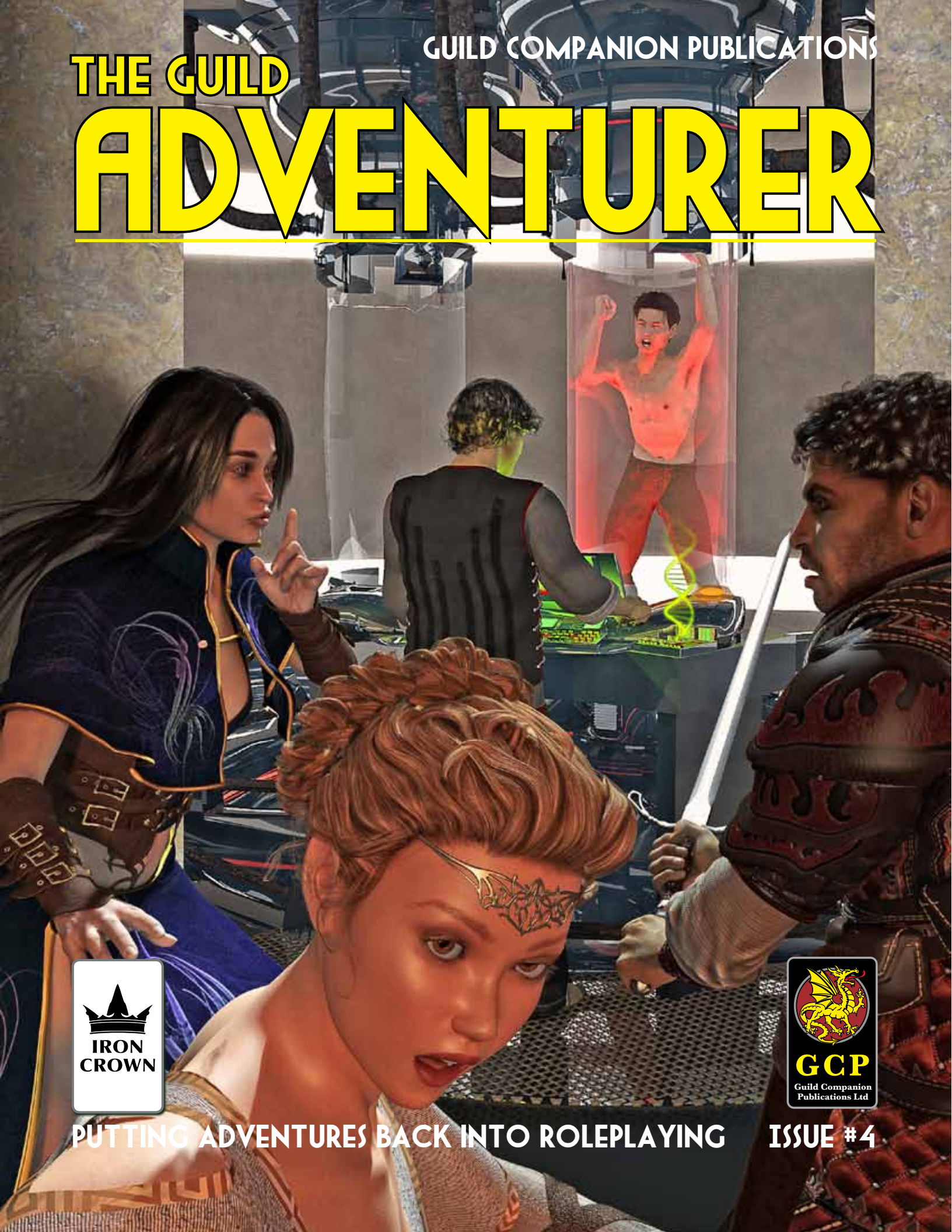


GUILD COMPANION PUBLICATIONS

THE GUILD

ADVENTURER



PUTTING ADVENTURES BACK INTO ROLEPLAYING

ISSUE #4

WELCOME

To the fourth issue of *The Guild Adventurer*. My apologies for the temporal gap between the release of issue #3 and this issue. This product became trapped in a work queue as we laboured to release HARP SF, HARP SF Xtreme, update the HARP Fantasy core book and supporting supplements, release new and updated Shadow World sourcebooks, and rebrand/rerelease dozens of Rolemaster and Spacemaster products. When we had completed the tidal wave of releases, updates and rebrands, we returned to the TGA#4 adventure manuscripts and checked their monster selections. Unfortunately a number of the monsters were not in the new HARP Fantasy core book, so rather than reduce the HARP support, we put TGA#4 back into the queue and prioritised those creatures during the ongoing development of the upcoming *HARP Bestiary*. But we have never forgotten TGA #4, and with the completion of the requisite monsters, we are very pleased to be able to publish it as the newest addition to the *The Guild Adventurer* series.

Our aim as always is to give GMs the very best in adventure material across as many game lines and settings as we can. This time, we have support for three rules systems and two official settings. *Who*

Saves the Savior by Robert Defendi provides a high-level adventure within the epic Echoes of Heaven storyline. As a change of pace, *Unusual Heroes* by Dennis Larsen pits ordinary folk who could become adventurers against the braggadocio of experienced sellswords. Marc Rosen gives your characters a chance to get their hands dirty and their feet wet in *Muck and Mire*, while Ward Miller gives us an old-school dungeon crawl in *Keep of the Damned*. Finally in *Eyes of Stone*, Terry Amthor provides an introduction to some of the mysteries and magic of southeastern Emer, which you can explore more fully in his Shadow World sourcebook, *Emer III: The Southeast*.

We hope that you will enjoy this product and we would welcome your feedback so that future books will be even better. We will be publishing full-blown adventure modules (a number are already at full draft stage) and adventure compilations, so if you would like to write a module, an adventure, or an adventure location, please visit the ICE forums for the most up-to-date calls for submissions.

Best Wishes,
Nicholas HM Caldwell

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THE EYES OF STONE

By Terry K. Amthor

*Koul is blind
Let him see.
Far away
You can be.*

*Eyes of Stone
Eyes like night
Watch alone
Eyes shine bright*

*Say the Word
Then Koul dozes
He has heard.
'Ore it closes...*

*...enter the Mouth.
Once you pass
Don't forget
The Eyes of Glass*

INTRODUCTION

This adventure brings the PCs to Southeastern Emer (though at first they won't know where they are, since they will be coming through a Portal) and introduces them—briefly—to a network of Portals built by the Jinteni, which span much of the region. The characters will not be able to stay long, but hopefully after learning of this link and the useful network of Jinteni Portals, they may wish to return again later (via the book *Emer III: the Southeast; the island of Vamaag is #35 on the main map*).

They will encounter other ancient Jinteni technology, meet a former follower of the Green Dragonlord Drul Churk, and get caught up in a conflict between him and followers of the Dragon.

1.0 ADVENTURE SYNOPSIS

The PCs encounter an underground chamber and encounter a massive bas relief which is in fact a Portal. On

the other side, they find themselves in a Jinteni complex in a state of partial ruin but some of its technology is still functional. Depending on what path they take from the chamber with the bas relief, they will encounter either the lizard-like Dossai (led by Bressin Atana, a former adherent of Drul Churk who now works against the Dragonlord and his mysterious *Arborean Way*); or they will run afoul of Tavin Bak and his minions the Arboreans, who follow the Green Dragon. The latter are served on this island—called Vamaag—by the brutal, apelike garks. The PCs will find themselves caught in the middle of a conflict between them, and they will need to figure out which side to ally with as the tensions between these groups are escalating. If they choose correctly, they'll possibly be allowed to escape through the Koul Portal and back to where they started, but with an important key to the much wider Jinteni portal network.

2.0 BACKGROUND

Before going into details about the adventure, some background information about groups and locations is in order.

2.1 THE CHILDREN OF KOUL

Once a fairly far-flung group during the late Second Era, the Children of Koul were spread across parts of Northern Emer, Jaiman, NE Thuul and Falias; yet they were not widely known to the general populations. The Children did not seek members in large numbers, but rather only those with certain qualities suited to the group's purposes, and those with similar conditions. They were secretive, and for the most part shunned densely populated areas. This is because the Children also sought those with physical abnormalities that for one reason or another could not be healed, or the owner simply could not afford to heal it. Hiring a Healer or Lay Healer to correct a shriveled arm or a clubfoot could cost hundreds of gold, the kind of fortune few have. Therefore, there are quite a few of these people. Many are not accepted in their own homes because they are 'deformed' (some societies believe it means the deformed person is somehow possessed) and forced to live as beggars on city streets. They are recruited by the Children of Koul to leave the cities and join their rural commune-like existence.

Koul is a Spirit of Orhan, loosely associated with the Lord Iorak the Smith—partly because of Koul’s preference to reside underground—and with Iloura. Koul himself was depicted as a stout misshapen man who appeared to have several physical abnormalities. Through this he encouraged his followers to treat his ‘special children’ with reverence.

His Children were devoted to nature and the beauty of underground places. As it turned out, many of these Children were possessed of magical gifts, and they were able to construct many items to aid them, including the Bas-relief Portals.

Interestingly, even though some became fairly powerful Healers, few Children then wished to have their ‘deformities’ healed, as Koul taught that these were part of the natural order.

There are still small pockets of the Children scattered about, but they are not nearly as numerous as they once were, and they reside in hidden places. Most people today have never heard of the Children of Koul.

THE KOUL PORTALS

The Koul Portals, as noted earlier, are either large bas-reliefs built into the wall of a structure, or in some cases they are freestanding ‘heads’ of Koul. In appearance they are about twelve feet high, with a gaping mouth about six feet high. All of these statues are made of the same red-brown stone, which has a rough texture. Above the mouth is a flattened nose, and a pair of closed bulbous eyes (about eight feet off the ground). The upper part of the head is greatly shortened with a low forehead. The open mouth is only a couple of feet deep, but the interior appears to be lined with a different material: a smooth black stone that reflects almost no light.

The portal is activated by two small orbs of polished stone, about three inches in diameter. There are many of these orbs of different colors; what combination used determines the exit portal. Koul’s eyes are closed, but if the orbs are held near the eyes, they magically open. When the orbs are placed in the eye sockets of the bas-relief (it does not matter which orb goes in which eye), the orbs transform from opaque stones to glowing transparent ‘eyes.’ There is also a key word that must be said: “Koulakh!” (It means ‘sleep, Koul!’ in the secret language of the Children). The eyes then close and the portal opens: the mouth becomes filled with a dark mist, yet the mist doesn’t flow out of the mouth opening.

The eyes have now transported to the destination. Presumably the user(s) step through the portal and arrive at the destination. At the other end, Koul’s eyes are open and the orbs are in the sockets, still glowing and looking like eyes. One just has to reach up to the eyes and they will

come out easily, becoming opaque stones again. Koul’s eyes immediately close. If no one retrieves the Eyes after about 10 minutes, Koul’s eyes close again on this side, but the orbs remain inside. Placing hands on the closed eyelids will open them.

The Children of Koul learned of Portal technology after discovering a Jinteni Portal key and analyzing it. They were not able to replicate the sophistication level of the Jinteni Portals, but they understood the basic principle, and they fashioned the eyes after the Jinteni key (hence they are the same size). One group of Children even found the ancient Jinteni complex on the island of Vamaag and made it their home, building the Koul Portal inside it, using a Jinteni orb as one of the eyes to that destination, so it would be available when they arrived there.

The GM may wish to explore this possibility, allowing the PCs to find other ‘Eyes’ which can, in certain combinations, lead to other locations. But only the special Jinteni Eye leads to this portal exit in SE Emer.

2.2 THE JINTENI

Once the Jinteni ruled much of Southeastern Emer, and beyond. They were one of two powerful civilizations that prospered during the *Interregnum*, a time after the fall of the great Essænce Lords and before the Loremasters began reckoning time, over thirty thousand years ago. Though they were not nearly as technologically or magically sophisticated as the Essænce Lords, they still stood head and shoulders above even the most advanced cultures that currently inhabit the Shadow World. They were able to create devices and structures that were in tune with the Flows, and so—for the most part—magically preserved through time. Only this could allow even a few of their creations to survive to this day.

THE JINTENI PORTALS

Among their accomplishments was a network of Portals linking dozens of important sites across southeast Emer and beyond: certain Portals even connected to more distant Jinteni colonies. These magical gateways are not as sophisticated as those constructed by the Altha (e.g., the *Bakuul Portals*), yet they are still advanced by current standards.

The Jinteni Portal design is a platform of stone about ten feet in diameter, made of an extremely hard dark gray stone, etched with arcane symbols whose meaning has been lost to time. In the center is a shallow ring-shaped groove 12 inches in diameter, and inside that is what appears to be a metal disk, with a small hemispherical depression in the center which could hold a sphere about 3 inches in diameter. Also etched on this disk are

numerous lines radiating out from the center depression, with a symbol at the end of each line. These portals are activated by a Portal Key, a crystalline orb three inches in diameter. All the Portal Keys are identical clear orbs until placed in the depression.

If the key orb is placed in the depression, the metal center rises, the orb glows, and an abstract pictogram appears inside it. This is the symbol of the current portal location. Then, a laser-like beam of light shoots out of the orb, aligning with one of the radial lines. When the beam reaches the edge of the platform, it seems to spray out all along the edge of the portal in a shimmering wall about ten feet tall. This wall then changes into a transparent 360° live view of the nearest portal destination. The surroundings slowly cycle through the different destinations (changing about every 5 seconds), while the light-beam from the Eye aligns with one of the radial lines, and the symbol lights up. Cycling means that the eye begins to project the surroundings of other portals like a transparent screen around the perimeter of the platform. It will always start with the nearest to the farthest portal and work outward. This is not the actual destination yet; it is just an image of the destination.

A skilled user can twist the eye in the socket to advance to the destination he desires—assuming of course he understands what the symbol means. This is unlikely unless the user is a Jinteni and recognizes the pictographic character. However, on the wall of the portal chamber at the Jinteni complex on Vamaag is a map of Emer, showing where the radiating lines lead to, and the symbol of each of those locations. These maps are not at every Portal location (many are outdoors) so the PCs would be wise to copy this information.

One symbol on the disk naturally varies from portal to portal. This is because the symbol used at the departure Portal is the symbol representing the destination. Since the traveler is now at that location, one of the symbols on that the ring would now be the symbol of the departure portal, which had appeared inside the key there. When the travelers have made their choice, the Eye is removed from the socket and the surroundings become visibly more 'real.' By default they have about one minute to get off the platform (and thus be transported to the destination) before the surrounding ethereal wall collapses and vanishes. The Portal does give a sort of 'ten second warning' when the visual image of the other side begins to ripple and break down (the Portal can be activated again by removing the Key and placing it back in the depression). Once they pass through the wall (the Jinteni called it the *Veil*) and look back at the portal, they can see the platform they came from, but they cannot step back through: it's a one-way Portal only allowing exit from

the origin platform. However, they can speak to those still on the platform, and they can see each other. The travelers can of course take the Key with them, and so use it at the destination portal. In this case, when the person carrying the Key steps off the platform, the Portal immediately collapses.

When the Jinteni ruled this land, the Portals were in frequent use, and in fact some had an operator who stood at the central column. Travelers would arrive and declare their destination, and the operator would set it for them. They would step off the platform, and the operator would reset for the next travelers by placing the orb back in the depression. If the orb is not replaced in the depression within a minute, the column lowers back into the floor of the Portal.

Another point about the Keys, which is very important to this adventure: they seek out a Portal. When a Key is within 10 miles of one, it will have a tiny spark of light within, and whoever holds the Key, if he concentrates and makes a Hard (-20) *Power Perception* roll, he will sense the Portal's direction. In the complex the Key will glow brightly at first, then die down. The holder need only make a Light (+10) *Power Perception* roll to sense the direction here—but of course the characters do not know what they are being drawn towards.

2.3 THE ARBOREANS

The *Arboreans* were established by the Dragonlord Drul Churk long ago. This is a quasi-religious group who follow Drul Churk's teaching (known as the *Arborean Way*), on the surface a seemingly fairly benign ecological philosophy which discourages 'technology' and any sort of activities which poison and pollute the earth. The intent is not to repeat the mistakes of earlier civilizations (the *Essence* Lords, the Jinteni and Worim), who became too technically advanced and in the end destroyed themselves. It teaches respect for all living things, especially plantlife.

However, the elite among Churk's followers know of the true ultimate goal of the Arborean Way... and the Green Dragon's ultimate purpose. Drul Churk believes that humanoid races are a blight upon the earth. They make war and pollute and waste, and they should be wiped from the planet for the good of all other plants and creatures (Churk is not subject to this death sentence of course because he is a Dragon). Drul Churk's ultimate goal is to wipe all sentient humanoid life off the planet, and he intends to do it through a massive ritual, joining the powers of all his followers (and a number of stolen artifacts). He calls this event *The Muting*. This apocalyptic event is still many years off, but Drul Churk is working steadily towards it.

It may seem strange that humans would follow a philosophy where the ultimate goal is their own destruction, but the Green Dragon has devout followers on every continent who will blindly obey his commands. They are quite strong here in southeast Emer, near his home on the Isle of Glass.

3.9 NPCs & BEASTS

Following are brief descriptions of important NPCs in this adventure.

BRESSIN ATANA

Atana is a half-Dyar Elf/half Kinsai; in appearance he has light brown skin and short wavy black hair, and retains his Dyar father's pointed ears, though Bressin's are not as pronounced. He spent many years in a Dyar city in northern Falias, but he was ridiculed for his looks when growing up, and eventually left for Emer, where he encountered the Arboreans. He was accepted in their order, and rose quickly through their ranks. In time Drul Churk himself took an interest in Atana's abilities, and Bressin was admitted into the inner circle and told of Churk's larger plans, and of the Muting. Bressin was horrified by this apocalyptic scheme, and when the opportunity arose, he and a few others fled from Churk's secret Isle of Glass. They eventually sailed to this tiny island in hopes of escaping the Dragonlord's grasp. But the Green Dragon does not forgive traitors, and his forces have been pursuing Atana for some time now, led by Tavin Bak, a former friend of Bressin's who is now obsessed with capturing him.

