the opposing hand to that found in the Hole into the Void (33), of the Chaos Caves. It attacks in exactly the same manner as the right hand (although it exhibits different chaotic features). The hand is always hostile.

Attacks

The Clawed Hands attack by grabbing a random victim (but never a creature of chaos) around the chest and squeezing. The first round of squeezing, the hand does 106 damage. Each additional round, the hand does an additional 106, continuing until the victim is dead. In this case, the hand releases and attacks another target.

EXAMPLE: While traveling through the Hollow, Unlucky Leron is grabbed by the Hand. Leron wears ringmail armor with padding for 7 points. Furthermore, Leron can sustain 8 points of damage in the chest — he is tough. The first round, the claw does 106 damage, rolling a 2. This does not penetrate, so Leron is unharmed.

The second round, the Hand does 206 points of damage, and rolls a 10. 3 points gets through so Leron is down to 5 points in the chest. He can still heal and fight (for the purposes of this example, though, assume that Leron does not heal and none of his friends succeeds in harming the Hand).

In the third round, the claw does 306 points of damage. It rolls a 9, which means that 2 more points pass through the armor, reducing Leron to 3 in the chest.

Subsequent rounds find Leron reduced to -9 points in the chest; Leron is unconscious and bleeding to death. The hand releases its grasp and stalks another victim, beginning the damage cycle again at 106.

THE LEFT CLAWED HAND

Move	12	palm	01-09	10/15
HP 30	thumb	10-11	10/10	
FP n/a	index	12-14	10/10	
MP 21	middle	15-16	10/10	
	ring	17-18	10/10	
	pinky	19-20	10/8	

weapon sr att damage

Squeeze	3	95	106+
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Combat Note: If either the thumb or any two of the fingers are crippled while it is squeezing someone, it must let go while it regenerates. Any member which is severed falls to the ground and becomes a gorp which attacks anyone around. The hand may pull off one of its own fingers if necessary. The hand can fly through the air and if it is badly wounded, it flies off to regenerate. It will later return to the same spot, and if the party is still there, attack again.

Chaos Features: regenerates 1 hit point per location per round; reflects 1 point spells; appears confusing (-20% from any foe's chance to hit).

Note: it does not eat its prey.

A Party of Ogres

Snake Pipe Hollow is one of the major ogre population centers of the Dragon Pass area. Any party which ventures into the Hollow has a good chance of encountering a group of ogres. The group will usually be some sort of family (complete with children).

Almost every party of ogres encountered will be hostile. They will attack without warning and, as sarcophages, will attempt to eat the dead of the other side (although they will usually wait for the battle to end before beginning the victory feast).

This party of ogres is representative of a small ogre family group.

OGRE ONE, leader, 27-year old male

Move	3	r leg	7/5
HP 13	l leg	7/5	
FP 7	abdomen	8/5	
MP 17	chest	8/6	
spear 10	r arm	7/4	
sword 10	l arm	7/4	
shield 12	head	7/5	

OGRE FOUR, 21-year old male

Move	3/10*	r leg	3/6
HP 17	l leg	3/6	
FP 19	abdomen	3/6	
MP 10	chest	3/7	
spear 10	r arm	3/5	
sword 10	l arm	3/5	
shield 12	head	3/6	

weapon sr att damage parry

2H spear	6	44	1d10+1+104	45
Broadsword	7	36	108+1+104	34
Bow	4	32	106+1	16
Target	8	12	108+104	27

Dodge: 30%.

Spells (56%): Heal 2.

*Chaos Feature: can leap up to 10 meters.

OGRE FIVE, 19-year old female

Move	3	r leg	5/5
HP 13	l leg	5/5	
FP 11	abdomen	5/5	
MP 20	chest	5/6	
spear 10	r arm	5/4	
sword 10	l arm	5/4	

weapon sr att damage parry				
2H spear	6	66	1010+1+106	56
Broadsword	7	87	108+1+106	64
Bow	3/9	50	106+1	32
Target	8	12	106+106	73

Dodge: 37%.

Spells (60%): Disruption, Heal 2, Mobility 3*.

Chaos Feature: appearance confusing — subtract 20% from all foes' attacks.

OGRE TWO, 24-year old female

Move	3	r leg	5/5
HP 15	l leg	5/5	
FP 15	abdomen	5/5	
MP 14	chest	5/6	
spear 10	r arm	5/4	
sword 10	l arm	5/4	
shield 12	head	5/5	

weapon sr att damage parry

2H spear	6	69	1010+1+104	58
Broadsword	7	42	108+1+104	50
Bow	3/9	43	106+1	23
Target	8	12	106+104	44

shield 12 head 5/5

weapon sr att damage parry

2H spear	6	41	1010+1+104	39
Broadsword	7	40	108+1+104	30
Bow	3/9	25	106+1	22
Target	8	11	106+104	46

Dodge: 20%.

Spells (82%): Befuddle (2), Disruption, Heal 3, Protection 4.