While his original intention was to form a resistance and stop Drul Churk's Muting ritual, he soon abandoned the idea when any tentative contacts he made with possible allies within the Arboreans resulted in his small group nearly being caught by pursuers. Clearly the Dragonlord was exerting his full influence on his underlings now and demanding complete loyalty.

Atana discovered the Jinteni facility a few dozen years ago, after it had been long abandoned by the Children of Koul (the Children were attacked by the Garks and forced to flee through the portal). He also found the device capable of genetically mutating a being, or even fusing the DNA of two creatures in such a way that they—or at least one—can survive. He learned how to use the device and began experimenting with it and eventually learned how to master the still-functioning machine (He is an extremely intelligent Animist and the machine controls are very intuitive, even for someone who does not understand the niceties of DNA). He formulated a plan to use it to alter humans so they would be un-human enough to escape Churk's *Muting*. He has been using the DNA of the small

lizards they had found on the island (the T'neki) and combining it with the humans to form a kind of hybrid (see description below under Dossai).

Note that while Atana disagrees with Churk's plans, he can be ruthless in his mutation goals. His followers captured Jungle Garks, then indigenous natives (of the Thesian race; they are Tech Level 2/Bronze Age tribes scattered across some of these islands in the Rællian Bay, isolated from the continent) on the island so he could experiment on them. Once he had mastered the technique, he has altered a few of his followers. The earliest Gark and Thesian experimental subjects died shortly after being altered, a number of the Thesian island natives lost their intelligence and became more lizard than man; these were released to the island surface. If the PCs are captured by the Dossai, Atana may be tempted to 'operate' on them ('for their own good').

Atana is also obsessed with getting into the Jinteni Portal chamber (he doesn't know what is in there, but since it is the only room in the complex he can't enter, he wants to know what it conceals).

He wears another orb on a pendant around his neck, which is the key to all of the other doors in the complex. Bressin's clothing consists of a black tunic and pants trimmed with red, but they are very worn from his years living in the wild.

KETAK-LI-CHOI

Choi is a Y'nar Mystic who was one of the first to befriend Atana half a century ago when Choi was just joining the Arboreans and in his early middle age. Now he is almost a hundred years old, and knows he only has a few years remaining. Has refused so far to be altered, saying that his body could not withstand the strain. Secretly he has been against this process since the beginning and he would like to see the machine destroyed. He could be the best friend the PCs have if they are captured by Atana's people; willing to help them escape back to the Koul Portal—though he may not be able to get the Eyes back on his own; they may have to fight for them.

It is also important to note also that he will be much more willing to tell the characters about the Muting than Nelu (see below) as he no longer fears death. He may not spell out exactly what it involves (even he and Atana were not given all the details of the ritual, but he knows it is to come within the next century) but he will tell them about the Green Dragon and his plan to wipe all humanoids from the earth.

THE DOSSAI

Dossai is the name Atana gave to the hybrid race he created by combining the DNA of the T'Neki and humans.

The result is still largely human, but some of the body is covered with a thicker, greenish lizard-hide. The faces are still recognizable, but scalp hair is coarser and thinner, and the forehead, cheekbones and throat are greenish and rougher looking. The eyes are larger and slitted; the nose is smaller. This varies from individual to individual. They all tend to walk in somewhat of a crouch. It took Atana several tries to get the right 'mix.' Some of his earlier experiments on captured natives resulted in much more lizard DNA, and also reduced their intelligence. His more recent conversions retain all their intelligence. All the residents wear fairly rough garments, the result of living under fairly primitive conditions for several years. Similarly, they have fairly crude weapons, as they were unable to escape with any sophisticated Arborean ones. Only Atana was able to get away with his gear.

One ability nearly all the Dossai inherited from their reptilian cousins is the ability to spit an acid through their tongues. It is only effective within twenty feet (roll on the *Shock Bolt* table, Acid critical if available; Heat critical otherwise. If they get a "B" critical, roll a 20% chance the acid got in the target's eyes and he is blinded for 1–10 minutes.)

Also, the Dossai are able to breed and have Dossai offspring, which was critical for Atana's success if he wanted an intelligent race to survive.

NELU

Nelu is one of Bressin Atana's genetically altered lizard-men, the Dossai. He is basically Bressin's assistant and bodyguard. He's loyal to their leader, but secretly he has come to believe that no one should be changed against their will. If the characters are captured and it appears that Atana will force them into transformation, Nelu may help them to escape. If he is guarding the PCs alone, Nelu may answer questions about the installation, how he came to look the way he does (he will even explain the DNA modifying machine) and some hints about why Atana is doing it. He will not go into the Muting though, but may drop ominous hints about "The Green Dragon's great Plan." Nelu has inherited a certain primal fear instinct from his lizard half however, and anytime he says anything particularly dangerous he hunches down into a defensive stance and will not speak for several minutes.

His melee weapon is a large club with embedded obsidian he took from a Jungle Gark he killed. Aside from that all he wears is a leather kilt-like garment.

THE T'NEKI

Small semi-intelligent lizards, the T'neki are native to the temperate rainforest regions of southeastern Emer.

The Lizards are not hostile by nature and actually are peaceful creatures who eat plants and insects, but they are threatened by the Garks, who hunt them for food. The T'neki are bipedal with small forelimbs, and stand about two feet tall. They can run fairly fast, and tend to travel in small family groups. The Dossai capture them to use their DNA, a process which invariably kills them. A few of the lizards live in the complex, pets of the Dossai (with excellent hearing, they are good 'guard dogs'). T'neki are normally sidereal: active during the day and sleeping at night.

TAVIN BAK

A true follower of Drul Churk and the leader of a small group of about a dozen Arboreans on this island, Tavin Bak seeks to capture Bressin Atana and turn him over to his master. Bak is a Dyar Elf Evil Mentalist. The Arboreans have just arrived on this island, but Bak senses that Atana is here. He is closing in on the Jinteni complex. He and the Arboreans have used their powers to recruit the local Jungle Garks; there are always several Garks acting as guards around Bak's campsite. Though Bak's ability to communicate with the Garks is limited, it is only a matter of time before he harvests the image of the Jinteni complex dome from one of their minds. Also he has a Staff of *Animal Merge*, which allows him to see through any being up to 20 miles away.

BRIN CHEBORA

A Talath man, large even for his kind, Brin Chebora is Tavin Bak's right hand man. He is a Warrior Monk, trained by a former Changramai who trains Arboreans on the Isle of Glass. As such, Chebora is an extremely dangerous man. He's also merciless and completely loyal to Bak.

Brin keeps his blond hair very short, has matching gold earrings, and wears a pair of thigh-length white shorts and a light white cotton shirt. His people are not suited to the rainforest climate; the heat and humidity only make him irritable. The others in the group tend to give him a wide berth.

ARBOREAN NPCs

Among the dozen Arboreans, there are three Animists and one Magician (all Dyar Elves), and seven warriors of differing races. All the Arboreans have enchanted barbed whips, which can be used as wicked melee weapons, but also when snapped a certain way, throw large barbs which act as missile weapons. The Animists and Magician wear ankle-length green tunics, the warriors wear shorter tunics and breeches; over their tunics they have a lightweight armor of small pieces of laminated bamboo (stained green) sewn together.

THE JUNGLE GARKS

Garks are creatures with an intelligence somewhere between apes and humans, with an appearance to match. They have some rudimentary language, can make and use tools and basic weapons, and can be taught to obey simple orders. They reside in large nests high in the trees, and are agile climbers. They use blowguns that fire large darts, and crude wooden swords with razor-sharp obsidian slivers embedded in them. These jungle Garks are nocturnal by nature, with excellent night vision, but they can function as well during the day in the twilight of the rainforest.

4.9 SCENES

The characters encounter the ruins of a Koul Temple, and assuming they go through the portal, from there they have a number of choices.

4.1 THE HOUSE OF KOUL

Following are two ways that the characters may discover the Koul Temple.

The PCs stop in a village while traveling, and one night at the tavern, a local tells them of some ancient ruins nearby where artifacts might be found, but these ruins are shunned by the locals because they are reputed to be haunted. They are told stories about an ancient cult that supposedly lived there, worshipping a god named 'Koul.' When prodded/bribed, the local draws them a crude map to the ruins. They go to the ruins and find a few tumbled-down buildings. At some point, the ground gives way and they tumble about 15 feet down into a chamber. Facing them is the face of Koul.

Alternatively, if the GM wants to get things started right away, the group could be minding their own business walking through the wilderness when they spot an obelisk. As they approach, the ground gives way...

4.2 THE FALL

A large section of the roof of the chamber collapses, and

the GM should determine where everyone is located when it does. The chamber floor is fifteen feet down, so it is possible to sustain injuries: roll on the Fall/Crush attack table in **Arms Law** (*Claw Law*), adding 15. Naturally anyone with the *Adrenal Moves* skill may apply it. The remainder of the roof of the 30 x 30 chamber is also unstable, so if any characters who did not fall try to rescue their comrades, they need to be careful or risk falling in as well. In any case, once those who did fall regain their composure, they will immediately notice the bas-relief of Koul (see 'Koul Portals' above for description), which appears to be under a stable area of roof made of stone instead of rotting timbers. They will also no doubt notice the skeleton sprawled on the floor immediately in front of the relief. An interesting thing about the skeleton is that it appears to have fallen onto his back facing the relief, with its feet near the mouth. Assuming the PCs decide to investigate the first even mildly interesting thing they have found in the ruins rather than try to immediately escape...

The skeleton has clearly been here for a long time, perhaps hundreds of years or more. Should anyone



actually have a *Death's Tale* or similar spell, they will see a man of middle years step out of the mouth of the relief, then turn back and reach up as if to pluck a pair of glowing clear orbs from its open eyes. Then suddenly out of the mouth (which is filled with mist) shoot a number of large feathered darts. Several strike him just as the eyes pop out into his hands, and he falls to the floor clutching them. The mist dissipates and Koul's eyes close as the man expires.

If no one has the spell, a little detective work will be required. The skeleton appears to be of below average height, and Hard (-10) observation rolls will reveal that it was a male, and his left arm was slightly smaller than his right and possibly deformed. It will not require a roll to discover that clutched in his skeletal hands are two three-inch diameter orbs. One is an opaque blue stone of indeterminate nature, the other is a perfectly clear orb. Spells—depending which ones are used—will determine that they are both enchanted: the blue with Essence, the clear with a primal Essænce, and the clear one is far, far older than the blue one (it is a Jinteni Portal Key, adapted by the Children of Koul).

The man also has a leather satchel, which is in slightly better shape than his clothing, which is pretty much disintegrated rags. Inside the satchel is a purse with 27 silver pieces and 12 bronze of a mint the PCs are unlikely to recognize (Emerian Empire, Second Era) and a book, which is remarkably well-preserved. Unfortunately it is in a strange script the characters will be unable to recognize. It is the bible of Koul, in the secret language of his people. However, inserted in the book is a piece of parchment. On one side is more of the characters, but on the right appears to be a translation in Erlin, the common Elven tongue. (It is the poem at the beginning of this adventure) All this writing is very neat and clear. However below the Erlin poem, in a much more scrawled writing, in Erlin letters, is the word 'Koulakh.'

With this information, they should be able to figure out how to operate the Portal. Once it is activated though, at least one person will have to go through, since the Eyes are on the other side.

The characters emerge in a small round chamber, part of a large Jinteni complex on the island of Vamaag in the Rælian Bay.

4.3 THE JINTENI COMPLEX

This sprawling Jinteni research and residential complex was abandoned by the original builders toward the end of their civilization. The genetic manipulation device and the Portal and a few other pieces of equipment were not portable so they had to be left behind, but the

Jinteni stripped the facility of virtually everything else. The remaining equipment is elegant and simple. All the consoles are made out of the same material as the walls, and the controls are small glowing hemispheres—or in the case of larger controls, semispheres—raised out of the console surface. Touching or twisting the controls manipulates the equipment. This will all be pretty much incomprehensible to the characters. Most of the complex is abandoned, except when Atana decides to experiment some more. During the day, T'keni do randomly wander through the complex where the doors are open (usually in pairs). If the characters encounter them, the T'keni will honk loudly (sounding like geese), then flee back towards their nest room (9). This noise would be enough to alert the humans and Dossai.

A NOTE ABOUT JINTENI ARCHITECTURE

The Jinteni had a fairly distinctive architectural style. They did not like straight walls, instead they preferred round rooms, and curving corridors. (The latter make for an interesting tactical situation, since you can't see people very far down the hallways.) For doorways, the Jinteni favored pointed arches with sides curving down, and inwards toward the bottom. Doors were metal or glass, reinforced with curving ribs of metal. The metal is usually a dull finish like brushed stainless steel.

The entire complex gives off a faint aura of primal Essænce, which will add 10 to the failure chance of any detection spell because of interference. Also, it is important to note that, because of the magical nature of the place, all closed doors are impenetrable to detection, Passing, Long Door, or similar spells. They resist *Undoors* at +150. The walls are the same. The reason this place has survived this long is because it is imbued with an Essænce that makes it self-renewing... to an extent. The Jinteni never mastered this capability as well as the Essænce Lords, however, and eventually their architecture may begin to decay, especially if hit by Flowstorms.

COMPLEX LAYOUT

Note that this entire complex is underground; the only exits are at the edge of the Domed Chamber (the edge of the dome is just above ground level) and the secret hatch exit in the living quarters. All the surfaces are made of some sort of gray material that appears to be something between stone and metal. Lighting, unless otherwise noted, is indirect; in the rooms it comes from a space in the top of the wall and illuminates the ceiling dome in a warm yellow glow. In the corridors, it comes from slots in the floor running along the sides, casting a blue glow on the walls. Most of the lighting is functioning, but every once in awhile there will be a random stretch of about ten

feet of lighting which is not working, or fades in and out.

1. Koul Portal Chamber: This room is clearly of an older yet more sophisticated and durable construction. The PC's may make an Absurd (-70) roll to guess that this could be Jinteni architecture. The bas relief/Portal of Koul is of a more crude construction and seems to have been grafted onto the wall: added much later. The Eyes are still glowing and clear, providing some light in the chamber. The room is round with a shallow domed ceiling (as are all the rooms in this complex). There is one other exit besides the portal, at the far end of the room. There is a curving corridor beyond.

2. Doors: At this near end of the corridor the doors are open. The characters can see a slot going around the metal doorframe (including in the floor). Set on the wall on both the room side and the corridor side are small oval metal plates about chest height. The plates are identical: about eight inches tall, and in the center is a hemispherical indentation that would fit a 3" sphere perfectly. All the doors in this complex slide on tracks; most are double doors that meet in the center and form an airtight seal. When open, they are completely retracted into the adjacent walls. Some of the chambers have storage cabinets; these are made of the same metal as the doors.

Note: these are 'key plates' and are placed on both sides of every door in the complex. Nearly all of them will open for the orb which Bressin carries, but there are a few which will only open to the orb-key which the PC's have. The key can be used to open or close the doors; none of the doors will close automatically. Although on the map, all the doors are indicated as closed, there are several sets of doors standing open. It will be indicated in the text whether the doors are open or closed.

3. Doors: These metal doors are closed; the PCs are going to have to figure out they need to use the older orb to open them. When they do, the doors open with a very soft whoosh and hiss. They are airtight.

4. The Foyer: A chamber about two hundred feet in diameter, with walls fifty feet high, this central room has a low domed roof composed of thousands of odd-shaped glass panels, each framed by some metal alloy, which forms a delicate-looking latticework. From the floor the roof probably once looked like it was made up of a vast layer of bubbles, however, most of the glass panels are broken now. A PC with *Star-gazing* skill (even during the day; the sun is a star) can make a Medium (+0) static maneuver to determine that they are south of the equator. If they succeed in their roll by more than 50, they can figure the location (assuming they have a decent map of

Emer) within 300 miles. The group can see what looks like jungle foliage ringing the dome. If they make more than the slightest noise, they will alert the four Garks that are lurking at the edge of the dome. The Garks will make soft hooting noises, then suddenly they will fire darts at the group as long as they are in the Foyer. The floor is covered with broken glass and debris, but there are paths cleared where there is no glass. Characters making a Medium (+0) Observation Roll will notice that there is no path cleared to the door to the Koul Portal, but there are wide paths cleared from doors 7 and 32 to the fountain in the center of the room. There is a somewhat cleared path to door 19, but virtually no clearing to the other doors or the staircase. There are also a few darts on the floor like the ones found in the body. There are a total of seven doors leading from the room, of the classic Jinteni design: wide at the bottom, curving slightly wider as they go up then sloping together to form a point. The only light in this room is what comes in through the dome, and a faint light from the corridors with open doors. Some of the doors are open; some are closed, as noted below. A successful Very Hard (-20)/Hard (-10) for Elves *Perception* roll listening will pick up some muffled sounds coming from door 7.

GM Note: *If the PCs seem indecisive, but want to explore the complex, subtly remind them that the cleared paths are going to lead to inhabited areas, while the uncleared areas obviously lead to abandoned sections.*

5. The Fountain: In the center of the room there is a fountain: a low ring of stone, about twenty feet across and two feet thick. Rising out of the center of the ring is a column five feet high with a stone orb ten feet in diameter resting on it. Amazingly, it is still somewhat functional: water pours over the orb from the top and cascades into the ring. However it clearly is not operating like it once did, probably because it is only fed now by rainwater. The pool of the fountain is about half-full.

6. The Staircase: Running along the southern part of the wall is a golden (though stained now) metal staircase leading up to what appears to be a hatch along the edge of the roof. The staircase spans about 20° of the circumference of the room. If the PC's climb the staircase they will discover that the hatch has a key-plate next to it. Once close to the roof structure they will also notice that the metal framework is much more sturdy than it looks from the floor. Each of the openings is between eight and twelve inches across; too small for man or Gark to get through. Additionally, most of the broken panels still have razor-sharp shards embedded in the frames.