OGRE SIX, 14-year old female

Move	3	r leg	2/5
HP 14	l leg	2/5	
FP 17	abdomen	2/5	
MP 8	chest	2/6	
spear 10	r arm	2/4	
sword 10	l arm	2/4	
shield 12	head	2/5	

weapon sr att damage parry				
2H spear	5	37	1010+1+104	13
Broadsword	6	24	108+1+104	12
Bow	2/7	15	106+1	9
Target	8	11	106+104	46

Dodge: 22%.

Dodge: 30%.

Spells (52%): Befuddle (2), Heal 2.

OGRE THREE, 33-year old male

Move	3	r leg	5/5
HP 15	l leg	5/5	
FP 17	abdomen	5/5	
MP 15	chest	5/6	
spear 10	r arm	5/4	
sword 10	l arm	5/4	
shield 12	head	5/5	

weapon sr att damage parry				
2H spear	6	45	1010+1+104	46
Broadsword	7	47	108+1+104	48
Bow	3/9	89	106+1	24
Target	8	13	106+104	60

Dodge: 45%.

Spells (57%): Demoralize (2), Disruption, Heal 3, Multimiracle 3*.

Chaos Feature: reflects spells up to 2 magic point back at caster.

Spells (82%): Befuddle (2), Disruption, Heal 3, Protection 4.

OGRE SEVEN, 10-year old male

Move	3	r leg	5/5
HP 13	l leg	5/5	
FP 11	abdomen	5/5	
MP 20	chest	5/6	
spear 10	r arm	5/4	
sword 10	l arm	5/4	
shield 12	head	5/5	

weapon sr att damage parry				
2H spear	6	31	1010+1+104	19
Broadsword	7	22	108+1+104	10
Target	7	8	106+104	25

Dodge: 27%.

Spells (27%): Disruption.

Chaos Feature: appears extremely dangerous (huge size, glowing eyes, etc.).

A Dragonet Party

This party consists of the clutch-mates of Awil Seroran, the dragonet held prisoner in the Chaos Caves. They are attempting to rescue him. They will accept aid from a party of humans or trolls, but they will not go out of their way to provide any sort of aid in return. Should Awil be rescued, the dragonets consider their duty done, and will immediately depart. Awil, however, will remain behind to retrieve his ancestral klanth.

This party is in a hurry because they want to rescue their Awil before he is sacrificed, and they will waste no time explaining themselves to anyone. If an adventurer party spends too much time talking with them, rather than getting on with the mission, the dragonets will depart without further word. This may seem rude to civilized humans.

If the dragonets encounter any creature of chaos, they will immediately attack it (especially a walktapus, which they destroy with Disruption spells).

Should anyone initiate hostilities with the dragonets, they will earn the permanent hostility of this group. Thus, even if they win the battle and kill all the dragonets, the dragonets reborn-selves will come hunting their killers, taking as many lives as necessary to satisfy their strange honor.

Dragon Magic

This is a special form of magic available only to dragonets. Unlike normal spells, dragon effects take place on strike rank one; a dragonet needn't memorize the dragon effect — he either knows it or he doesn't.

Use of dragon magic hinders a dragonet's spiritual development, and it may prefer death (with subsequent reincarnation) to using dragon magic in many situations. A dragonet on an important mission is more likely to use dragon magic.

DRAGON ARMOR: This spell absorbs armor at the rate of one magic point per point of damage. All damage done (after subtracting for armor, parrying weapons, etc.) is absorbed using as many magic points as are necessary. Magic points used to absorb this damage may be taken from all available sources. Not even critical hits will bypass this defense.

DRAGON CLAW: This effect transforms one of the dragonet's limbs into a claw, with two-edged, curved, dagger-like nails. The claw does 2d6 damage plus the caster's damage

modifier. Chance to hit begins at a percentage equal to the dragonet's manipulation modifier. It may parry at a percentage equal to the dragonet's manipulation modifier. Skill in the claw may increase with experience. The claw will block 12 points when parrying and its armor points to not decrease from cumulative damage.

DRAGON STRENGTH: this effect increases the dragonet's STR by half-again (round fractions down). This, a warrior dragonet of STR 19 has a STR of 28 by this effect. This effect may be used in conjunction with Growth.

FIREBREATH: this effect allows the dragonet to breathe fire like a dragon. A cone of primal fire is produced with a range in meters equal to the POW of the dragonet creating the flame. This firebreath does 1d10 damage to the general hit points of any

creature in its path. Targets of flame are not shielded by standing behind another target. Armor protects normally, but engulfed weapons and armor lose 1 armor point each.

Rarely, a dragonet produces a fire doing 2d10 damage or more.

GROWTH: this effect causes the dragonet to increase SIZ by 6 points, possibly changing its category modifiers and damage modifier, and increasing its hit points by 3. The dragonet may repeatedly use its effect over successive rounds to greatly increase its mass. If SIZ reaches more than triple the creature's STR, the dragonet will be unable to move by itself.

SOUL BLAST: this is an offensive effect. The magic points of the dragonet are matched against those of its target via a bolt of green energy. If the dragonet overcomes the target, the target loses 2d6 personal magic points. If

the target's magic point tally drops to zero, the target becomes unconscious.

SPROUT WINGS: the dragonet grows large wings which enable it to fly at a speed three times its normal ground movement rate (6 for warriors and 9 for nobles). When winged, the dragonet's hit location table is identical to that for ruler dragonets, who have such wings permanently.

VIM: this effect allows the dragonet to expend POW against a future need for healing. Whenever a dragonet under this effect sustains damage which does not kill him outright, on strike rank 1 of the next round that dragonet will be restored to full hit points. Each additional point of POW expended allows the dragonet to recover from an additional blow in the future.

Dragonets

Dragonets are a race peculiar to Glorantha. They resemble dragon-man hybrids, are arranged into a caste system whose members are differentiated physically as well as socially, and have their own unique magic system.

Three of the scout dragonets ride demi-birds but lack the mental link which provides their more powerful brethren with extra magic points.

Dragonets have no fear of death. When one is killed, its spirit is immediately reborn in an identical body back in its home city, retaining all experience and memories.



Sprout Wings, Soul-blast, (precast) Vim (4).
Mirror is willing to use up to 6 points of each ability.

Skills: Conceal 68, Devise 55, Hide 67, Listen 45, Orate 67, Ride Demi-bird 95, Scan 73, Sneak 62, Track 69.

Languages (Speak/Read): Auld Wyrmysh 90%-, Old Pavic 75/72, Trade 30/0.

Notes: wears no armor (scaly skin). Has permanent mental connection with his demi-bird mount, permitting him to use the bird's magic points to cast spells. A Power spirit is bound into a tattoo in Mirror's scales. It provides him with 20 magic points.

MIIRROR KILOWAN'S DEMI-BIRD

attributes	melee missile pts
Move 10	r leg 01-04 01-03 4/6
HP 17	l leg 05-08 04-06 4/6
FP 40	abdmn 09-10 07-10 4/6
MP 18	chest 11-13 11-15 4/8
	r wing 14-15 16 4/5
	l wing 16-17 17 4/5
	head 18-20 18-20 4/6

weapon sr	att	damage
peck 9	54	1d10+2d3
kick 6	52	1d6+2d6

MIIRROR KILOWAN

Dragonet noble (tailed priest), leader. Age ? characteristics attributes

STR 13 Move: 3
CON 15 Hit Points: 16
SIZ 17 Fatigue: 28-4 = 24
INT 15 Magic Points: 18+18
POW 18 (bird) +20 (spirit) = 56
DEX 15 DEX SR: 3
APP 13

location melee missile points

tail 01-02 01 3/5
r leg 03-05 02-04 3/6
l leg 06-08 05-07 3/6
abdomen 09-11 08-11 3/6
chest 12 12-15 3/8
r arm 13-15 16-17 3/5
l arm 16-18 18-19 3/5
head 19-20 20 3/6

weapon sr att damage parr pts
Great Axe 5 75 2d6+2+1d4 73 10
Klanth* 6 78 1d10+1+1d4 80 12
Gami* 7 58 3d3+1d4 67 20

* the klanth and gami are dragonet equivalents of a bastard sword and a left-hand parrying dagger, respectively. The gami is made of dragonbone.

Dodge: 68-4 = 64%.

Dragon Magic: Dragon Armor, Dragon's Claw, Dragon Strength, Firebreath, Growth,

ERINI TELIBAM

Dragonewt warrior (beaked). Age ?

characteristics attributes

STR 23
CON 13
SIZ 19
INT 12
POW 13
DEX 15
APP 11

Move: 2
Hit Points: 16
Fatigue: 36 - 5 = 31
Magic Points: 13
+ 12 (bird) = 25
DEX SR: 3

location	melee	missile	pts
tail	01-02	01	6/5
r leg	03-05	02-04	6/6
l leg	06-08	05-07	6/6
abdomen	09-11	08-11	6/6
chest	12	12-15	6/8
r arm	13-15	16-17	6/5
l arm	16-18	18-19	6/5
head	19-20	20	6/6

weapon	sr	att	damage	parr	pts
kianth*	6	37	1d10+1-206	27	12
utuma*	6	67	1d6+1+206	54	8
korff*	39	52	1d10+1	23	7

* the Kianth, Utuma, and Korff are dragonewt equivalents of a bastard sword, shortsword, and long bow, respectively.

Dodge: 82-5 = 77%.

Dragon Magic: Dragon Armor, Dragon's Claw, Dragon Strength, Firebreath, Growth, Sprout Wings; (precast) Vim (2). Erini is willing to use up to 3 points of each of his abilities per expedition.

Skills: Conceal 53, Evaluate 64, Hide 57, Ride Demi-bird 70, Sneak 51-5=46.

Languages (Speak/Read): Auld Wyrnish 40/-, Old Pavic 35/0, Trade 25/0.

Notes: wears no armor (scaly skin). Has permanent mental connection with his demi-bird mount, permitting him to use the bird's magic points to cast spells.