7. Doors. Glass, open.

The map illustrates the Jinteni Complex, a series of interconnected circular features. A central large circle contains a smaller circle labeled '5' and is numbered '4'. Surrounding this central feature are several other circles, each with internal labels. A large circular feature at the bottom right is divided into sub-sections labeled 30a through 30h, with a central label '30'. A scale bar indicates a distance of 200 feet, and a north arrow points towards the top of the map.

Numbered sites and features include:

- Central circle: 4 (outer), 5 (inner)
- Top-left circle: 21 (outer), 20 (inner)
- Top circle: 1 (outer), 2 (inner)
- Top-right circle: 15 (outer), 14 (inner)
- Far-right circle: 18 (outer), 17 (inner)
- Right circle: 12 (outer), 13 (inner), 16 (inner), 11 (inner)
- Bottom-right circle: 37 (outer), 36 (inner)
- Bottom circle: 7 (outer), 7 (inner)
- Bottom-left circle: 26 (outer), 27 (inner)
- Top-right circle: 24 (outer), 23 (inner)
- Bottom-right circle: 30 (outer), 30a, 30b, 30c, 30d, 30e, 30f, 30g, 30h (inner)
- Bottom-right circle: 34 (outer), 35 (inner), 32 (inner)
- Bottom-left circle: 26 (outer), 25 (inner)
- Bottom-left circle: 19 (outer), 22 (inner)
- Bottom-left circle: 20 (outer), 21 (inner)
- Bottom-left circle: 23 (outer), 24 (inner)
- Bottom-left circle: 25 (outer), 26 (inner)
- Bottom-left circle: 27 (outer), 28 (inner)
- Bottom-left circle: 29 (outer), 30 (inner)
- Bottom-left circle: 31 (outer), 32 (inner)
- Bottom-left circle: 33 (outer), 34 (inner)
- Bottom-left circle: 35 (outer), 36 (inner)
- Bottom-left circle: 37 (outer), 38 (inner)

8. Doors. Metal, open.

9. T'keni Nesting Room. There are 8 T'keni nesting here. If it is night, the PCs may be able to sneak away even if they get to the doorway to investigate the sounds: Light (+10) Maneuver to back down the hall. During the day it would be Extremely Hard (-30).

10. Door: Glass, open.

11. Door: Glass, closed.

12. Construct Room: In the center of this room is a chair with a 3/4 surrounding console of similar nature to the Genetics one, but with far fewer controls, and four translucent panels set into it, each panel about 12" wide and 9" tall. In addition to the three doors indicated in the layout, there are four narrower, frosted glass doors spaced around the perimeter, each with the usual Key panel next to it. If the PCs shine a light at the doors, they can see what looks like a vaguely humanoid-shaped, but completely gray, figure standing just inside. If a PC uses the Jinteni key, the door panel rises up to reveal what the PCs might think is something akin to a steel golem. It is a seven-foot tall robot, designed by the Jinteni as an aid for their lab work. Two of the constructs are still operational, and will obey the holder of the key's mental commands until they key is placed back in the panel, at which time the construct will return to their alcove. Only one construct can be controlled at a time by one Key. Atana tried to use his key on the construct alcoves, but like with the Portal Door, his key did not have sufficient access privileges. When a construct is activated, a screen on the console lights up, and shows a view as if through the construct's eyes. A construct will not leave the complex under any circumstances.

13. Door: Metal, closed.

14. Door: Metal, open.

15. Research Lab: Mental Abilities. A console similar to the one in the Genetic Lab faces a reclining chair in the center of the room. If the characters decide to experiment with this (e.g., one of them climbing in the chair while another manipulates controls) there could be dire consequences. The GM should feel free to use any of the Evil Mentalist *Mind Subversion*, *Mind Death*, *Mind Disease*, or *Mind Erosion* spells on the target in the chair. Atana experimented briefly with this and determined it was too dangerous, but he might threaten to use it on the PCs if they don't cooperate.

16. Door: Metal, open.

17. Door: Metal, closed.

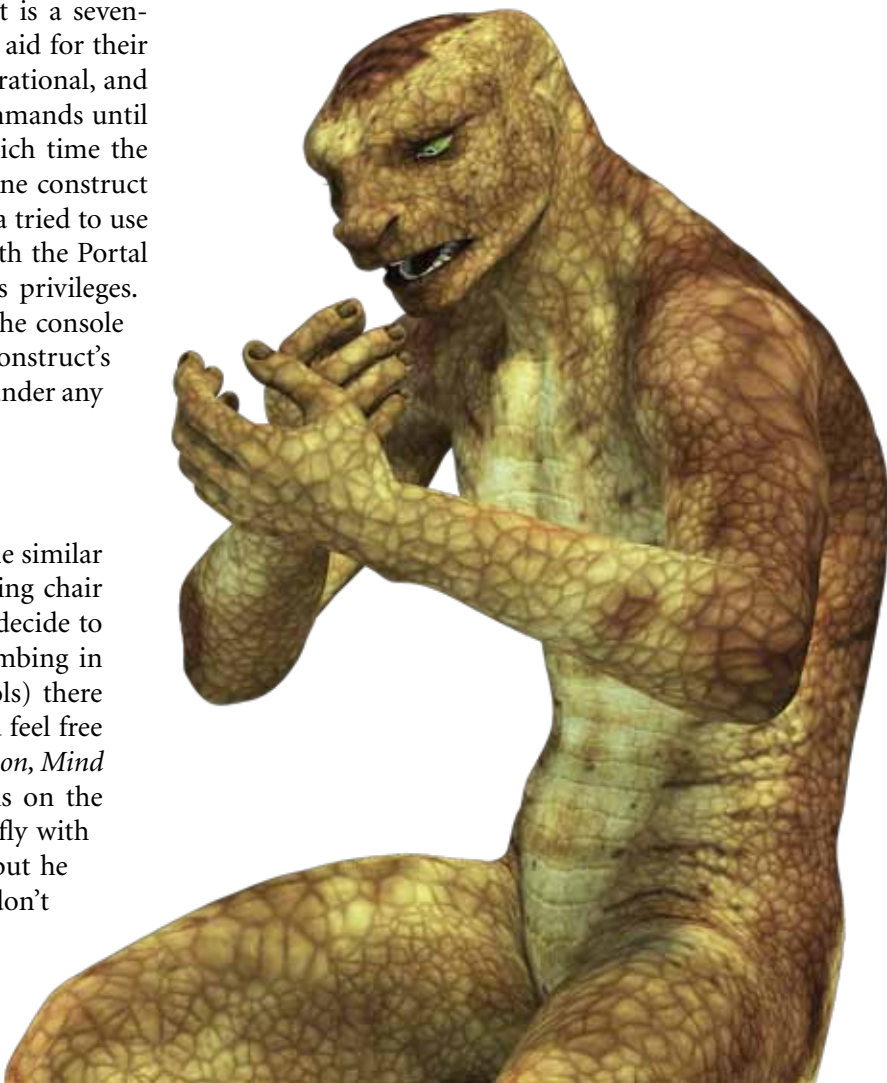
18. Research Lab: Plantlife. This room

was filled with ancient dust where plants had lived eons ago when Atana arrived, but he has brought it back to its former glory. It is filled with a variety of plantlife from around the island, including some healing herbs. Zopic, Curfalaka, Efrid, Irona (could be useful after a bout in the Mental Studies chair), Sek. Roll 1D10 for available doses, There are numerous other miscellaneous plants.

19. Door: Metal, closed.

20. Door: Metal, closed.

21. Medical Lab: There was once a glass partition separating the main lab from a sort of observation gallery, which also served as the passage to the Genetics lab, but most of it has been shattered. In the center of the room is an examination table with a complex apparatus hanging over it from the ceiling, and a console facing it. The walls are covered with thirty-six metal panels about two feet wide and high, each with a handle. These are drawers (similar to those in a modern morgue); storage units for bodies. They can preserve dead bodies, but also had the



true power of *Preservation* 100 days. Only 6 of the drawers still function (indicated by green lights on small status panels on the drawers); the others have malfunctioned and the status panels are dark. However, even in their non-functional state, the drawers are sealed and have some ability to preserve the remains. The six operational drawers are empty, but in 5 of the others are very decayed and desiccated bodies (they no longer even smell), and if the PCs have the stomach for it, some of them have items of value. (When Atana and his people encountered this room and found the first body, they interpreted it as some kind of burial shrine, and Atana declared that none of the other drawers be opened for fear of angering the dead. It is doubtful that the PCs will have such scruples.) The bodies actually come from a range of time periods, and if the PCs have the time and the analytical resources, they could find this quite educational.

Following is a listing of what is on each body:

A. A Jinteni woman (the people today, descendants of the lost Jinteni civilization, are known as Thesians), now just a skeleton with a few metallic fragments of a garment clinging to her body. Her body dates from the late period of the Jinteni, over 30,000 years in the past. She wears a tiara of an unknown silvery alloy, holding three very large and bright opals. It is a x4 Mentalism PP (RMSS?FRP x2 PP) enhancer. She has earrings of the same alloy, which allow the wearer to sense their surroundings using sound (like sonar but above the human range of hearing). Unlike the rest of the clothes that are tatters, she wears blue leather gloves that are entirely intact. They are in fact blue dragonskin with silvery alloy reinforcement. They protect the wearer from hand/wrist/forearm criticals 75% of the time, and allow the wearer to make any hand strike attacks (including martial arts) at +20 and 2x hits. Finally in her right hand (this is not obvious because of how she is holding it; her hand would have to be moved) she clasps a 3" diameter orb of a dark blue transparent material. Not only is this a master key to this complex, it is one of the

six *Black Sapphires*, which can restore power to the Temple at Zæn. If detection spells are cast, this orb will radiate considerable power in all three realms, and slight Evil. It will be significant later...

B. A Jinteni man (in the drawer next to the woman) with an ornamental torc (a kind of collar) of the same metal as her tiara, with another large opal set in the front. This is also a x4 Mentalism PP (RMSS/FRP x2 PP) enhancer (it will work for any Mentalism profession, including Hybrids). His hands are on his chest holding a rod of the same metal, with an opal pommel. At the other end of the rod are six forked extensions, which almost look like they would hold a 3" sphere. This is a Rod of Lightning Bolts. It has six charges per day, which can be used as six bolts, or the charges to multiply damage (e.g., 2 bolts at 3x hits each). The spell is immediate: a charge forms in the empty area of the forks then fires.

C. A Laan male, dating from the Second Era. All of his items have decayed except a +10 magic broadsword. It has an additional power not obvious until swung: the wielder can adjust their critical result +/- 5 points.

D. Laan Female, also from the Second Era. Nothing of value except for a gold necklace and ring with a ruby setting. As basic jewelry, they would be worth perhaps 100gp. But if these are taken to the right jeweler in Selkai, they could be worth twenty times that, because they would be recognized as ancient heirloom jewelry.

E. A Shay man, from a few hundred years ago. He was a Child of Kour, his body clearly deformed. No items of value.

The examination table/console also has significant healing powers, but learning how to operate it is beyond the PC's capabilities. Atana and Choi have learned a few of its healing abilities.

22. Door: Metal, closed.

23. Door: Metal, closed.

24. The Genetic Manipulation Lab: Here is where Atana



is creating his new race. There is a large console with many glowing orb controls. In front of it are three glass tubes, each four feet across and eight high, capped by a golden alloy dome. The tubes are divided in thirds by three vertical strips of the same golden alloy, which also serve as hinge and latch: one third of the tube swings open to allow the subject to be placed inside. The manipulation recipient is put in the center tube, the donor (or, apparently, donors, though Atana has not tried this) are placed in the side tubes. Genetic manipulation can also be conducted with just one subject in the center tube, creating other mutations.

25. Door: Metal, closed.

26. Door: Glass, open.

27. Map Room: This large chamber has a thirty-foot diameter table in the center, surrounded by twelve chairs. Around the perimeter of the room the floor rises in steps, like some sort of amphitheater gallery. On the table is a luminous holographic projection of the entire island. There are simple controls by one chair that allow the operator to zoom in to a certain area, rotate the view, and even trigger a sensor system that causes animal heat signatures to register as red glowing dots, in real time.

It is not able to zoom in close enough to see details of individual beings however.

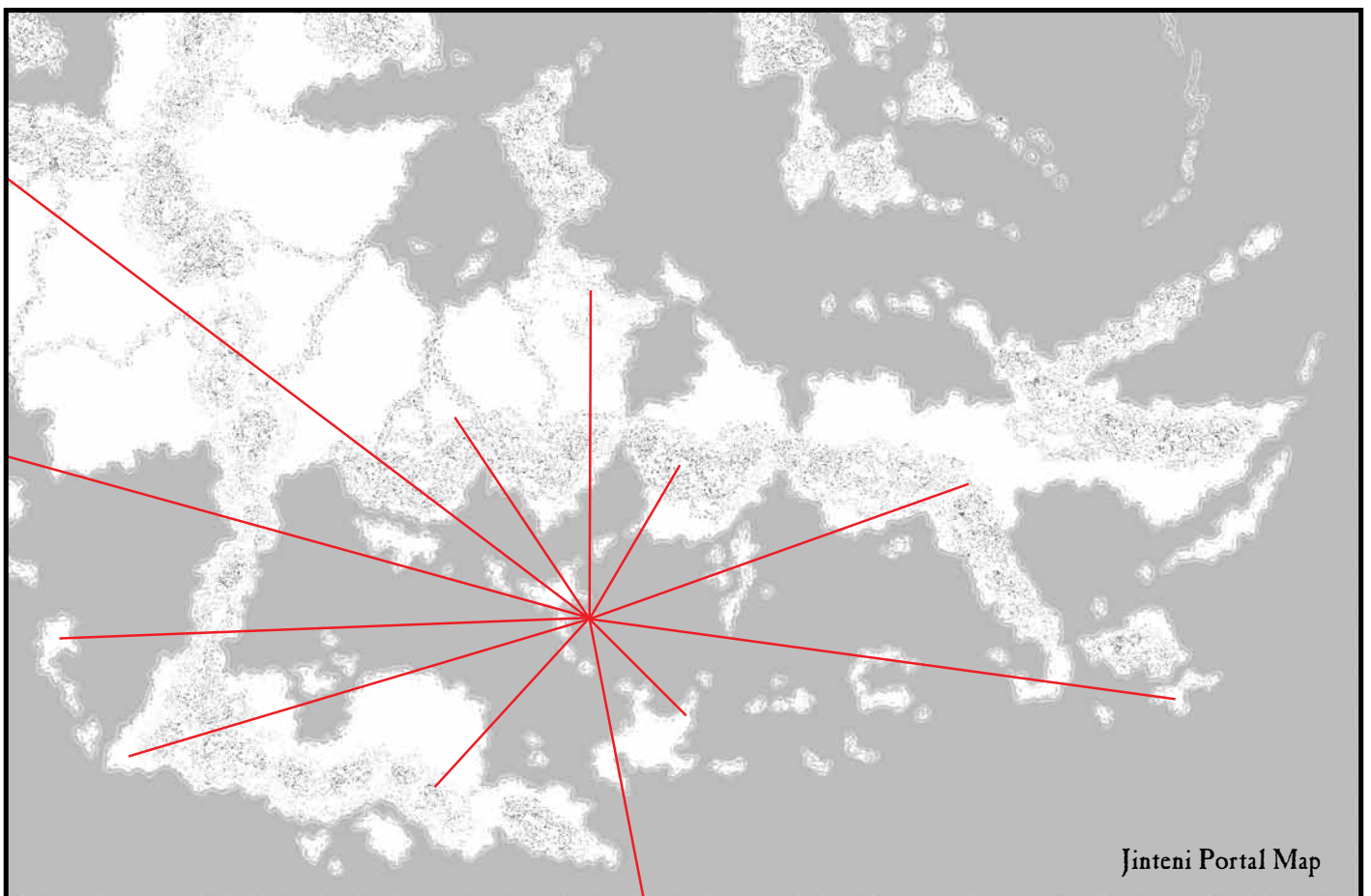
28. Door: Glass, closed.

29. Door: Metal, closed.

30. Residential Area: The dome of this chamber actually rises higher than that of the Foyer; the top of the dome is about 20 feet above-ground. In the center is a skylight, made up of glass panels like the foyer roof, but this one only covers the center fifty feet of the dome. Many of its panels are broken as well. This turns out to be convenient for the inhabitants; they can maintain a fire and the smoke vents out through the skylight. Around the perimeter of this huge room are smaller living quarters. There are no facilities for food preparation, as the Jinteni had developed a food-synthesis technology. So, the current residents prepare food using fire in this central area. Atana, Choi, the Dossai and the remaining humanoid escapees are usually in this area. There are a total of 8 remaining humans, 15 Dossai adults (9 men and 6 women) and 6 small Dossai children.

30a. Atana and Choi reside here.

30b. Anyone entering from the rest of the complex must



come through here. Three unmated Dossoi males live here.

30c. Three Dossoi couples and four offspring live here.

30d. Three Dossoi couples and two offspring live here.

30e. Four Human males live here: two Fighters and two Animists.

30f. Four Human males live here, all Fighters. This chamber accesses the hatch passage, so the residents of this chamber are also guards.

30g. Empty; connects to the complex.

30h. Storage; would be used as a temporary prison for the PCs.

31. Door: Metal, open.

32. Door: Metal, open.

33. Door: Metal, closed.

34. The Secret Hatch Passage. This passage leads to a concealed exit half a mile away. The residents use this to sneak out and gather food during the day when the Garks are normally asleep.

35. Door: Metal, closed. The lock is like all the others, except it will not open for Atana's key. It will, however, open for the character's Jinteni key. Even Atana has not been able to get past the enchanted alloy doors.

36. Door: Metal, closed. As 35.

37. The Jinteni Portal Room. In the center of the room is a Jinteni Portal. Covering a third of the wall opposite the door is a map of SE Emer and all the portals noted. The location of this portal is indicated, with radiating lines leading to the other portals—and a few running off the map to the south, west, and northwest.

ENCOUNTERING THE T'NEKI

As noted above, the T'neki could be wandering anywhere in the open complex, especially during the day. If they run into the characters, the lizards will sound the alarm by making a loud honking (like a goose) noise, then run. If cornered, they will fight though, using their spit attack mainly. The alarm will quickly bring other T'neki, and soon after that, Atana and the others.