ERINI TELIBAM'S DEMI-BIRD

attributes	melee	missile	pts	
Move 10	r leg	01-04	01-03	4/7
HP 19	l leg	05-08	04-06	4/7
FP 45	abdomen	09-10	07-10	4/7
MP 12	chest	11-13	11-15	4/9
	r wing	14-15	16	4/6
	l wing	16-17	17	4/6
	head	18-20	18-20	4/7

weapon	sr	att	damage	parr
peck	8	43	1d10+203	
kick	5	47	1d6+206	

GERONI MIKISIL

Dragonewt warrior (beaked). Age: ?

characteristics attributes

STR 23
CON 18
SIZ 23
INT 14
POW 13
DEX 15
APP 13

Move: 2
Hit Points: 22
Fatigue: 41 - 5 = 36
Magic Points: 13 +
10 (bird) = 23
DEX SR: 3

location	melee	missile	points
tail	01-02	01	6/6
r leg	03-05	02-04	6/8
l leg	06-08	05-07	6/8
abdomen	09-11	08-11	6/8
chest	12	12-15	6/10
r arm	13-15	16-17	6/6
l arm	16-18	18-19	6/6
head	19-20	20	6/8

weapon	sr	att	damage	parr	pts
kianth	5	31	1d10+1+206	20	12
utuma	5	77	1d6+1+206	61	8
korff	39	63	1d10+1	19	7

* the Kianth, Utuma, and Korff are dragonewt equivalents of a bastard sword, shortsword, and long bow, respectively.

Dodge: 56-5 = 51%.

Dragon Magic: Dragon Armor; (precast) Vim (1). Geroni is only willing to use his Dragon Armor once per expedition.

Skills: Conceal 51, Hide 50, Ride Demi-bird 71, Sneak 50-5=45, Track 98.

Languages (Speak/Read): Auld Wyrnish 49/-, Old Pavic 20/19, Trade 12/0.

Notes: wears no armor (scaly skin). Has permanent mental connection with his demi-bird mount, permitting him to use the bird's magic points to cast spells.

GERONI MIKISIL'S DEMI-BIRD

attributes	melee	missile	pts	
Move 10	r leg	01-04	01-03	4/7
HP 19	l leg	05-08	04-06	4/7
FP 42	abdomen	09-10	07-10	4/7
MP 10	chest	11-13	11-15	4/9
	r wing	14-15	16	4/6
	l wing	16-17	17	4/6
	head	18-20	18-20	4/7

weapon	sr	att	damage
peck	8	49	1d10+203
kick	5	45	1d6+206

SCOUT DRAGONEWNT ONE

attributes

Move 3
HP 9
FP 19
MP 9

Utuma 8
sling 39

melee missile pts
01-02 01 1/3
03-05 02-04 1/3
06-08 05-07 1/3
09-11 08-11 1/3
12 12-15 1/4
13-15 16-17 1/3
16-18 18-19 1/3
19-20 20 1/3

weapon	sr	att	damage	parr	points
utuma	8	40	1d6+1	49	8
sling	39	55	1d8		

SCOUT ONE'S DEMI-BIRD

attributes	melee	missile	pts	
Move 10	r leg	01-04	01-03	4/7
HP 20	l leg	05-08	04-06	4/7
FP 44	abdomen	09-10	07-10	4/7
MP 8	chest	11-13	11-15	4/9
	r wing	14-15	16	4/6
	l wing	16-17	17	4/6
	head	18-20	18-20	4/7

weapon	sr	att	damage
peck	9	35	1d10+203
kick	6	35	1d6+206

SCOUT DRAGONEWNT TWO

attributes

Move 3
HP 11
FP 18
MP 6

Utuma 8

melee missile pts
01-02 01 1/3
03-05 02-04 1/4
06-08 05-07 1/4
09-11 08-11 1/4
12 12-15 1/5
13-15 16-17 1/3
16-18 18-19 1/3
19-20 20 1/4

weapon	sr	att	damage	parr	pts
utuma	8	26	1d6+1	24	-
sling	39	22	1d8		

SCOUT TWO'S DEMI-BIRD

attributes	melee	missile	pts	
Move 10	r leg	01-04	01-03	4/6
HP 16	l leg	05-08	04-06	4/6
FP 39	abdomen	09-10	07-10	4/6
MP 6	chest	11-13	11-15	4/7
	r wing	14-15	16	4/5
	l wing	16-17	17	4/5
	head	18-20	18-20	4/6

weapon	sr	att	damage
peck	8	33	1d10+203
kick	5	33	1d6+206

SCOUT DRAGONEWNT THREE

attributes

Move 3
HP 12
FP 17
MP 8

Utuma 8

melee missile pts
01-02 01 1/3
03-05 02-04 1/4
06-08 05-07 1/4
09-11 08-11 1/4
12 12-15 1/5
13-15 16-17 1/3
16-18 18-19 1/3
19-20 20 1/4

weapon	sr	att	damage	parr
utuma	9	52	1d6+1	43
sling	4	55	1d8	

SCOUT DRAGONEWNT FOUR

attributes	melee	missile	pts	
Move 3	tail	01-02	01	1/3
HP 7	r leg	03-05	02-04	1/3
FP 14	l leg	06-08	05-07	1/3
MP 3	abdomen	09-11	08-11	1/3
Utuma 8	chest	12	12-15	1/4
	r arm	13-15	16-17	1/3
	l arm	16-18	18-19	1/3
	head	19-20	20	1/3