ENCOUNTERING ATANA AND THE DOSSAI

The PCs can choose to fight, or surrender when the bulk of the installation inhabitants arrive; it may not go well either way. The GM will need to roleplay the interactions. If captured, the characters will be searched, then placed in one of the pods in the residential area under guard. Atana will of course find the Eyes and be intensely curious about



the Koul Portal (the Arborean escapees arrived here by boat, fleeing Drul Churk, and stumbled on this installation). He will recognize the Jinteni Eye and immediately want to try it on the door he could not open. He will show the PCs the genetic manipulation machine and explain what he is doing (he has a huge ego, and cannot resist bragging about his accomplishments. However, he will not tell them the whole story about the Muting; he will just say he is creating a 'better race of beings.' The characters might be allowed a perception roll to tell that he is being deceptive. And again his ego may come into play, and he might let slip a comment like "We'll see how the Green Dragon deals with my Dossai!" Nelu will be at his side the whole time, watching. Choi will most likely be there too, and he may make a few comments in front of the PCs that suggest he is not Atana's blind follower.

Once the PCs are being held in the residential area, Atana may wish to interrogate them, possibly individually. He is not above using severe interrogation methods to learn what he wants.

GM Note: *since simply inflicting pain would be hard to roleplay, Atana might threaten disfigurement, or using the machine to somehow alter the PC: remove their spell casting abilities, or shorten their lifespan, or alter their stats. He might also threaten to use the behavioral lab chair on them (see room 15).*

He will bring along a couple of the PCs under heavy guard to witness him opening the door to the Jinteni Portal. He will be practically drunk with excitement when the door opens, but will appear disappointed when all that he see at first is a plain platform. Then he will see the map, and begin to guess what the platform is for. He will order that the PCs be removed from the room while he examines it. Atani will not attempt to activate the Portal right away; he is more cautious than that.

4.4 OUTSIDE

Should the characters decide to go out the hatch in the domed room (assuming they are not immediately attacked by the sentinel Garks), they will need to make a successful Medium (-0) by day or Very Hard (-20) by night maneuver to get away from the dome without the guard Garks seeing/smelling them. But even if they escape those guards, they find themselves out in the wild jungle, which is the natural habitat of those violent, aggressive creatures.

RANDOM ENCOUNTERS

These tropical islands in the Raelian Bay are home to any number of perils, including giant spiders, who spin their almost invisible webs across paths. There are also

dangerous plants, including the Clingleaf, Dartspore, and the Giant Sundew. The PCs, likely coming from a more northerly climate, might be unprepared for these threats native to the rainforest climate of southeastern Emer.

ENCOUNTERING THE GARKS

It is only a matter of time before the characters are discovered and attacked by the Garks, who have been promised a reward if they bring strange humans to Tavin Bak alive. The jungle is the Garks' environment and they know it well. Even if the PC's kill the first few who attack, others will come, and rain darts on them from above.

ENCOUNTERING TAVIN BAK AND THE ARBOREANS

Bak's camp is about three miles from the complex, along the southern coast of the island. If the PC's are captured by Bak, he will mercilessly tap their minds, or even torture them (he is a sadist) to discover what they know. Of course his main goal is to capture Atana, but if he can have some 'fun' while he is doing it...

One advantage the PCs may have is that there are only a dozen Arboreans total, and at least half of them are usually out searching for Atana. Another is that the camp is really not set up to hold prisoners because the Arboreans have just recently arrived. The PCs will be kept in a fairly crude stockade constructed of bamboo.

A disadvantage is that the perimeter of the camp is guarded by Garks, who have been instructed to sound the alarm and capture any escaping strangers at any cost.

And where will the characters escape to? They will have to recover their belongings from Bak's tent so they can get back the Eyes, using one to re-enter the complex through the dome hatch. Otherwise, they are trapped in southeastern Emer...

5.9 GOALS

Ideally, the characters should manage to find their way into the Jinteni Portal room, gain some knowledge of it, but not actually use it. A dramatic scene would be for them to just be discovering the map and that they hold a key to a much more extensive Portal network when Atana bursts in and they are captured. Atana, egomaniac that he is, will want to show the PCs the mutation lab. Then before Atana can transform them, Nelu or Choi will free them and lead them back to the Koul Portal. (They would refuse to take them to the Jinteni one, because they know that the PCs don't know how to operate it yet, and it may take too much time to figure out).

The characters might get caught up in the conflict between Atana and Bak, and be used as pawns. Atana, of course only wants the Jinteni Portal Key, while Bak will

have no idea of the significance of the orbs. In any case, should the characters escape back through the Koul Portal and return more than a week later, the complex will be abandoned, the fate of Atana and his rebel cohorts and Dossai unknown. The Garks won't come down here, they

dislike enclosed spaces, and being very superstitious, they fear that it is a place of unnamed dangers. And the T'neki aren't talking. But the way to the Jinteni Portal network will be open to the characters...



NPC CHART: RM2/RM CLASSIC

THE FORMER ARBOREANS								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Bressin Atana	9	68	1(45)	N	N	66qs	49longbow	10
Age:?? (Appears about 25); Sex: M; Ht/Wt: 6'7"/180; Hair/Eyes/Build/Cmplxn: short brn wavy/hazel/slender /light brn; Dmnr: egotistical/paranoid; Race: Dyar Elf/Kinsai; Profession: Animist; Skills: Amb±2; Climb45; DirSp: +25 Shockbolt; Perc52; Ride30; S&H55; Swim30; Track30. Secondary Skills: Act15; Admin20; Animal35; Anthp20; BscMath20; Camo40; Cav35; Chem10; Cook20; Craft5; Disguis20; 1stAid30; Fletch40; Forage50; HerbLr57; Ldrshp20; Medit5; Navig15; PoisonLr20; PwrPercep10; Sail20; Surveil18; WeathWatch35. Stats: St 75; Qu 96; Em 75; In 95; Pr 80; Ag 91; Co 82; Me 85; Re 77; SD 65; Ap 92. Spells: Animist Base: Nature's Movement (10); Open Cleric: Barrier Law (10), Concussion's Way (10), Light's Way (10) Closed Channeling: Calm Spirits (5). PP: (9x2x3=) 54. Items: Belt: x3 PP to Channeling spells (works only for Animists) and +20 to DB; +15 Quarterstaff, will cast Tree Door 2000' once per day; +10 longbow; Surcoat +10 to DB.								
Nelu	7	89	3(35)	N	N	91falchion	55blowgun¥	25
Age: 45; Sex:M; Ht/Wt: 5'9"/145; Hair/Eyes/Build: Black/yellow-slitted/sinewy; Dmnr: Wary; Race: Laan (altered to Dossoi); Profession: Fighter; Skills: Amb±5; Climb50; Perc70; PickLock15; S&H35; Swim15; Track45. Secondary Skills: Acrob40; AdrMv (leaping) 50; Camo48; Cav56; Contort45; Cook10; Navig20; PoisonLr42; Subdu28; Surveil20; Tumbl20; WeathWatch42. Stats: St 85; Qu 100; Em 89; In 67; Pr 45; Ag 99; Co 80; Me 60; Re 55; SD 40; Ap 30. Items: Blowgun, 10 poison darts; Bladed club strikes as Falchion.								
Ketac-li-Choi	10	99	4(35)	Y*	N	41da	Firebolt+45	0
Age: 98; Sex: M; Ht/Wt: 5'7"/135; Hair/Eyes/Build: Black-gray/Brown/Slim; Dmnr: Reserved; Race: Y'nar; Profession: Mystic; Skills: Amb±3; Climb10; Perc72; PickLock65; Ride20; Rune30; S&H35; S&W40; Swim20. Secondary Skills: Act45; Admin30; Appr15; Arch30; Astro42; Attun28; Craft30; Diplom65; 1stAid30; Flying40; Medit30; PwrPercep65; StarG20; Stra&Tac15; Surveil10. Stats: St 55; Qu 80; Em 98; In 67; Pr 99; Ag 75; Co 68; Me 73; Re 91; SD 79; Ap 69. Spells: Mystic Base: Gas Alteration (10), Liquid Alteration (10), Hiding (10); Open Mentalist: Attack Avoidance (10); Closed Essence: Lofty Bridge (10). PP: (10x3x2)=60. Items: Cloak of Invisibility, 1x per day; Ring, X3 spells any Mentalist or Mentalist hybrid profession; Bracelet, with three small gems: each when removed can be thrown to become the center of a Stun Cloud 20' radius, (Magician Base Wind Law) the difference being that there is no delay in creating the cloud; the effect is instantaneous. Those not stunned by the first strike may attempt to escape the radius. The cloud will expand and deform to take up the same volume if set off in confined areas, except it will not backfire towards the caster. (Choi obviously only uses this as a last resort since he has limited uses; he may use it to help the PCs escape).								
ADDITIONAL FORMER ARBOREANS								
Name (number)	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Fighters (6)	6	70	1(35)	Y	N	65bs	30da	10
Animists (2)	5	35	1(25)	N	N	45qs	Spells	5
ADDITIONAL DOSSOI								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Males (9)	5	45	3(30)	N	N	40 Fal	—	30
Females (6)	4	25	3(20)	N	N	25 MedCL	—	15
Offspring	1	15	3(15)	N	N	20 SmCL	—	0
THE ARBOREANS								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Tavin Bak	13	80	13 (20)	Y*	N	45wp**	75 Shock Bolt	10
Age: ; Sex: M; Ht/Wt: 6'8"/180; Hair/Eyes/Build: Black/grey/muscular; Dmnr: Cold, determined; Race: Dyar Elf; Profession: Evil Mentalist; Skills: Amb±5; Climb20; DirSp Shock Bolt 75; Perc50; S&H40; S&W40; Swim25; Track10. Secondary Skills: Act32; Admin5; Astro15; Attun30; CircLr27; DemnLr45; Flying50; LocScrt40; PoisonLr37; PwrPercep62; SenseRealWp35; Surveil35. Stats: St 79; Qu 88; Em 40; In 77; Pr 100; Ag 96; Co 80; Me 90; Re 89; SD 60; Ap 91. Spells: Evil Mentalist Base: Mind Domination (10); Mentalist Base: Presence (10), Mind Attack (10); Open Mentalist: Attack Avoidance (10), Cloaking (10), Closed Mentalism: Movement (10), Mind's Door (20). PP: (3x13x4=) 156. Items: Headband of x4 Mentalism spells and protecting as a full helm. Diamond ring, doubles hits on Shock Bolt or Lightning Bolt spells 4x per day. Special laminated bamboo armor, protects as AT 13 but does not encumber. Staff of Sight Merge 20 Miles (Seer Sense through Others list); Nicholas, note in the text this is called 'Animal Merge' and is incorrect!								

Brin Chebora	8	145	13 (55)	N	A	137wp**/MA	80LgStg**/90lb	50
Age: 30; Sex: M; Ht/Wt: 7' 1"/250; Hair/Eyes/Build: Blond/Blue/Muscular; Dmnr: Surly; Race: Talath; Profession: Warrior Monk; Skills: Amb±8; Climb50; M/A St 40R4; M/A SwT 50R2; Perc60; Ride35; S&H40; Swim25. Secondary Skills: Acrob20; Brawl20; Camo25; Contort18; Cook5; DetTrap12; Diving15; 1stAid20; Fletch5; Forage10; Ldrshp15; Seduct20; Subdu38; Surveil20. Stats: St 97; Qu 98; Em 56; In 79; Pr 80; Ag 95; Co 90; Me 35; Re 50; SD 65; Ap 82. Items: Special laminated bamboo armor, protects as AT 13 but does not encumber. Bracers (large copper-colored metal armbands), +10 to frontal defense. Boots of Limbrunning 15 minutes once per day.								
ADDITIONAL ARBOREANS								
Name (number)	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Fighters (7)	6	70	13 (10)	Y	N	75wp**	40LGStg**	10
Animists (3)	5	35	1(25)	N	N	45wp	Spells	5
Magician (1)	5	35	1(55)*	Y*	N	35wp	Spells	5
* May include spells.								
**Arborean whips: Living vines with thorny barbs. Strike as a +10 whip, 12' range, does an additional Slash critical one level below any crit rolled on table (use same roll). Can also be used as a missile weapon: When snapped, it will release 1-3 six-inch thorns, up to 50' range w/o penalty. Roll on the Large Stinger attack table, doubling hits to represent multiple strikes. The thorn strike can be used 3x a day; they regrow overnight.								

RM2/RM CLASSIC BEASTS & MONSTERS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks
T'NEKI								
Lesser (4)	3	40	Spt/20	VF/FA	M/—	20	3(30)	30Sbi100/Special (spit)
Greater (4)	5	40	Spt/20	VF/FA	M/—	25	3(30)	40Sbi100/Special (spit)
CONSTRUCTS								
In complex (2)	15H	50	Spt/0	MD/MD	M/LA#	150G	16(20)	100Lba/70LGr/100LCr
JUNGLE GARKS								
Lesser	2B	60	DASH/15	MD/MD	M/—	50F	3(20s)	40fal/30blowgun¥/30SGr (tail)
Greater	4B	60	DASH/15	MD/MD	M/—	60F	3(25s)	50fal/40blowgun ¥/35SGr (tail)
OTHER OUTDOOR THREATS								
Lesser Spider	4C	60	Fspt/30	MF/FA	S/—	40D	3(35)	20SPi/40SSt/poison\$/special
Bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); arboreal; string nearly-invisible webs across Gark and animal paths. 1.5–2.5'								
Greater Spider	9F	80	Spt/20	MF/FA	M/I	170F	4(50)	80LPi/75LSt/poison\$/special
Bite accompanied by a 4nd lvl muscle poison (variability B) or a 6rd lvl reduction poison (variability A); arboreal; string nearly-invisible webs across Gark and animal paths. 4–8'								
Great Boa Constr	6E	30	Run/0	VS/MD	L/I	110F	4(10)	80MBi30/80LGr70/120LGr†
Lurk in trees waiting to drop on unwary target, or in heavy foliage ready to coil around victim. 15–25' in length. Larger ones can swallow a man if he is unconscious.								
* = Special; see text. \$ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical. † = If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical. ‡ = Special movement; see text (Shadow World Atlas or Creatures & Treasures). # = Stun Result and Hits/Rnd do not affect the creature. ¥ Jungle Gark Blowguns strike on the Large Stinger attack table; critical indicates that the Gark poison was also delivered. Target must make a Co RR vs 5th level or suffer an additional 2-20 hits. Failure by more than 100 means paralysis for 1-10 hours.								

NPC CHART: RMSS/FRP

THE ARBOREANS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Tavin Bak	13	79	13 (24)	N	N	34wp**	27 Shortbow	10
Age: ?; Sex: M; Ht/Wt: 6'8"/180; Hair/Eyes/Build: Black/grey/muscular; Dmnr: Cold, determined; Race: Dyar Elf; Profession: Evil Mentalist; Directed Spells: Shock Bolt (74). Skills: Act/Vent20, Alert10, Attune/Runes60, Basic_Math50, Bribery/Pub_Speak63, Heraldry/Philosophy54, Lore_Circle/Lore_Spell/Lore_Ward60, Lore_Culture/Region45, Lore_Demon45, Meditation/Dreamworld_Control29, Observe/lie_Percept26, Psychology35, Reality_Awareness17, Religion51, Scribing17, Seduction78, Spell_Conc47, SpellTrick/SpellArt48, Star_Gaze9, Swim20. Stats: St-79; Qu-88; Em-40; In-77; Pr-100; Ag-96; Co-80; Me-90; Re-89; SD-60; Ap-91. Spells: Evil Mentalist Base: Mind Death (10), Mind Disease (9), Mind Domination (10), Mind Erosion (13), Mind Subversion (14); Mentalist Base: Mind Attack (15), Mind Control (13), Mind Merge (13), Presence (10), Sense Control (10); Open Mentalism: Attack Avoidance (10), Brilliance (6), Cloaking (10); Closed Mentalism: Movement (12), Mind's Door (12). PP: (94*3)=282. Items: Headband of x4 Mentalism spells (x3 RMSS) and protecting as a full helm. Diamond ring, doubles hits on Shock Bolt or Lightning Bolt spells 4x per day. Special laminated bamboo armor, protects as AT 13 but does not encumber. Staff of <i>Sight Merge</i> 20 Miles (Seer <i>Sense through Others</i> list)								
Brin Chebora	8	123	13(31)*	N	A	64wp**	37LgStg**/62lb	50
Age: 30; Sex: M; Ht/Wt: 7'1"/250; Hair/Eyes/Build: Blond/Blue/Muscular; Dmnr: Surly; Race: Talath; Profession: Warrior Monk; Combat: Barbed Whip(64), Barbed Whip_th(37), Quarterstaff(44), Short Bow(32), MASTrike(125), MASweep(118); Combat Styles (Apply AD bonus of 50 to DB): Iron Fist (95), Weaving Cobra (87). Skills: Acrobatics(65), AdrenalBal(65), AdrenalDef(50), AdrenalLeap(65), Alert(19), Chi_LeapingStrike(67), Climb (51), Contort(45) Detect Trap/Detect Lie/Observe/Surveil(29), DisarmFoe(62), FirstAid(15), Forage(26), HideItem(12), Hunting(29), Interrogate/Lead(26), Jumping(31), Lore_Culture(24), Lore_MASStyle(39), Lore_Region(21), Lore_VitalPoints(25), Lore_WpnStyle(33), Meditate(59), Painting/Poetry(22), Philosophy/Religion(21), Poetic Improv/Tale Telling(22), PrepHerbs(12), PubSpeak(46), Scaling(33), Stalk/Hide(32), Swim(31), Tumble(39), UseHerbs(15), WeatherWatch(26). Stats: St-97; Qu-98; Em-56; In-79; Pr-80; Ag-95; Co-90; Me-35; Re-50; SD-90; Ap-82. Items: Special laminated bamboo armor, protects as AT 13 but does not encumber. Bracers (large copper-colored metal armbands), +10 to frontal defense. Boots of <i>Limbrunning</i> 15 minutes once per day. Notes: Changramai Iron Fist Style (Advanced) – Rtg4 MA Stk, Rtg3 MA Swp; allows use of "Greater Adrenal Defense"; integrates the Leaping Strike Chi Power; allows for the use of Adrenal Leaping and Adrenal balance as part of the combat Style; Integrates the Barbed Whip as a Kata weapon. Notes: Changramai Weaving Cobra Style (Normal)– Rtg3 MA Stk, Rtg4 MA Swp; allows use of "Greater Adrenal Defense"; allows use of DisarmFoe as part of style; Integrates the Quarterstaff as a Kata Weapon								
ADDITIONAL ARBOREANS								
Name (number)	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Fighters (7)	6	75	13(20)	Y	N	75wp**	40LGStg**	10
Animists (3)	5	29	1(10)	N	N	40wp	Spells	5
Magician (1)	5	26	1(10)	N	N	30wp	Spells	5
The Animists & Mage should be assumed to have all 6 base lists to level, and 1 open list to level, with 40 DP to spend								
¥ Jungle Gark Blowguns strike on the Large Stinger attack table; critical indicates that the Gark poison was also delivered. Target must make a Co RR vs 5th level or suffer an additional 2-20 hits. Failure by more than 100 means paralysis for 1-10 hours.								