weapon	sr	att	damage	parr
utuma	7	37	1d6+1	36
sling	2/7	32	1d8	

SCOUT DRAGONEWNT FIVE

attributes

Move 3
HP 10
FP 22
MP 9

Utuma 8

melee missile pts
01-02 01 1/3
03-05 02-04 1/4
06-08 05-07 1/4
09-11 08-11 1/4
12 12-15 1/5
13-15 16-17 1/3
16-18 18-19 1/3
19-20 20 1/4

weapon	sr	att	damage	parr
utuma	7	57	1d6+14	20
sling	2/7	46	1d8	

SCOUT DRAGONEWNT SIX

attributes

Move 3
HP 10
FP 19
MP 7

Utuma 8

melee missile pts
01-02 01 1/3
03-05 02-04 1/4
06-08 05-07 1/4
09-11 08-11 1/4
12 12-15 1/5
13-15 16-17 1/3
16-18 18-19 1/3
19-20 20 1/4

weapon	sr	att	damage	parr
utuma	8	26	1d6+1	28
sling	3/9	25	1d8	

Tusk Riders

These smelly creatures are a race of human/troll hybrids which live in forests and ride gigantic wild boars. Their APP is 106. They carry huge lances which double as two-handed spears. The tusk rider's hit location table is the same as that for horses.

Tusk riders hate chaos, but this cultural bias does not make them especially endearing beings otherwise.

Parties of tusk riders frequently charge out of the Sinking Forest in search of money and blood. Any party of tusk rider encountered will be a fairly well-trained mercenary band. They will demand work (and pay) from anyone they encounter. To refuse them is to draw an attack. If the tusk riders are hired, they will attempt to perform the service demanded of them, as long as it is not unreasonable. In any case, once payed, they will not attack their employers. Standard daily rates are 1 L. per percentile of skill at Lance. Leaders may ask for more.

If someone offers to sacrifice a living intelligent being to them, the tusk riders will thereafter unflinchingly carry out one task. Creatures of chaos are not suitable offerings. After the sacrifice is killed, which must be done by one of the party, not a tusk rider, the creatures will all take a good-sized drink of the victim's blood. They will also offer some blood to the party and will be quite friendly if anyone accepts.

BULLGAGBLACKTUSK

Bullgag is the leader of this party of tusk rider. He is an average tusk rider in nearly all respects, although he is fairly adept with his lance. His one exceptional characteristic is his unusually large set of black tusks (most tusk rider have yellow tusks). He is inordinately proud of his tusks and will happily slay anyone who so much as implies that they are anything but superior to normal tusks.

characteristics attributes

STR 13
CON 12
SIZ 11
INT 14
POW 16
DEX 11
APP 4

Move: 3
Hit Points: 12
Fatigue: 25-8 = 14
Magic Points: 16
DEX SR: 3

location	melee missile	points
r leg	01-04 01-03	2/4
l leg	05-08 04-06	2/4
abdomen	09-11 07-10	5/4
chest	12 11-15	5/5
r arm	13-15 16-17	2/3
l arm	16-18 18-19	2/3
head	19-20 20	2/4

weapon sr	att	damage	par	pls
2H Lng Spr	6	67	1d10+1	50
Lance	3	77	1d10+1+306	-

Dodge: 44-8 = 36%.

Spirit Magic (80-8=72%): Bladesharp 3, Demoralize (2), Disruption, Heal 2, Protection 5.

Skills: Scan 36, Ride Tusk 92.

Notes: wears leather on head and limbs and ringmail torso.

BULLGAG'S TUSKER

Move 8	rh leg	4/7
HP 27	lh leg	4/7
FP 44	hind q	4/11
MP 12	fore q	4/11
	r leg	4/7
	lf leg	4/7
	head	4/9

weapon sr	att	damage
gore	7	50
trample	7	75

TUSK RIDER ONE

Move 3	r leg	1/4
HP 11	l leg	1/4
FP 21	abdomen	5/4
MP 13	chest	5/5
spear 10	r arm	1/3
	l arm	1/3
	head	5/4

weapon sr	att	damage	parry
2H spear	7	58	1d10+1+1d4
Lance	4	58	1d10+1+206

Spells (60%): Bladesharp 2, Disruption, Heal 3.

TUSKER ONE

Move 8	rh leg	4/6
HP 22	lh leg	4/6
FP 36	hind q	4/10
MP 13	fore q	4/10
	r leg	4/6
	lf leg	4/6
	head	4/8

weapon sr	att	damage
gore	7	54
trample	7	75

TUSK RIDER TWO

Move 3	r leg	3/4
HP 12	l leg	3/4
FP 18	abdomen	5/4
MP 17	chest	5/5
spear 10	r arm	3/3
	l arm	3/3
	head	2/4

weapon sr	att	damage	parry
2H spear	6	59	1d10+1+1d4
Lance	3	60	1d10+1+206

Spells (77%): Bladesharp 3, Disruption, Heal 2, Protection 2.

TUSKER TWO

Move 8	rh leg	4/7
HP 25	lh leg	4/7
FP 38	hind q	4/11
MP 9	fore q	4/11
	r leg	4/7
	lf leg	4/7
	head	4/9

weapon sr	att	damage
gore	7	50
trample	7	75

TUSK RIDER THREE

Move 3	r leg	2/4
HP 12	l leg	2/4
FP 20	abdomen	5/4
MP 16	chest	5/5
spear 10	r arm	2/3
	l arm	2/3
	head	3/4

weapon sr	att	damage	parry
2H spear	6	46	1d10+1+1d4
Lance	3	46	1d10+1+306

Spells (72%): Demoralize (2), Disruption, Heal 4, Protection 2.

TUSKER THREE

Move 8	rh leg	4/7
HP 26	lh leg	4/7
FP 45	hind q	4/11
MP 10	fore q	4/11
	r leg	4/7
	lf leg	4/7
	head	4/9

weapon sr	att	damage
gore	7	69
trample	7	75

TUSK RIDER FOUR

Move 3	r leg	2/4
HP 12	l leg	2/4
FP 21	abdomen	3/4
MP 18	chest	3/5
spear 10	r arm	2/3
	l arm	2/3
	head	3/4

weapon sr	att	damage	parr
2H spear	8	50	1d10+1+1d4
Lance	4	50	1d10+1+306

Spells (84%): Demoralize (2), Disruption, Heal 3, Protection 2.

TUSKER FOUR

Move 8	rh leg	4/7
HP 25	lh leg	4/7
FP 40	hind q	4/11
MP 10	fore q	4/11
	r leg	4/7
	lf leg	4/7
	head	4/9

weapon sr	att	damage
gore	7	64
trample	7	75

Trolls

The trolls encountered in this area are likely followers of Cragspider, a legendary hero from before Time. Their reasons for being here might include guarding a troll trading caravan; journeying to the Caves of Chaos to fight chaos; or they could be bandits. They react to encounters as any group of adventurers — they won't fight if they can avoid it unless there seems to be much to gain. Trolls always attack elves and dwarves, however.

Great trolls are a troll sub-type of great size and limited intellect. Cragspider originated the breed and controls many of them.

DARK TROLL, leader

Move 3 r leg 6/6
 HP 17 l leg 6/6
 FP 17 abdomen 6/6
 MP 16 chest 8/8
 mace 10 r arm 3/5
 shield 16 l arm 3/5
 head 8/6

weapon sr att damage parry
 mace 7 95 1d10+2d6 71
 kite shield 8 55 1d6+2d6 90
 sling 4 87 1d8 --

Dodge: 62

Spells (60%): Bludgeon 4*, Disruption, Heal 4, Mobility 2*, Protection 2.

Divine Spells (80%, 1-use): Counter-chaos*, Shield 2.

GREAT TROLL ONE

Move 3 r leg 6/7
 HP 21 l leg 6/7
 FP 29 abdomen 8/7
 MP 8 chest 8/9
 axe 10 r arm 6/6
 mace 10 l arm 6/6
 head 6/7

weapon sr att damage parry
 pole axe 4 67 3d6+2d6 44
 mace 5 31 1d10+2d6 24

Spells (27%): Heal 3.

GREAT TROLL TWO

Move 3 r leg 6/7
 HP 20 l leg 6/7
 FP 25 abdomen 8/7
 MP 13 chest 8/9
 grtswd 12 r arm 6/6
 axe 8 l arm 6/6
 head 6/7

weapon sr att damage parry
 grtswd 5 85 2d8+2d6 47
 battleaxe 6 49 1d8+2+2d6 42

Spells (53%): Heal 2.

GREAT TROLL THREE

Move 3 r leg 6/7
 HP 20 l leg 6/7
 FP 26 abdomen 8/7
 MP 12 chest 8/9
 axe 10 r arm 6/6
 mace 10 l arm 6/6
 head 6/7

weapon sr att damage parry
 pole axe 4 62 3d6+2d6 80
 mace 5 47 1d10+2d6 35

Spells (46%): Bladesharp 4, Disruption

GREAT TROLL FOUR

Move 3 r leg 6/8
 HP 22 l leg 6/8
 FP 34 abdomen 8/8
 MP 15 chest 8/10
 greatsword 12 r arm 6/6
 broadsword 10 l arm 6/6
 head 6/8

weapon sr att damage parry
 greatsword 3 91 2d8+3d6 56
 broadsword 4 96 1d8+1+3d6 78

Spells (61%): Disruption, Heal 4, Protection 4

GREAT TROLL FIVE

Move 3 r leg 6/8
 HP 23 l leg 6/8
 FP 31 abdomen 8/8
 MP 9 chest 8/10
 axe 10 r arm 6/6
 sword 10 l arm 6/6
 head 6/8

weapon sr att damage parry
 pole axe 5 69 3d6+3d6 32
 broadsword 6 21 1d8+1+3d6 23

Spells (31%): Demoralize (2).

DARK TROLL ONE

Move 3 r leg 4/6
 HP 18 l leg 4/6
 FP 11 abdomen 6/6
 MP 9 chest 6/8
 mace 10 r arm 4/5
 shield 16 l arm 4/5
 head 4/6

weapon sr att damage parry
 mace 5 41 1d10+1d6 42
 kite shield 6 9 1d6+1d6 43
 sling 3/9 28 1d8 --

Spells (28%): Bludgeon 2*, Heal 2.