THE FORMER ARBOREAN LEADER

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Bressin Atana	9	71	1(66)	N	N	51 qs	48 longbow	10

Age:?? (Appears about 25); **Sex:** M; **Ht/Wt:** 6'7"/180; **Hair/Eyes/Build/Cmplxion:** short brn wavy/hazel/slender /light brn; **Dmnr:** egotistical/paranoid; **Race:** Dyar Elf/Kinsai; **Profession:** Animist; **Directed Spells:** Shock bolt: +29 **Skills:** Act28, Admin20, Alert20, Alchemy/Anthropology/Biochemistry15, Amb±2, Animal Handling/Healing60, Attune/Runes51, Camouflage21, Cave60, Climb36, Cook48, Diagnostics/Second Aid20, Direction Sense19, First Aid34, Hunting75, Forage105, Lore_Corpus49, Lore_Fauna52, Lore_Flora52, Lore_Herb96, Lore_Poison70, Lore_Region49, Observe39, PrepHerb70, PrepPoison50, Public_Speak50, Religion52, Ride60, Sailing21, Stalk/Hide45, Surveil36, Swim25, Tracking/Read Tracks45, Trapping/Skinning/Fletching18, UseHerb54, UsePoison51. **Stats:** St-75; Qu-96; Em-75; In-95; Pr-80; Ag-91; Co-82; Me-85; Re-77; SD-65; Ap-92. **Spells:** Animist Base: Animal Mastery, Herb Mastery, Nature's Movement/Senses, Nature's Protection (10); Nature's Lore: (9) Open Cleric: Barrier Law (10), Concussion's Way (10), Light's Way (10) Closed Channeling: Calm Spirits (5). **PP:** 132 (66x2). **Items:** Belt: x3 PP to Channeling spells (works only for Animists; x2 multiplier for RMSS/FRP) and +20 to DB; +15 Quarterstaff, will cast Tree Door 2000' once per day; +10 longbow; Surcoat +10 to DB. **Note:** Bressin is a natural Herbalist, and gains a +30 to Foraging, Herb/Poison Lore, Preparation and Usage.

THE FORMER ARBOREANS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Nelu	7	97	3(30)	N	N	91 falchion	65 blowgun	25

Age: 45; **Sex:** M; **Ht/Wt:** 5'9"/145; **Hair/Eyes/Build:** Black/yellow-slitted/sinewy; **Dmnr:** Wary; **Race:** Laan (altered to Dossoi); **Profession:** Fighter; **Combat:** Bladed Club(91), Blow Gun(65), Boxing(29), Brawl(47), Broadsword(61), Dagger_TH(63), Spear_2H(61), Spear_TH/Javelin(66), Spit_Poison(52). **Skills:** Adrenal_Leap36, Alert6, Ambush±5, Animal_Handling/Healing26, Appraise5, Boat_Pilot35, Camouflage/Disguise29; Carto10, Caving20, Climb45, Cook/Draft/Trap16, Contort39, First_Aid30, Forage/Hunt17, Jump35, Leadership21, Lore_Poison15, Mil_Org5, Navigation30, Observe/Surveil14, Orient27, Rope_Mstry41, Row59, Subdue56, Swim57, Tumble39, Sailing70, Set/Build_Traps29, Stalk/Hide31, Survive(Sea)17, Survive(Jungle)26, Star_Gaze40, Weather_Watch37. **PP:** 6; **Spells:** Traveller's Ways (5). **Stats:** St-85; Qu-100; Em-89; In-67; Pr-45; Ag-99; Co-80; Me-60; Re-55; SD-40; Ap-30. **Items:** Blowgun, 10 poison darts; Bladed club (strikes as Falchion).

Ketak-li-Choi	10	26	4(34)	Y*	N	Dagger 26	Short Bow 11	0
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Age: 98; **Sex:** M; **Ht/Wt:** 5'9"/135; **Hair/Eyes/Build:** Black-gray/Brown/Slim; **Dmnr:** Reserved; **Race:** Y'nar; **Profession:** Mystic; **Directed Spells:** Water Bolt: +46; Fire Bolt: +31. **Skills:** Act/Mimic/Storytell/Vent35, Alert16, Attune/Runes 60, Basic_Math 35, Begging24, Climb12, Contacting 45, Diplomacy56, Duping/Propaganda/Seduce65, Gambling30, Lead/PubSpk50, LieDetect46, Lore_Culture/Region22, Lore_Artifact/Glyph 24, Lore_Spell 30, Observe43, Philosphy/Religion 19, PoisonDetect43, Research 29, Ride Horse 25, Sculpt28, Scribe12, Scrounge 42, Stalk/Hide53, Star_Gaze 15, Swim14. **Stats:** St-55; Qu-80; Em-98; In-67; Pr-99; Ag-75; Co-68; Me-73; Re-91; SD-79; Ap-69. **PP:** (68x2)=136 **Spells:** Mystic Base: Confusing Ways(10), Gas Alteration(10), Hiding(10), Liquid Alteration(10); **Open Mentalism:** Attack Avoidance (10); **Open Essence:** Lesser Illusions (9); **Closed Essence:** Lofty Bridge (10). **Items:** Cloak of Invisibility, 1x per day; Ring, x3 spells any Mentalist or Mentalist hybrid profession (RMSS x2); Bracelet, with three small gems: each when removed can be thrown to become the center of a *Stun Cloud 20' radius*, (Magician Base Wind Law) the difference being that there is no delay in creating the cloud; the effect is instantaneous. Those not stunned by the first strike may attempt to escape the radius. The cloud will expand and deform to take up the same volume if set off in confined areas, except it will not backfire towards the caster. (Choi obviously only uses this as a last resort since he has limited uses; he may use it to help the PCs escape). **Note:** Ketak-Li-Choi has phenomenal Internal Reserves, and gains +3/rank to his concussion hits.

ADDITIONAL FORMER ARBOREANS

Name (number)	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Fighters (6)	6	85	1(35)	Y	N	75bs	45da	10
Animists (2)	5	29	1(10)	N	N	40qs	Spells	5

The Animists should be assumed to have all 6 base lists to level, and 1 open list to level, with 40 DP to spend

ADDITIONAL DOSSOI

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Males (9)	5	45	3(30)	N	N	56 Fal	49da	30
Females (6)	4	25	3(20)	N	N	45 MedCL	33ro	15
Offspring	1	15	3(15)	N	N	25 SmCL	11ro	0

EYES OF STONE: RMSS MONSTERS & BEASTS STATISTICS

Type	Lvl	MS/AQ	Base Move	Max Pace	Size/ Crit	Hits	AT (DB)	Attacks	Notes
T'Neki									
Lesser (4)	3	VF/FA	40/20	Spt	M/M	20	3(30)	30Sbi100/Special (spit)	Timid
Greater (4)	5	VF/FA	40/20	Spt	M/M	25	3(30)	40Sbi100/Special (spit)	Timid
Constructs									
In complex (2)	15	MD/MD		Spt	M/LA#	150	16(20)	100Lba/70LGr/100LCr	
Jungle Garks									
Lesser	2	MD/MD	60/15	Dash	M/M	50	3(20s)	40fal/30blowgun¥/30SGr (tail)	
Greater	4	MD/MD	60/15	Dash	M/M	60	3(25s)	50fal/40blowgun ¥/35SGr (tail)	
Other Outdoor Threats									
Lssr Spider (4-8)	4	MF/FA	60/30	FSpt	S/M	40	3(35)	20SPi/40SSt/poison\$/special	Hungry
Note:Bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); arboreal; string nearly-invisible webs across Gark and animal paths. 1.5–2.5´									
Grtr Spider (2-4)	9	MF/FA	80/20	Spt	M/I	170	4(50)	80LPi/75LSt/poison\$/special	Hungry
Note:Bite accompanied by a 4nd lvl muscle poison (variability B) or a 6rd lvl reduction poison (variability A); arboreal; string nearly-invisible webs across Gark and animal paths. 4–8´									
Giant Boa Const	6	VS/MD	30/0	Run	L/I	110	4(10)	80MBi30/80LGr70/120LGr†	Aggress.
Note:Lurk in trees waiting to drop on unwary target, or in heavy foliage ready to coil around victim. 15–25´ in length. Larger ones can swallow a man if he is unconscious.									

KEEP OF THE DAMNED

By Ward Miller

INTRODUCTION

Keep of the Damned is a scenario for RMC, RMSS/FRP, and HARP by Ward Miller (aka 'dutch206')

HISTORY

Three centuries ago, this place was known as Caldwell Keep. It was built during a lengthy series of border wars between two realms that no longer exist. The Margrave of Caldwell Keep, Lord Gareth Montfort, was widely considered to be a strong and fair ruler. Unfortunately, as time went on, it became increasingly clear that his realm was on the losing side of the conflict. A huge force besieged Caldwell Keep one fine spring morning three centuries ago, and Lord Gareth knew the end was near.

However, Gareth had sworn an oath to defend his realm "by all means necessary". The fact that the kingdom he swore to protect was on the verge of total collapse did not matter. What mattered was the oath he had sworn before the gods and his King. When a battering ram pounded the doors of the keep open, the bloodbath began. All the soldiers were killed to the last man, including Lord Gareth. As he lay dying in a pool of his own blood, Gareth looked up at the enemy warrior who had run him through, and spoke his death curse.

"By my soul, I will see you in the Void before you benefit from this day's work."

Maleskari, the Demon Lord of Undeath, heard this cry in his far-off realm. He granted Gareth's dying wish by making the nobleman a Skeleton King and his soldiers into skeletons. Long ago, Lord Gareth lost his sanity. Now, all that remains is the knowledge that no person living shall invade this castle and survive.

USE OF THIS SCENARIO

'Keep of the Damned' can be used either as a one-off adventure, or as the conclusion of a campaign of your own design. The scenario refers to no location outside of the castle grounds so it may be placed into any setting. Likewise, the history has been left intentionally vague so

that you can place the scenario in a time of your choosing.

As this scenario is being presented for three different game systems, statistics for encountered creatures can be found in the appendices. (Treasures for the encounters will be covered in the creature entry as well.)

DEFAULT ELEMENTS

Using either the Delver profession in *RM Companion I* or the rules in *Castles and Ruins*, Caldwell Keep has been enchanted. It resists the passage of time and the elements to such an extent that the structure of the keep looks much as it did three centuries ago. It is also warded so that transport spells such as 'Long Door' or 'Teleport' will not work when crossing the outer walls of the keep (in either direction). The walls, floors, ceilings and doors inside the keep, as well as any exposed stonework of the exterior will all radiate Essence magic if a detect spell is cast on them.

The walls and floors of the keep are composed of limestone. Interior walls are dressed with a layer of decorative stones, and the floors are covered in flagstones. Interior walls are one foot thick and block the transmission of sound, odor and light. Enchanted lanterns light interior chambers and passageways. While magic protects the structure from aging, the same does not hold true for the interior furnishings. Cloth has rotted away, wood has turned to dust, and metal has become corroded. The exceptions to this rule are doorways and traps, which are considered parts of the structure for purposes of the enchantment.

Caldwell Keep is built over a Nexus Point/Earthnode with a one-mile radius. The effect that this will have on spell-using characters varies by game system. If you do not use arcane magic in your campaign, please disregard this designation.

Secret Doors: *Several secret doorways are marked on the map by a white box and the symbol 'S'. It takes a Very Hard Perception/Locate Secret Opening maneuver to spot these doorways, due to the fact that they were created by master stonemasons. Anyone familiar with the history of the region will suspect these secret passages exist, but this knowledge will not help them locate the passages.*

Empty Chambers: for purposes of this adventure, 'empty' means "devoid of items important to this scenario". Such chambers can (and probably should) contain various bits and pieces of material associated with everyday life in a keep. Dust and cobwebs cover everything in these chambers. They are inhabited by rodents, insects, bats, and other non-combatants. When describing these chambers, make sure to play up the sense of age, decay, and tragic loss. Add sound details such as creaks, groans, tapping in the walls, and footsteps if you want to creep out your players. (In all likelihood, the footsteps are echoes of their own movement, and their weight is likewise the cause of creaks and groans....but don't tell the players.)

SPECIAL NOTE REGARDING UNDEAD:

Please remember that Undead regenerate between encounters unless special precautions are taken. Steps must be taken to ensure that Lord Gareth and his soldiers go to their final rest at long last. If you grant experience points in the form of story awards, failure to ensure Lord Gareth's final departure from this realm means that the threat presented in this scenario isn't really at an end. (RM2/Classic, RMSS/FRP and HARP have similar rules in their systems.)

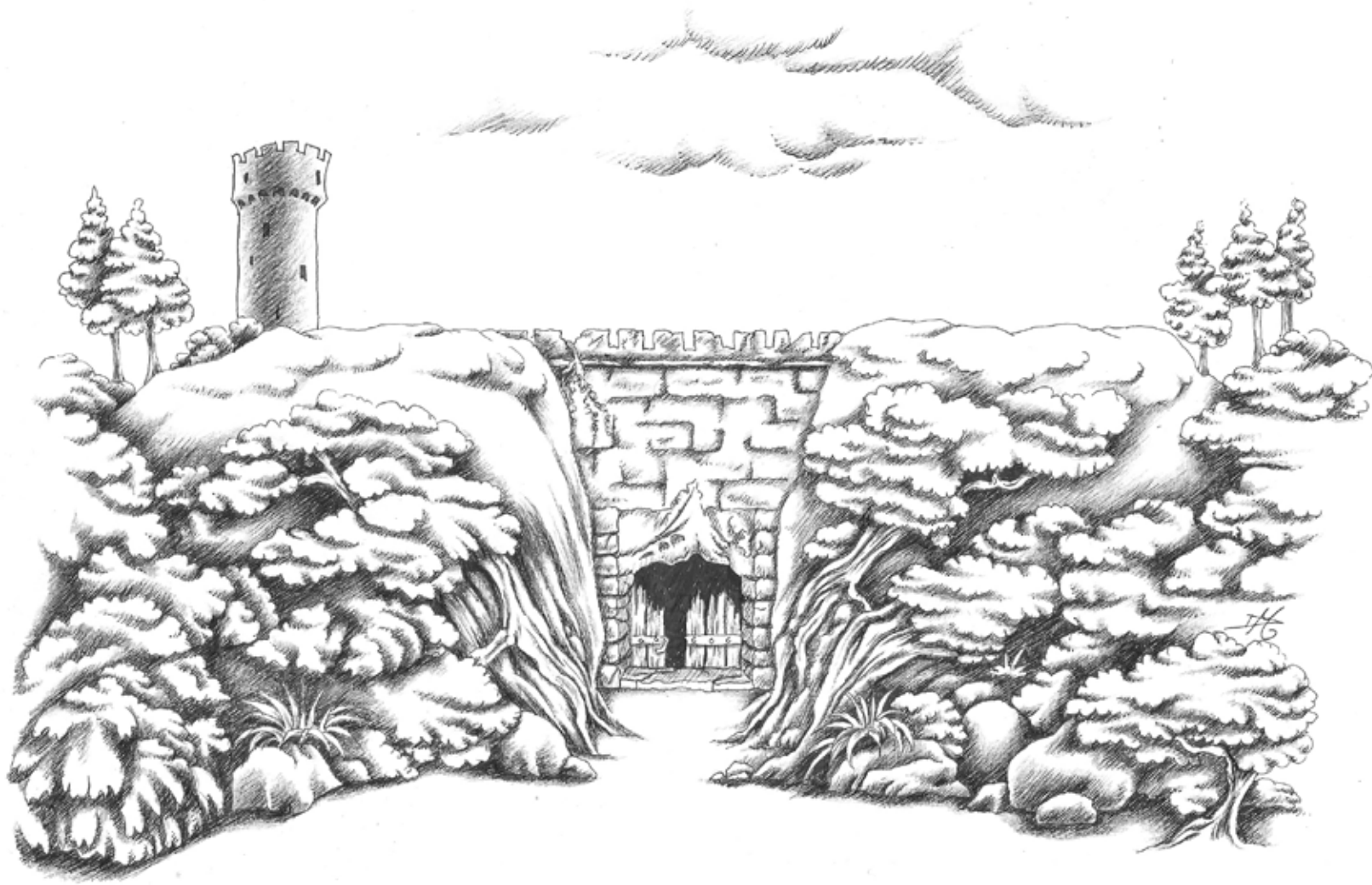
Maps: All maps in this scenario are at the scale of one square equals 5 feet (or 1.524 meters).

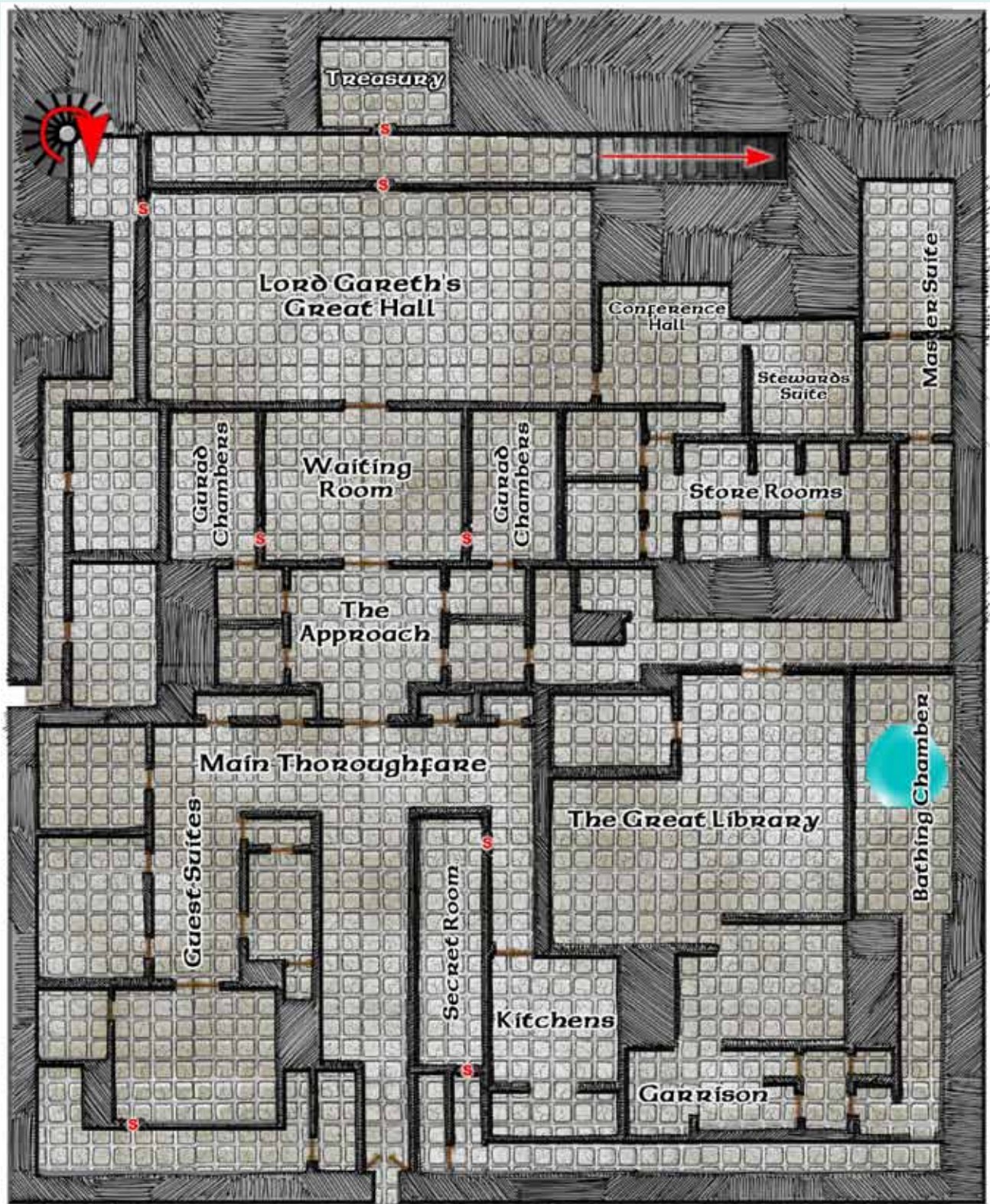
Repulsions Spells: The problem with creating a 'haunted castle' scenario in Rolemaster is the "Repulsions" spell list. The rule I would suggest using is as follows:

- Created Undead are repelled as their "type" (i.e. the type II "Walkers" should count as 2 points each.)
- Other undead are repelled as their creature level. (i.e. the Skeletal Soldiers should count as 5 points each, the Skeletal Lords 8 points each, and Lord Garath 10 points.)
- If you do not wish to make such a change to an ongoing campaign, then you can justify the above for just this scenario by saying the strong magic of the keep itself, and the strong tie these undead have to it, make them harder to affect with Repulsions.

EXTERIOR OF THE KEEP

From the outside, the keep has almost been consumed by nature over three centuries, the exterior walls and outbuildings are low mounds or ridges of rubble, covered in vegetation. The main keep itself has been kept intact by magic, but this has not prevented dirt, vines and brush from accumulating over the exterior, causing the whole to mostly look like a low mound with steep sides and a flattish top.





Main Entry

Keep of the Damned

1 square = 5 feet

The tower in the northwest corner (See area 12 below) is blatantly manmade, standing thirty feet above the brushy top of the “mound”. The magic maintaining the keep holds the fine, closely fitted stonework so tight and smooth even the vines and creepers cannot grow up it. It is a Very Hard maneuver to climb the tower. The turret at the top is pierced every foot by two inch wide by three-foot tall arrow slits. (Any damage sufficient to break a human sized hole in the walls or roof of the tower will cause it to collapse.)

The broken double doors on the south side of the keep are curiously clear, the vegetation around the doorway is withered and dead anywhere it comes within two feet of the doorway.

AREA ONE: THE ENTRY HALL

Tattered rags flutter on the walls, the remains of what must have been pennants at one time. The Entry Hall is unoccupied at this time. The double doors at the south end of the hallway are the entrance point for the keep. The doors are reinforced oak six inches in thickness, and they show obvious signs of having been battered open. Please note that while this area is unoccupied, any significant noise here will alert the guards in area three.

AREA TWO: GUEST SUITES

Located in the large room at the south end of the hallway are several skeleton guards. (They are referred to in the appendix as “Skeletons A”). They are guarding the secret doorway, which oddly enough leads to nothing of import. (In life, this was not the case. The chambers in the secret passage were cells for important political prisoners.)

AREA THREE: MAIN THOROUGHFARE

Guarding the double doors at the north end of this hallway are several skeletons. In the appendix, they are referred to as “Lord A” and “Skeletons B”. Their sole mission in life: “None shall pass!”

AREA FOUR: KITCHENS AND THE FESTIVAL HALL

The remnants of the serving staff have been animated here in the form of five walkers. (Created Undead). Walkers are smart enough to open doors, navigate stairways and climb ladders.

AREA FIVE: SECRET ROOM

At one time, this chamber served as an armory for the troops stationed in the keep. While the weapons and armor have been corroded by the passage of time, their stalwart guardian remains behind. A Lesser Construct is guarding this now-empty chamber, which is essentially an animated suit of plate mail.

AREA SIX: RUINS OF THE GREAT LIBRARY

What remains of the great library is a bunch of nothing. Worms have eaten the books, and the shelves have crumbled to dust. However, the Head Librarian is still at work protecting his domain. (1 Minor Specter)

AREA SEVEN: THE BATHING CHAMBER

The bathing chamber is home to five more walkers, the remains of the bath serving staff. In undeath, they dimly recall that their job had something to do with getting people in the water. Therefore, they attempt to knock people into the pool and hold them underwater until they drown. The pool retains its filtration enchantment, so the water remains sparkling clean.

AREA EIGHT: GARRISON SQUAD BAYS

Of these four rooms, only the north-western one still contains soldiers. They are listed in the appendix as “Skeletons C”. The bunks, chests, and other possessions of the soldiers stationed here rotted away long ago.

AREA NINE: THE APPROACH

This area was designed to impress people with the power and majesty of the keep’s owner. The double doors at the north and south ends are all ornately carved solid oak. Should someone decide to detach the doors from their fittings, they immediately lose their enchantment and revert to their true age. (I.e. they will turn to dust in about ten seconds). This area is unoccupied.

AREA TEN: THE WAITING ROOM

This area was the waiting room for people who had business with Lord Gareth. It is currently being guarded by several skeletons. These skeletons are listed in the appendix as “Lord B” and “Skeletons D”. Their mission is to make sure that nobody disturbs their master for any reason.

AREA ELEVEN: THE GUARD CHAMBERS

Allowing easy access to chambers 9, 10, and 12, these two chambers once contained on-duty guards. Their job was to patrol the passages and respond to any cries for help from the great hall. The chambers are currently unoccupied.

AREA TWELVE: LORD GARETH’S GREAT HALL

Lord Gareth sits on a large stone throne at the north end of this large chamber. The amulet listed in his treasure is currently around his neck. His first action when the double doors from area 11 open will be to activate the spell in this amulet. Lord Gareth will be incensed that people have entered his keep again. He will fight to the death (again) to make sure the intruders leave.

This room contains two secret doors as exits. The one

in the north wall leads to area 14 and to a staircase. This staircase leads to a tunnel, which comes out a half-mile east of the keep. The secret door in the west wall leads to a stairwell and a hidden hallway. The stairs lead up to the tower and a commanding view of the countryside. The hallway goes down the western side of the map and eventually goes off the edge. This can lead to a collapsed passage, another hidden exit from the keep, or serve as an expansion point for the scenario.

AREA THIRTEEN: THE CONFERENCE HALL

Lord Gareth met with his staff and officers in this chamber. It once contained a large oak table and two dozen ornately carved chairs, but these turned to dust long ago. The chamber is unoccupied.

AREA FOURTEEN: THE TREASURY

Secret Entrance Arrow Trap: *Hard to detect, Very Hard to disarm. Effect: +25 Composite Bow attack (HARP: Shortbow) on anyone standing in front of the doorway on the round in which the door opens.*

This chamber contains the treasure listed in the appendix under Lord Gareth's description (except for the amulet, which is around his neck). Also, the remains of armor stands and weapon racks can be seen in this room. (The room was also a secret armory in case the guards needed extra equipment.)

AREA FIFTEEN: THE STOREROOMS

In his last moments of life, the steward tried valiantly to prevent the keep's stores from falling into enemy hands. He failed in this task, but plays out the final minutes of his life over and over again. The Steward will look upon anyone entering the storerooms as members of the enemy army he hated in life. That being the case, he will be generally belligerent and hostile to any living being in this area. The only way to sever the steward's tie to the keep is to kill him with a magical or holy weapon. Doing so will allow him to cross over at last.

AREA SIXTEEN: THE STEWARD'S SUITE

Once the suite of Lord Gareth's Steward, this chamber is now unoccupied and its furnishings have rotted away.

Areas Seventeen and Eighteen: The Master Suite

In life, this was where Lord Gareth and his Lady wife resided. She has moved on to the afterlife, and he no longer has need of rest. This room is currently unoccupied and the furnishings are rotted away.

APPENDIX ONE: ROLEMASTER CLASSIC STATISTICS FOR ENCOUNTERS

LORD GARETH (SKELETON SOVEREIGN)

Level: 10; Base Rate 45'; Mn Bonus +20; Crits: LA#; Hits: 150; AT 1; DB +70*
+90 Broadsword [Cold]/Spells/special. Outlook: Domineering; IQ: HI.

Innate Abilities:

- Undead Regeneration (See Creatures and Treasures for details).
- Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).
- Unaffected by puncture criticals.
- Innate Caster: Physical Erosion (Ess), and all Evil Cleric lists to 10th level. (The "Necromancy" list is the source of the Created Undead, which are encountered in the castle.)

Treasure: located in area 14, the trapped secret treasury.

Money: 5000 cp, 150 gp

Items: Amulet of Heat Resistance: Daily III "Resist Heat" (Essence). Rod of the Montforts: +1 Channeling spell adder; 25 charges "Airwall" (Channeling).

SKELETON LORDS (A AND B)

Level: 8; Base Rate 90'; Mn Bonus +10; Crits: II#; Hits: 135; AT 1; DB +70*
+95 Broadsword (50%) or +50 Large Bash [Cold] (50%)/spells/special. Outlook: Domineering; IQ: AVG.

Innate Abilities:

- Undead Regeneration (See Creatures and Treasures for details).
- Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).
- Unaffected by puncture criticals.
- Innate Caster: Physical Erosion (Ess) to 8th level.

Treasure: Lord A

Money: 150 sp, 60 gp

Items: none

Treasure: Lord B

Money: 250 sp, 100 gp

Items: none

GREATER SKELETONS

(Four groups of five each, Skeletons A, B, C, and D)

Level: 5; Base Rate 80'; Mn Bonus: +10; Crits: I#; Hits: 100; AT 1; DB +30*

+50 Broadsword (50%) or +50 Medium Bash (50%)/special. Outlook: Berserk; IQ: None.

Innate Abilities:

-Undead Regeneration (See Creatures and Treasures for details).

-Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).

-Unaffected by puncture criticals.

Treasure: (per group of 5)

Treasure: Skeletons A

Money: 100 cp, 60sp

Items: 1 skeleton has a mace +15 (magic); 50% light.

Treasure: Skeletons B

Money: 100 cp

Items: 1 Potion of Heat Resistance (Mentalism)

Treasure: Skeletons C

Money: 800 cp

Items: none

Treasure: Skeletons D

Money: 1000 cp

Items: none

CREATED UNDEAD (II) "WALKERS"

(Two groups of five each, Walkers A and B)

Level: 3; Base Rate 50'; Mn Bonus 0; Crits: I#; Hits: 50; AT: 1; DB +20

+40 Medium Bash (60%) or +45 Mace (40%)/special. Outlook: Berserk; IQ: NONE.

Innate Abilities:

-Undead Regeneration (See Creatures and Treasures for details).

Treasure: (Per group of 5)

Treasure: Walkers A

Money: 100 cp

Items: none

Treasure: Walkers B

Money: 100 cp

Items: Bracers of the Bodyguard +5 low steel bracers of Adrenal Defense; +4 monk spell adder.

HEAD LIBRARIAN (MINOR SPECTER)

Level: 5; Base Rate: 100'; Mn Bonus +40; Crits: II#; Hits: 150; AT 1; DB +100*

+40 Shock Bolt/Special. Outlook: Playful; IQ: Inferior.

Innate Abilities:

-Undead Regeneration (See Creatures and Treasures for details).

-Fear 100'R (Constant).

-Touch drains 10 CON points per round; RR (-20)

-Incorporeal (See Creatures and Treasures for details).

Treasure: Located in the room just west of Area Six. (The small room off the library).

Money: 150 sp

Items: none

LESSER CONSTRUCT

Level 3; Base Move 60'; Mn Bonus 0; Crits: I#; Hits 150; AT-20; DB 0

+60 Broadsword (2x); +50 Light Crossbow (mounted on construct – useless in melee combat). Outlook: Protective; IQ: None.

The Construct has no treasure.

THE STEWARD'S GHOST (LESSER)

Level: 7; Base Move 100'; Mn Bonus +20; Crits: LA#; AT-1, DB: +30*

+6 Medium Bash/+50 Club/ special (4 Con per round in a 10'r). Outlook: Belligerent; IQ: Average.

Innate Abilities:

-Undead Regeneration (See Creatures and Treasures for details).

-Non-Corporeal.

Treasure: No items, 10 gp.

APPENDIX TWO: ENCOUNTER STATISTICS FOR RMSS/FRP

LORD GARETH (SKELETON SOVEREIGN)

Level: 10; Base Rate 45'; MM Bonus +20; Crits: LA#; Hits: 150; AT 1; DB +70

+90 Broadsword [Cold]/Spells/special. Outlook: Domineering; IQ: HI.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

-Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).

-Unaffected by puncture criticals.

-Innate Caster: Physical Erosion (Essence), and all Evil Cleric lists to 10th level. (The “Necromancy” list is the source of the Created Undead, which are encountered in the castle.)

Treasure: located in area 14, the trapped secret treasury.

Money: 5000 cp, 150 gp

Items: Amulet of Heat Resistance: Daily III “Resist Heat” (Essence). Rod of the Montforts: +1 Channeling spell adder; 25 charges “Airwall” (Channeling).

SKELETON LORDS (A AND B)

Level: 8; Base Rate 90'; MM Bonus +10; Crits: II#; Hits: 135; AT 1; DB +70

+95 Broadsword (50%) or +50 Large Bash [Cold] (50%)/spells/special. Outlook: Domineering; IQ: AVG.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

-Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).

-Unaffected by puncture criticals.

-Innate Caster: Physical Erosion (Essence) to 8th level.

Treasure: Lord A

Money: 150 sp, 60 gp

Items: none

Treasure: Lord B

Money: 250 sp, 100 gp

Items: none

GREATER SKELETONS

(Four groups of five each, Skeletons A, B, C, and D)

Level: 5; Base Rate 80'; MM Bonus: +10; Crits: I#; Hits: 100; AT 1; DB +30

+50 Broadsword (50%) or +50 Medium Bash (50%)/special. Outlook: Berserk; IQ: None.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

-Drains 3 CO points per round after 3 rounds in a 10'R; RR (-10).

-Unaffected by puncture criticals.

Treasure: (per group of 5)

Treasure: Skeletons A

Money: 100 cp, 60sp

Items: 1 skeleton has a mace +15 (magic); 50% light.

Treasure: Skeletons B

Money: 100 cp

Items: 1 Potion of Heat Resistance (Mentalism)

Treasure: Skeletons C

Money: 800 cp

Items: none

Treasure: Skeletons D

Money: 1000 cp

Items: none

CREATED UNDEAD (II) “WALKERS”

Level: 3; Base Rate 50'; MM Bonus 0; Crits: I#; Hits: 50; AT: 1; DB +20

+40 Medium Bash (60%) or +45 Mace (40%)/special.

Outlook: Berserk; IQ: NONE.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

Treasure: (Per group of 5)

Treasure: (Per group of 5)

Treasure: Walkers A

Money: 100 cp

Items: none

Treasure: Walkers B

Money: 100 cp

Items: Bracers of the Bodyguard +5 low steel bracers of Adrenal Defense; +2 monk spell adder.

HEAD LIBRARIAN (MINOR SPECTER)

Level: 5; Base Rate: 100'; MM Bonus +40; Crits: II#; Hits: 150; AT 1; DB +100

+40 Shock Bolt/Special. Outlook: Cruel; IQ: Inferior.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

-Fear 100'R (Constant).

-Touch drains 10 CON points per round; RR (-20).

-Incorporeal (See Creatures and Treasures for details).

Treasure: Located in the room just west of Area Six. (The small room off the library).