DARK TROLL TWO

Move 3 r leg 6/6
 HP 17 l leg 6/6
 FP 10 abdomen 6/6
 MP 16 chest 6/8
 mace 10 r arm 6/5
 shield 16 l arm 6/5
 head 6/6

weapon sr att damage parry
 mace 5 98 1d10+2d6 62
 kite shield 6 22 1d6+2d6 71
 sling 3/9 79 1d8 --

Spells (57%): Bludgeon 3*, Heal 3, Protection 4.

DARK TROLL THREE

Move 3 r leg 4/6
 HP 16 l leg 4/6
 FP 17 abdomen 6/6
 MP 13 chest 6/8
 mace 10 r arm 4/5
 shield 16 l arm 4/5
 head 4/6

weapon sr att damage parry
 mace 6 86 1d10+1d6 70
 sling 3/9 52 1d8 --
 kite shield 7 16 1d8+1d6 62

Spells (49%): Bludgeon 2*, Demoralize (2), Heal 4.

Divine Spell (84%, 1-use): Counterchaos*.

DARK TROLL FOUR

Move 3 r leg 4/4
 HP 12 l leg 4/4
 FP 18 abdomen 4/4
 MP 15 chest 6/5
 mace 10 r arm 4/3
 l arm 4/3
 head 4/4

weapon sr att damage parry
 mace 8 40 1d10+1d4 42
 sling 4 29 1d8 --

Spells (65%): Bludgeon 2*, Heal 2, Shimmer 2*.

More Tusk Riders

TUSK RIDER FIVE

Move 3 r leg 3/5
 HP 13 l leg 3/5
 FP 20 abdomen 3/5
 MP 15 chest 3/6
 spear 10 r arm 3/4
 l arm 3/4
 head 5/5

weapon sr att damage parry
 2H spear 6 49 1d10+1+1d4 35
 lance 3 49 1d10+1+2d6 --

Spells (68%): Bladesharp 1, Demoralize, Disruption, Heal 5, Protection 2.

TUSKER FIVE

Move 8 rh leg 4/6
 HP 23 lh leg 4/6
 FP 38 hind q 4/10
 MP 10 fore q 4/10
 r leg 4/6
 lf leg 4/6
 head 4/8

weapon sr att damage
 gore 7 68 2d6+2d6
 trample 7 75 4d6

A Party of Humans

This is a typical party of human bandits which make a living robbing farmers, peasants, merchants, and others not able to defend themselves. They will occasionally attack tougher groups in the hope that the reward will offset the increased risk. Each of these bandits has no moral qualms about killing, but will refrain if a handsome ransom is offered.

Their usual battle strategy is to wait on high ground until their lookout spots a distant target. The bandits then set an ambush. If their tactics go undetected, they swarm their victims with Multimissiled* arrow fire simultaneous with a call to surrender.

Each bandit owns and rides a horse, though these mounts may be hidden before the ambush.

YOS-PHE

Human male, bandit leader. Age 29.

characteristics attributes

STR 16
CON 11
SIZ 13
INT 18
POW 16
DEX 11
APP 17

melee missile armor/pts

r leg 01-04 01-03 5/4
l leg 05-08 04-06 5/4
abdomen 09-11 07-10 5/4
chest 12 11-15 5/5
r arm 13-15 16-17 5/3
l arm 16-18 18-19 5/3
head 19-20 20 5/4

weapon sr att damage *parry pts
2H Long Spr 6 86 1d10+1+164 48 10
Lance 3 76 1d10+1+368 - 10
Broadsword 7 87 1d8+1+164 54 10
Self Bow 3/9 80 1d8+1 21 5
Kite Shield 8 17 1d6+164 60 16

Dodge: 30.

Spirit Magic (60%): Bladesharp 3, Disruption, Heal 6, Multimissile 3*, Protection 5; (in ring) Befuddle (2).

Skills: Conceal 88, Devise 69, Hide 80, Listen 52, Ride 69, Sneak 40, Track 65.

Languages (speak/write): Darktongue 370, Sartarite 320, Trade 44/27.

Treasure: 12 point magic point storing matrix*, Befuddle matrix* in silver ring. Warhorse, worth at least 3000 L, much more in a city. Carries 100 L. If pressed, will steal his group's cached common fund of 2500 L for his own ransom.

Armor: wears ringmail.

YOS-PHE'S WARHORSE

Move 10 rh leg 2/6

HP 20 lh leg 2/6

FP 28 hind q 2/9

MP 15 fore q 2/9

r leg 2/6

lf leg 2/6

head 2/7

weapon sr att damage

Kick 6 48 1d6-366

Blite 6 24 1d10

Rear & Plunge 6 34 2d6-366

Trample 6 75 6d6

IZZIM

Human female bandit, age 25.

characteristics attributes

STR 11

CON 9

SIZ 12

INT 12

POW 13

DEX 14

APP 14

Move: 3

Hit Points: 11

Fatigue: 20-12 = 8

Magic Points: 13

+ 4 matrix = 17

DEX SR: 3

melee missile armor/pts

r leg 01-04 01-03 3/4

l leg 05-08 04-06 3/4

abdomen 09-11 07-10 5/4

chest 12 11-15 5/5

r arm 13-15 16-17 3/3

l arm 16-18 18-19 3/3

head 19-20 20 3/4

weapon sr att damage parry pts

2H Long Spr 6 54 1d10+1 54 10

Broadsword 7 48 1d8+1 53 10

Self Bow 3/9 33 1d8+1 23 5

Dodge: 52.