Money: 150 sp

Items: none

LESSER CONSTRUCT

Level 3; Base Move 60'; Mn Bonus 0; Crits: I#; Hits 150; AT 20; DB 0

+60 Broadsword (2x); +50 Light Crossbow (mounted on construct – useless in melee combat). Outlook: Protective; IQ: None.

The Construct has no treasure.

THE STEWARD'S GHOST (LESSER)

Level: 7; Base Move 100'; MM Bonus +20; Crits: LA#; AT 1, DB: +30

+6 Medium Bash/+50 Club/ special (4 Con per round in a 10'r). Outlook: Belligerent; IQ: Average.

Innate Abilities:

-Undead Regeneration (See Creatures and Monsters for details).

-Non-Corporeal.

Treasure: No items, 10 gp.

APPENDIX THREE: ENCOUNTER STATISTICS FOR HARP

LORD GARETH

(HARP: Human Skeleton Lord; Fighter (8)/Necromancer (4), Class III Undead)

St 75/+9; Co 75/+11; Ag 75/+6; Qu 75/+6; SD 75/+11; Re

75/+6; In 75/+6; Pr 75/+6

PP: 103 (56+17+30); Hits: 132 (80+22+30)

RR(Stamina): 86 (54+22+10); RR(Will): 86 (54+22+10);

RR(Magic): 76 (54+12+10)

Init: 22 (12+5+5); Size: Medium; Move: 14'

DB: 72 (12+60)

Attacks:

Broadsword/Dagger TWC: +124/104 (89+15+20) * does not include bonus from weapon

Claw (S/Slash): +104 (89+15)

Acid Bolt +77 (15, 60+17+10)

Control Drain +82 (15, 60+22)

Special Abilities:

Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Life Drain; Limited Regeneration (*Minor, fire*); Natural Weapon (Skeletal Claw, Small Slash); Poison Immunity; Undead Fear (by Undead class); Undead Vision;

Lightning Reflexes, Shield Training

Notable Skills:

Perception: 91 (74+17);

Spells:

Control Undead 71 (12, 54+17), Summon Undead 77 (15, 60+17), Undead Mastery 91 (24, 74+17), Curse: 91 (24, 74+17)

Items of Note:

Lord Gareth does not wear armor, preferring to protect himself from ranged attacks using the Air Wall ability, while in hand-to-hand combat, his martial prowess leaves little necessity for armor!

He also bears his familial Broadsword (+10 OB), which he wields paired with a long dagger - a combination he wields like a Dervish.

Rod of the Montforts +1 spell adder for Necromancers only. 25 charges "Air Wall" (Mage Sphere). (1 charge = 10'x10'x1', 10 rounds, -50 to all attacks/movements through wall; +1 charge to increase the penalty to -75; +2 charges to increase penalty to -100). As long as the rod stays within the Keep (earth node), it regains one charge per day to a maximum of 25 charges.

Amulet of Heat Resistance (see *College of Magics* for "elemental resistance" spell). Usable three times per day; 30 round duration; effect can't be scaled. (Elementalist Circle).



Lord Gareth

LORD A/B

(HARP: Human Skeleton Lord; Fighter (8), Class II Undead)

St 75/+9; Co 75/+11; Ag 75/+6; Qu 75/+6; SD 75/+11; Re 75/+6; In 75/+6; Pr 75/+6

PP: 40 (10+30); Hits: 132 (80+22+30)

RR(Stamina): 72 (40+22+10); RR(Will): 72 (40+22+10); RR(Magic): 62 (40+12+10)

Init: 17 (12+5); Size: Medium; Move: 14'

DB: 52 (12+40)

Attacks:

Battle Axe (Double Weapon): +103/83 (78+15+10)

Claw (S/Slash): +93 (78+15)

Control Drain: +72 (50+22)

Special Abilities:

Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Life Drain, Limited Regeneration (*Minor, fire*); Natural Weapon (Skeletal Claw, Small Slash); Poison Immunity; Undead Fear (by Undead class); Undead Vision;

Lightning Reflexes, Shield Training

Notable Skills:

Perception: 79 (62+17);

Note: the Double Weapon style enables a second attack per round @ -20 (against the same target); technically the first attack is with the Axe blade, the second attack is with the claw/spike on the back of the weapon.

Items of Note:

Lord Gareth's Lieutenants wear ancient-looking chain/plate armor, which despite its tattered appearance protects like new. They also carry large, wicked looking battle axes that they wield with an icy determination and deadly accuracy. Their mastery of the Double Weapon combat style enables them to inflict two attacks every round against a single target. The second attack gets a -20 to the attack roll.

SKELETAL SERGEANT

(1 per group; 4 groups; Human Skeleton / Level 6 Fighter, Class I Undead)

St 75/+11; Co 75/+14; Ag 75/+5; Qu 75/+5; SD 75/+16; Re 75/-1; In 75/+2; Pr 75/-1

PP: 0; Hits: 162 (72+30+60)

RR(Stamina): 73 (35+28+10); RR(Will): 67 (35+32+0); RR(Magic): 59 (35+4+20)

Init: 10 (5+5); Size: Medium; Move: 12'

DB: 75 (10+40+25)

Attacks:

Mace/Short Sword: +98 (72+16+10)

Claw (S/Slash): +88 (72+16)

Skills:

Perception: +58

Special Abilities: (Skeletal Sergeants & Men-at-Arms)

Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Limited Regeneration (*Minor, fire*); Natural Weapon; Poison Immunity; Undead Fear; Undead Vision;

Items of Note: (Skeletal Sergeants & Men-at-Arms)

The skeletons are armed either with Mace or short sword, with Shield & tattered chain armor. Despite the appearance of the equipment, the skeletons are protected normally.

SKELETAL MEN-AT-ARMS

(4 per group; 4 groups; Human Skeleton / Level 4 Fighter, Class I Undead)

St 75/+11; Co 75/+14; Ag 75/+5; Qu 75/+5; SD 75/+16; Re 75/-1; In 75/+2; Pr 75/-1

PP: 0; Hits: 150(60+30+60)

RR(Stamina): 58 (20+28+10); RR(Will): 52 (20+32+0); RR(Magic): 44 (20+4+20)

Init: 10 (5+5); Size: Medium; Move: 12'

DB: 75 (10+40+25)

Attacks:

Mace/Short Sword: +86 (60+16+10)

Claw (S/Slash): +76 (60+16)

Skills:

Perception: +50

SPECTRAL LIBRARIAN

(Human Spectre / Level 5 Harper, Class III Undead)

St 75/+5; Co 75/+5; Ag 75/+6; Qu 75/+8; SD 75/+8; Re 75/+6; In 75/+5; Pr 75/+5

PP: 73 (30+13+30); Hits: 97 (54+13+30)

RR(Stamina): 35 (25+10+0); RR(Will): 56 (25+16+15); RR(Magic): 75 (50+10+15)

Init: 13 (13); Size: Medium; Move: 14'

DB: 16 (16)

Attacks:

Spectral Touch +50 Small Cold; Control Drain +66 (50+16)

Skills:

Mimicry: +38 (25+13); Perception: +67 (54+13); Runes: +65(54+11)

Special Abilities:

Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (*Major*, holy); Spectral Forms; Spectral Touch, Undead Fear; Undead Vision; Shackle (castle)

Spells:

Beguiling Voice 63 (10, 50+13); Counterspell 73 (15, 60+13); Charm 67(12, 54+13); Confusion 83 (20, 70+13); Jolts 73 (15, 60+13); Phantasms: 79(18, 66+13).

STEWARDS' GHOST

(Human Ghost / Level 7 Rogue, Class III Undead)

St 75/+5; Co 75/+5; Ag 75/+7; Qu 75/+8; SD 75/+5; Re 75/+5; In 75/+8; Pr 75/+5

PP: 0; Hits: 114 (74+10+30)

RR(Stamina): 45 (35+10+0); RR(Will): 60 (35+10+15); RR(Magic): 66 (35+16+15)

Init: 16 (16); Size: Medium; Move: 14'

DB: 16 (16)

Attacks:

Stones (T/Slash): +86 (74+12)

Skills:

Perception: 48 (+35+13); Trickery: 45(+35+10)

Special Abilities:

Enhanced Senses; Ghost Forms; Ghost Hands; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (*Major*, holy); Undead Fear (by Undead class); Undead Vision; Shackle (castle)

UNDEAD SERVANTS

(Class I Undead, Level 3)

St 75/+5; Co 75/+5; Ag 75/+5; Qu 75/+5; SD 50/+0; Re 50/+0; In 50/+0; Pr 50/+0

PP: 0; Hits: 95 (60+5+30)

RR(Stamina): 35 (15+10+10); RR(Will): 25 (15+0+10); RR(Magic): 25 (15+0+10)

Init: 5; Size: Medium; Move: 12'

DB: 10 (10)

Attacks:

Club: +70 (60+10)

Claw (S/Slash): +70 (60+10)

Immunity to Stun, Immunity to Bleeding, Undead Vision

Skills:

Perception: +15

Notes: The undead servants are essentially non-intelligent automatons. They will only fight to protect themselves, and will otherwise ignore the adventurers. The Water-servants do attempt to "assist" the adventurers to bathe ... which can be dangerous for the living. If Lord Gareth becomes aware of the Adventurers, he can take control of the servants and use them as disposable combatants.

Items:

If forced to defend themselves, the servants will use whatever improvised weapons are available to them, such as parts of furniture or serving plates.

UNDEAD TALENTS:

Ghost Forms: a Ghost can appear as itself at any age up to and including death. It can also appear as a blurred outline in which form it gains a +10 bonus to DB and Stalk/Hide skill.

Ghost Hands: a Ghost can telekinetically move and manipulate small objects as if they were using their hands or equivalent appendages. The weight limit is one pound per level and the Ghost must use the appropriate skill to resolve any maneuver or attack.

Life Drain: an Undead can drain the life force from any or all beings within a certain radius. The Undead can choose which, if any, targets to drain. The severity of the drain varies by Undead Class (1 point of Constitution stat per Class) and area also varies by Class (Class I: 20'R, Class II: 40'R, Class III: 60'R, Class IV: 80'R, Class V: 100'R, Class VI: 120'R). Each round, the drain is resolved as an open-ended d100 roll adding a special bonus of 10 per Undead class and any Control Drain skill the Undead possesses and the result looked up on the RR column of the Maneuver Table to give the RR target. The victim(s) make a Stamina RR or lose the indicated Constitution stat points. The Undead can convert drained Constitution points into concussion hits on a one-for-one basis (and so heal itself of injuries including those not healable via any Regeneration talent) but may not normally exceed its normal maximum concussion hits by this process. Life Drain is a free action for Undead. The Control Drain skill is a Concentration category skill which may be developed by Undead.

Spectral Forms: a Spectre can appear as itself at any age up to and including death. It can also appear as a nearly invisible wraith-like outline in which form it gains a +20 bonus to DB and Stalk/Hide skill.

Spectral Touch: while the very presence of a Spectre chills the air in its immediate vicinity (equivalent to lowering the ambient temperature within a 20' radius

of the Spectre by ten degrees), the Spectre's malignity manifests as a Cold attack - if unarmed, the Spectre uses its Brawling, Martial Arts Strikes, etc. skill as its OB but resolves the attack on the Cold table, if wielding a magical weapon, the Cold attack is an additional critical. The attack size varies by Undead Class - Class III Small, Class IV Medium, Class V Large.

Shackle (Spectre): The Spectre is shackled by its nature to a focus which is a place, being or thing associated with the unfinished business of its mortal life; it must remain within 100' per level of this focus. As long as the shackle focus exists, a Spectre cannot be permanently killed even via Turn Undead or equivalent effects, and will reform in d10 years.

Shackle (Ghost): A Ghost is shackled by its nature to a focus which is a place, being or thing associated with the unfinished business of its mortal life; it must remain within 100' per level of this focus. Completing this unfinished business will cause the Ghost to move on to its appointed afterlife; otherwise as long as the shackle focus exists a Ghost cannot be permanently killed. If the Ghost is "slain" by means other than Turn Undead (or equivalent) magic, then the spirit will reform as a Ghost in d10 weeks (as long as the shackle focus remains) and as a Spectre in d10 weeks (if the shackle focus is destroyed). If "slain" by Turn Undead and shackle focus remains, then the Ghost will return as a Spectre in d10 months. Only slaying by Turn Undead (or equivalent) and destroying the focus will truly end the Ghost.

ARMORY GUARDIAN

(Lesser Construct, Level 8 Fighter)

St 75/+15; Co 75/+15; Ag 75/+5; Qu 75/+5; SD 75/+5; Re 75/+5; In 75/+5; Pr 75/+5

PP: 0; Hits: 275

RR(Stamina): 125 (45+30+50); RR(Will): 60 (40+10+10); RR(Magic): 60 (40+10+10)

Init: 15 (10+5); Size: Medium; Move: 10'

DB: 80 (10+60+10*)

Attacks:

Broadsword/Shield: +117/+25 (77+20+10+10)

Light Crossbow: +96 (66+20+10)

Skills:

Perception: +15

Special Abilities:

Construct's Endurance (Can't be stunned);
Regeneration (Minor)

***Notes:** The Armory Guardian is a deceptively powerful foe that will advance inexorably towards its foes until they retreat or it is destroyed. Its innate strength enables it to inflict double damage on its foes that it strikes with the large broadsword it wields. It also bears a Light Crossbow build into its right forearm, which it can fire with deadly accuracy when not engaged in melee.*

***Notes:** The Armory Guardian fights with the Weapon & Shield combat style; this enables it to do a "Shield Bash" attack against its opponent in addition to the normal attack with its Broadsword.*

KEEP OF THE DAMNED: HARP STATISTICS

Name	Level	Size	BMR	Init	DB	Hits	Stamina	Will	Magic
Lord Gareth	12	Medium	14'	22	72	132	86	86	76
(Human Skeleton Lord) (Fighter 8, Necromancer 4): Statistics: St 75/+9; Co 75/+11; Ag 75/+6; Qu 75/+6; SD 75/+11; Re 75/+6; In 75/+6; Pr 75/+6; Attacks: Broadsword/Dagger TWC: +124/104 (89+15+20) * does not include bonus from weapon; Claw (S/Slash): +104 (89+15); Acid Bolt +77 (15, 60+17+10); Control Drain +82 (15, 60+22); Important Skills: Perception +86. Special Abilities: Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Life Drain; Limited Regeneration (Minor, fire); Natural Weapon (Skeletal Claw, Small Slash); Poison Immunity; Undead Fear (by Undead class); Undead Vision; Lightning Reflexes, Shield Training. Spells: PP 103, Control Undead 71 (12, 54+17), Summon Undead 77 (15, 60+17), Undead Mastery 91 (24, 74+17), Curse: 91 (24, 74+17). Gear: Non magical Broadsword +10, Rod of the Montforts +1 spell adder for Necromancers only. 25 charges "Air Wall" (Mage Sphere). (1 charge = 10'x10'x1', 10 rounds, -50 to all attacks/movements through wall; +1 charge to increase the penalty to -75; +2 charges to increase penalty to -100). As long as the rod stays within the Keep (earth node), it regains one charge per day to a maximum of 25 charges. Amulet of Heat Resistance (see College of Magics for "elemental resistance" spell). Usable three times per day; 30 round duration; effect can't be scaled. (Elementalist Circle).									
Skeleton Lords	8 Fighter	Medium	14'	17	52	132	72	72	62
(Human Skeleton Lord) Statistics: St 75/+9; Co 75/+11; Ag 75/+6; Qu 75/+6; SD 75/+11; Re 75/+6; In 75/+6; Pr 75/+6. Attacks: Battle Axe (Double Weapon) +103/83, Claw (Sm Slash) +93, Control Drain+72. Important Skills: Perception +79; Special Abilities: Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Life Drain, Limited Regeneration (Minor, fire); Natural Weapon (Skeletal Claw, Small Slash); Poison Immunity; Undead Fear (by Undead class); Undead Vision; Lightning Reflexes, Shield Training. Gear: Lord Gareth's Lieutenants wear ancient-looking chain/plate armor, which despite its tattered appearance protects like new. They also carry large, wicked looking battle axes that they wield with an icy determination and deadly accuracy. Their mastery of the Double Weapon combat style enables them to inflict two attacks every round against a single target. The second attack gets a -20 to the attack roll.									
Skeletal Sargeants	6 Fighter	Medium	12'	10	75	162	73	67	59
(Human Skeleton). Statistics: St 75/+11; Co 75/+14; Ag 75/+5; Qu 75/+5; SD 75/+16; Re 75/-1; In 75/+2; Pr 75/-1 Attacks Mace or Shortsword +98, Claw (Small Slash) +88. Important Skills: Perception +58. Special Abilities: Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Limited Regeneration (Minor, fire); Natural Weapon; Poison Immunity; Undead Fear; Undead Vision. Gear: The skeletons are armed either with Mace or short sword, with Shield & tattered chain armor. Despite the appearance of the equipment, the skeletons are protected normally.									
Skeletal Man-at-Arms	4 Fighter	Medium	12'	10	75	150	58	52	44
(Human Skeleton). Statistics: St 75/+11; Co 75/+14; Ag 75/+5; Qu 75/+5; SD 75/+16; Re 75/-1; In 75/+2; Pr 75/-1. Attacks: Mace or Short Sword +86, Claw (Small Slash) +76. Important Skills: Perception +50. Special Abilities: Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Limited Regeneration (Minor, fire); Natural Weapon; Poison Immunity; Undead Fear; Undead Vision; Gear: The skeletons are armed either with Mace or short sword, with Shield & tattered chain armor. Despite the appearance of the equipment, the skeletons are protected normally.									
Spectral Librarian	5 Harper	Medium	14'	13	16	97	35	56	75
(Human Spectre). Statistics: St 75/+5; Co 75/+5; Ag 75/+6; Qu 75/+8; SD 75/+8; Re 75/+6; In 75/+5; Pr 75/+5. Attacks: Spectral Touch +50 Small Cold; Control Drain +66. Important Skills: Mimicry +38, Perception +67, Runes +65. Special Abilities: Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Spectral Forms; Spectral Touch, Undead Fear; Undead Vision; Shackle (castle). Spells: PP 73, Beguiling Voice 63 (10); Counterspell 73 (15); Charm 67(12); Confusion 83 (20); Jolts 73 (15); Phantasms: 79(18)									
Steward's Ghost	7 Rogue	Medium	14'	16	16	114	45	60	66
(Human Ghost). Statistics: St 75/+5; Co 75/+5; Ag 75/+7; Qu 75/+8; SD 75/+5; Re 75/+5; In 75/+8; Pr 75/+5. Attacks: Stones (Tiny Slash) +86. Important Skills: Perception +48, Trickery +45. Special Abilities: Enhanced Senses; Ghost Forms; Ghost Hands; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Undead Fear (by Undead class); Undead Vision; Shackle (castle)									
Undead Servants	3	Medium	12'	5	10	95	35	25	25
(Class I Undead). Statistics: St 75/+5; Co 75/+5; Ag 75/+5; Qu 75/+5; SD 50/+0; Re 50/+0; In 50/+0; Pr 50/+0. Attacks: Club +70, Claw (Small Slash) +70. Important Skills: Perception +15. Special Abilities: Immunity to Stun, Immunity to Bleeding, Undead Vision									
Armory Guardian	8 Fighter	Medium	10'	15	80	275	125	60	60
(Lesser Construct). Statistics: St 75/+15; Co 75/+15; Ag 75/+5; Qu 75/+5; SD 75/+5; Re 75/+5; In 75/+5; Pr 75/+5. Attacks: Broadsword (x2 Hits) / Shield +117/+25, Light Crossbow +96. Important Skills: Perception +15. Special Abilities: Construct's Endurance (Can't be stunned); Regeneration (Minor)									