Spirit Magic (53%): Disruption, Heal 3, Multimissile 3*, Shimmer 2*.

Skills: Hide 60, Ride 42, Scan 48, Sneak 73.

Languages (speak/write): New Pelorian 170, Sartarite 420, Trade 34/0.

Treasure: 4 point magic point storing matrix. Carries entire fortune of 55 L (as 10 coins and a jewel).

Armor: cuirbouilli extremities and ringmail body.

HIJWYZ

Human male bandit, age 21.

characteristics attributes

STR 3

CON 10

SIZ 13

INT 11

POW 8

DEX 10

APP 6

Move: 3

Hit Points: 12

Fatigue: 13-13 = 0

Magic Points: 8

DEX SR: 3

melee missile armor/pts

r leg 01-04 01-03 3/4

l leg 05-08 04-06 3/4

abdomen 09-11 07-10 5/4

chest 12 11-15 5/5

r arm 13-15 16-17 3/3

l arm 16-18 18-19 3/3

head 19-20 20 3/4

weapon sr att damage parry pts

Shortsword 7 44 1d6+1 43 10

Self Bow 3/9 27 1d6+1 10 5

Dodge: 05.

Spirit Magic (27%): Detect Enemies*, Disruption, Heal 1, Mobility 2*, Multimissile 1*.

Skills: Hide 12, Ride 27, Sneak 40,

Stablesweeping 50

Languages (speak/write): Sartarite 320/0, Trade 24/0.

Treasure: 2 L. Hijwyz spends it as fast as he makes it.

Armor: cuirbouilli limbs, badly rusted scale hauberk, a size too large for him.

Human female bandit, age 23.

characteristics attributes

STR 14

CON 11

SIZ 15

INT 9

POW 9

DEX 12

APP 15

Move: 3

Hit Points: 13

Fatigue: 25-10 = 15

Magic Points: 9

DEX SR: 3

location missile armor/pts
r leg 01-04 01-03 3/5
l leg 05-08 04-06 3/5
abdomen 09-11 07-10 5/5
chest 12 11-15 5/6
r arm 13-15 16-17 3/4
l arm 16-18 18-19 3/4
head 19-20 20 3/5

weapon sr att damage parry pts
2H Long Spr 6 44 1d10+1+164 53 10
Self Bow 3/9 38 1d6+1 19 5

Dodge: 25.

Spirit Magic (35%): Befuddle (2), Heal 2, Multimissile 2*.

Skills: Hide 35, Listen 62, Ride 39.

Languages (speak/write): Aldryami 16/0, Sartarite 24/0, Trade 35/0.

Treasure: carries 5 Wheels (a gold coin worth 20 L each).

GRISS

Human male bandit, age 23, the lookout.

STR 8

CON 7

SIZ 13

INT 16

POW 10

DEX 13

APP 6

Move: 3

Hit Points: 10

Fatigue: 15-10 = 5

Magic Points: 10

+ 9 matrix = 19

DEX SR: 3

melee missile armor/pts

r leg 01-04 01-03 3/4

l leg 05-08 04-06 3/4

abdomen 09-11 07-10 3/4

chest 12 11-15 3/5

r arm 13-15 16-17 3/3

l arm 16-18 18-19 3/3

head 19-20 20 3/4

weapon sr att damage parry pts

Shortsword 7 67 1d6+1 59 10

Javelin (thrd) 7 47 1d6+1 45 8

Javelin (thrn) 3 44 1d8 45 8

Dodge: 33.

Spirit Magic (40%): Bladesharp 2,

Disruption, Heal 2, Multimissile 2*.

Skills: Conceal 53, Evaluate 77, Hide 25,

Ride 27, Scan 74.

Languages (speak/write): Darktongue 15/0, Sartarite 45/20, Trade 44/0.

Treasure: 9 point magic point storing matrix*. Carries 10 L and has a secret stash of 150 L which he is willing to use to ransom himself.

SNAKEPIPE HOLLOW





KEY

- SOLID ROCK
- BOULDER
- SLOPE
- AMBUSH
- WATER
- DOOR
- SECRET DOOR
- SECTION CUT
- STAIRS
- PILLAR
- VIEW FROM



TO THE VOID

Map labels include: 10, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z.

Campaign _____

Game Date _____

GM Log



RuneQuest

				Characteristics		Attributes				Spell Points		Skills Percentiles				
										Spirit/Sorcery	Stored MP	Dodge	Listen	Scan	Search	
character name	player name	nation/cult and status	languages (50%+)	STR	CON	SIZ	INT	POW	DEX	APP	Total HP	DCX SRM	Average Armor	Best Weapon Attack %	Shield Parry %	

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