CASTLE OF THE DAMNED: ROLEMASTER STATISTICS

Name	Level	Size	MS/AQ	Base Move	Max Pace	MM Bonus	Hits	Crits	AT(DB)
Lord Gareth	10	M	SL/FA	45	FSpt	20	150	LA#	1 (70)
(Skeleton Sovereign): Attacks: Broadsword +90, Drains 3 CO points per round after 3 rounds inside a 10' radius: RR vs Level (CO) at -10. Skills: Perception/Observation: +70. Special Abilities: Undead Regeneration (See CT), Unaffected by Puncture Criticals, Ignores Stun and Bleed results, takes damage as a Large Creature. Spells: Innate Caster 20 PP, Physical Erosion (Essence), and all Evil Cleric Lists to 10th level. Gear: Rotten Fine Clothes, Broadsword, Amulet of Heat Resistance: "Resist Heat" (Ess) 3/Day, Rod of the Montforts +1 Channeling Spell Adder, 15 charges of "Airwall" (Chan).									
Skeleton Lords	8	M	MF/VF	90	FSpt	10	135	II#	1 (70)
Attacks: Broadsword +95 (50%) or Large Bash +50 (50%). Skills: Perception/Observation +60. Special Abilities: Undead Regeneration (See CT), Unaffected by Puncture Criticals, Ignores Stun and Bleed results, Reduce all Criticals by two levels. Spells: Innate Caster 16pp, Physical Erosion (ess) to 8th level. Gear: Rotten Fine Clothes, Broadsword.									
Greater Skeletons	5	M	MF/FA	80	Spt	10	100	I#	1 (30)
Attacks: Broadsword +50 (50%) or Medium Bash +50 (50%). Skills: Perception/Observation: +50. Special Abilities: Undead Regeneration (See CT), Unaffected by Puncture Criticals, Ignores Stun and Bleed results, reduce all Criticals by one level. Gear: Rotten Uniform, Broadsword.									
Created Undead	3	M	SL/MD	100	Run	40	150	I#	1 (20)
Class II "Walkers" Attacks Medium Bash +40 (60%) or Mace +45 (40%) Skills: Perception/Observation +25 Special Abilities: Undead Regeneration (See CT), Unaffected by Puncture Criticals, Ignores Stun and Bleed results, Reduce all Criticals by one level. Gear: Maces, one in group B is wearing Bracers of the Bodyguard: +5 Adrenal Defense, +4 Monk Spell Adder (+2 adder RMSS/FRP).									
Head Librarian	5	L	FA/VF	100	FSpt	40	150	II#	1 (100)
(Minor Specter) Attacks: Shock Bolt +40. Special Abilities: Undead Regeneration (See CT), Fear 100' r (constant), Touch drains 10 CO vs RR-20, Non-Corporeal, Ignores Stun and Bleed results, reduce all Criticals by two levels. Skills: Perception/Observation: +50. Gear: None									
Lesser Construct	3	M	MD/MF	60	Run	0	150	I#	20 (0)
Attacks: Broadsword +60 (x2), Light Crossbow +50 (Mounted inside construct, useless in melee). Skills: Perception/Observation +35. Special Abilities: Ignores Stun and Bleed results, Reduce all Criticals by one level. Gear: Its weapons are part of it; carries nothing else.									
The Steward	7	M	FA/FA	100	Spt	20	55	LA#	1 (30)
(Lesser Ghost) Attacks: Medium Bash +60, Club +50. Special Abilities: Undead Regeneration (See CT), Drains 10 CO in 10'r RR-20, Non-Corporeal, Ignores Stun and Bleed results, Criticals as Large Creature. Skills: Perception/Observation: +65. Gear: None									

MUCK AND MIRE

By Marc Rosen

This adventure is intended for a party of five 8th level characters. Fewer, but higher level characters will also work. The setting is a semi-tropical or tropical river that passes through a swamp, or into a swampy delta. I used Sobek, the Egyptian god as the focus of this adventure, but the GM should change that to any god that fits into their game world.

It would be ill advised for one of the PCs to be a priest of Sobek, or the adventure will likely end quite quickly. The opposition in this adventure is not overpowered, but if played as written could be quite dangerous to the PCs. If your players tend to be very direct with little use of stealth or tactics, you may need to either tone down the tactical intelligence of the Temple Guardians, or use this adventure with a 10th or 12th level group.

TIMELINE

Centuries ago: The river ran past an ancient city, until an earthquake caused the land under the city to sink. The river's course shifted and ran through the streets. The city was hastily abandoned in the chaos. The high priest left a dozen **Temple Guardians** (Crocodile-men, see Encounter Statistics below) within a magical stasis to guard the holiest artifacts in the temple catacomb.

The last few years: Centuries later, the river has a lot of travelers, but few people live in its crocodile infested swamps. Some fishing villages exist along the river above and below the swamp, but the swamp interior is a maze of shifting channels, so merchants stick to the main channels of the river, which splits around a number of marshy islands.

One of these islands is a swampy area with essentially permanent humps of land, which are the ruined piles of rubble surviving from the temple district of the ruined city. Though none of the locals recall why, it's considered an unlucky place, and avoided.

In the last few years, the fishermen have lost many of their flimsy reed boats to a huge crocodile. Spreading rumors of this giant monster drew in hunters, some of whom tracked it back into the sunken temple district . . . that none returned has given the place an even more ill-omened reputation.

Four months ago: One of these hunters found an erosion gully. Thinking the monster crocodile might be nesting

back there, he followed it inside to the interior of the catacomb of one of the old temples. He found the **Eye of Sobek**, but when he took it from the altar, he freed the **Temple Guardians** from their stasis, and they promptly killed him.

Without priests to restrain them and freed from the stasis they had been in for centuries, they began to patrol the area, and lay clutch after clutch of eggs. They believe it is their duty to protect the temple and the Eye. They are multiplying and patrolling larger and larger areas. There are thirty-six adolescents following the orders of the original dozen that escaped from stasis, and hundreds of hatchlings... within a year the area will be overrun.

They have tamed the giant crocodile, using it like a large war canoe to get around their new domain and make the attack on the Morning Star.

They have now spread out far enough that they have started to consider the two shipping channels part of the area under their protection.

One week ago: The Morning Star, a merchant vessel carrying grain, was boarded and burned by the Temple Guardians.

A fisherman named Glennis saw what he thought was a dozen or so river pirates departing the burning ship in a long, low canoe back into the ill fated swamp.

Today: The region's merchants believe that river pirates are making use of the swamp. A number of merchants are stopping at Gilford, the last sizable town upriver from the swamp, where a main road crosses the river. Six ships are awaiting either a large vessel with enough onboard soldiers, or a military response to clear the river before they proceed. The traders are angry and impatient; every day they wait they are losing money. They are desperate to proceed with their voyages. (Feel free to make Gilford into any town on a river near a swamp that would fit your campaign.)

ENVIRONMENT

If the party engages in combat from the deck of a ship, it should be relatively easy, as the river is placid and wave free.

If they engage in combat from canoes, anyone making a melee attack or standing up must make a Medium (+0) agility-based maneuver or tip the canoe. Anyone making a

melee attack while standing in a canoe must make an agility-based maneuver at -20 or tip the canoe. This maneuver may be modified by any appropriate boating skill.

Rolemaster: Any melee attacks made while swimming will take a penalty equal to 100-Swimming skill (after armor and other modifications). It's up to the GM to decide if an attack is even possible while swimming with any given weapon.

HARP: Any melee attacks made while swimming should suffer a -50 OB modifier and defenders forfeit their Quickness bonus to DB. GMs with access to *Martial Law* may wish to consult it for detailed underwater combat guidance.

Anywhere off paths where the ground is noted as mud, it's a foot or two of clingy, gooey muck. Characters will be limited to a walking pace, exhaustion is doubled, and combatants lose all Qu bonus to DB. Short characters (under 4') will be unable to make progress beyond a grueling crawl (1/10 base movement rate) in chest deep mud.

Other than the lagoon, the water channels in the swamp fall into two categories. The narrow channels on

the map are 5' wide and a bit over a foot deep, and choked with swamp grass except for a narrow thread of mostly open water in the middle. Due to the grass roots holding the muck together, it's possible to walk in these channels, but the sharp swamp grass will inflict 1d10-5 hits of damage to anyone in less than AT5 (HARP Soft Leather) for every minute spent walking the channels. It's possible to move a canoe along these channels, but impossible to turn around.

The wider channels are 10' wide and roughly 3' deep, with the above mud for a bottom. Swimming or canoeing in the channels is possible, but walking will be almost impossible for any character under 9' tall, as they will sink 5' into water and mud.

See the **Eye of Sobek** for effects on the area during play.

THE LARGE SCALE MAP

Blue: Water

Green: Scrub and trees (Solid Ground)

Ochre: Mud

Brown: Paths (Solid Ground)



1) GILFORD

The party can arrive at Gilford via the road, or by boat from upstream, they cannot arrive from downriver. The town is packed, there are no rooms to be had, and there are sailors all over town enjoying the unexpected vacation.

Everywhere they go in town, they will hear the story of the pirate attack on the Morning Star. Every version of the story will be different (and all wrong), because none of the tale-tellers actually saw the attack. They all heard it from someone who heard it from someone who heard it from the fisherman who saw it.

If the party goes looking for the fisherman, they'll be directed down to the docks, where they will see the six merchant vessels tied up at their berths. All but a few of the crew are off in the town, and the captains are gathered at the Lazy Robin inn. The party will find lots of fishermen, but not the fisherman who saw the ship being attacked. If they talk to a few fishermen, they'll discover the witness was Glennis, a fisherman who lives on a small island downstream. Inquiries about the island downstream will bring up stories about the giant crocodile, and how many hunters have gone there and never returned. The fishermen are a superstitious lot, and discussion of how the swamp is an unlucky, accursed place will pepper their chat.

If the party put themselves forward to fix the problem, they will be directed to the Lazy Robin inn, where the ship captains are holed up awaiting the arrival of a miracle before the delay costs them all of their profits. The captains are a headstrong, loud group, and will want to be sure the group is able to help before making any deals. It will take strong bargaining to get any money up front; they will attempt to work a deal to pay only for results. (The GM should determine an appropriate amount of money as a reward, and play the captains as a shrewd group of hagglers who will do what they can to pay as little as possible).

Nothing short of magic or violence will coerce the merchants to head downstream. In asking around, characters will discover that a fisherman or two can be hired to take the party downstream to Glennis' island, but no further. There are rowboats, canoes and rafts in town that could be purchased or stolen, but the merchant ships require a crew of at least 12, so it's unlikely the party can handle them even if they stole one, and they aren't for sale.

2) GLENNIS' ISLAND

If fishermen bring the party to this isle, they will depart as soon as the party is ashore, stranding them here. The current is strong, and somewhat irregular here where the channels split, so if the party doesn't drag their boats all the way up onto the beach, or tie them to something

secure, the boats will be gone when they return to the shore. This island is overgrown with brush and a few small trees, and the ground is solid, not swampy. There are two canoes and a rowboat pulled up ashore on the downstream side of the island.

The fisherman lives in two shacks near the peak of the island, one his home, the other containing nets and similar fishing equipment.

Glennis himself is in his late 30s, but looks far older, aged by a hard life. He's afraid of a pirate attack on his home, but too stubborn to leave. His wife, sister and children are somewhere upriver living with relatives.

He's afraid, but not hostile, unless the party starts trashing his place or stealing his boats, even then he will shout at them, but run if confronted, and only fight if cornered.

If informed that the party is here to try and get rid of the pirates he will be happy to offer advice. His odd dialect may make it a bit hard talking to him, but if the party is persistent, then they can glean significant nuggets of information. Glennis knows about the giant croc, and has seen it a few times. He knows it prefers the East channel, so for the last few years he's been fishing the West channel, despite having to row upstream a bit to get there. He'll advise against using the East channel, as the monster croc is large enough that a canoe or rowboat isn't sufficiently big to deter an attack. He knows a lot about the croc, and how it's been hunted the last few years, as all the hunters stopped off here on their way, and a few camped on his island.

He will allow the party to use his boats, but will be happier if they offer to rent them (or leave money in case the boat is lost). In the net shed are four 10' spears of different styles, left over from croc hunters who never returned, Glennis will be willing to part with those as well if anyone asks. However, he will be unwilling to leave his home without magical or violent coercion.

3) BEYOND THE FORK, AND LOOKOUTS

The green areas on the map are the mounded remains of buildings in the ruined city. The mounds are the best solid ground in the area, but are densely overgrown with brush and trees. The Temple Guardians have set up four lookout points as indicated on the map, concentrating on the Eastern channel, which offers easier access paths to the lagoon. One Temple Guardian and three adolescents man each lookout post. The guardian is very disciplined and experienced, and has kept the cover intact, but the adolescents tend to be impatient, and without an elder to keep them in line, can barely pay attention to watching

for long. They are essentially useless as lookouts, so the Temple Guardian does all the watching, keeping the adolescents handy as runners.

Each of the lookout mounds has two paths leading up to the crest, but are otherwise dense tangles of vegetation that have to be wormed through or hacked apart to explore. The ruins themselves are under feet of collected dirt and roots, so the mounds merely look like hills to casual observation.

If the party takes the west channel and makes any effort to look like fishermen, they will be ignored, as the guardians have seen Glennis making trips to fish a number of times.

If the party progresses down the East channel, lands, or blatantly appear to not be fisherman to the unaided eye (using overt magic, wearing shining armor, etc.) they will keep watch, and one adolescent will be sent to run/swim back to the temple to report trouble. The Temple Guardian may send a second adolescent if there are further developments, but will only send the third off if the lookout position itself is threatened. At that point, the Temple Guardian will attempt to delay the party's advance

with hit and run attacks until help arrives.

It might be possible to sneak down, quietly in a boat at night. How quiet and stealthy the approach is will determine the difficulty of any perception maneuvers for the lookout post sentries.

See #5 Ruined Temple for the response to an alert.

4) THE LAGOON

The lagoon used to be the plaza in front of the now ruined temple; it's now a 15' deep pond fed by the sluggish current running in the channels. The looming pile of the temple dominates the scene.

If the party makes it this far without sounding an alarm, the Giant Crocodile will be floating in the lagoon like a big log, and the lagoon itself will be full of hundreds of hatchlings. In the water the hatchlings look like foot long baby crocs, but if seen on the shore, run on two legs, head close to the ground like small dinosaurs. They rarely go on shore, usually only to chase a bug or similar tasty bit before running back to the water.

If the party arrived after an alarm is sounded, this area



will be deserted, other than one Temple Guardian keeping watch from location #5.

5) THE RUINED TEMPLE

The temple itself is a mound of rubble, but the Temple Guardians have cut all of the trees and brush off it, and pulled up the roots. Rain has steadily washed away the dirt, so the heap now looks like an exposed, albeit heavily weathered, pile of rubble.

The south face of the pile has a five foot wide erosion gully cut into it, from the lagoon, up a hundred and fifty feet along the mound. It averages about fifteen feet deep, and about fifty feet up the mound, it has broken into the only remaining intact interior area of the temple, a row of three domed vaults that used to be in the basement. (See interior map)

A Temple Guardian will be keeping watch from the north shore of the lagoon, while its three adolescent

assistants are cleaning game, tossing the guts, feet and other bits into the lagoon to feed the juveniles. Three other Temple Guardians, each with three assistants, are in the general area foraging for food, and will return from time to time to drop off their haul to be gutted and cleaned by the group on the north shore. If the party is hiding and watching, there is a 5% cumulative chance per round that a group will return to this spot (roll 1d10, 1-3 from the east, 4-6 from the west, 7-9 from the south, 10 coming over the temple mound from the north.). If the party appears, the Temple Guardian will order the croc to attack, and order the adolescents to run inside to sound the alarm. The guardian will then attempt to hold off the PCs until help arrives, slowly retreating back into the temple itself.

Response to an alert: The Temple Guardian here will send off his three adolescent assistants to fetch back the foraging parties, while he runs in to alert the group sleeping inside the temple. One Temple guardian and three adolescents from inside will call in the hatchlings from the lagoon, crooning to them and waving entire animal carcasses as bait. They will lure them into the second chamber, where they will wait..

Outside, as soon as the first foraging party returns, those three adolescents will be sent out to fetch back the three lookout posts that did *not* report the trouble.

As soon as five full units (five Temple Guardians and fifteen Adolescents) have gathered here, two units will board the giant croc and move to confront the attackers, one Temple Guardian and three assistants will stay to guard the temple, and the other two units will move overland to reinforce the lookout post that called in the alert.

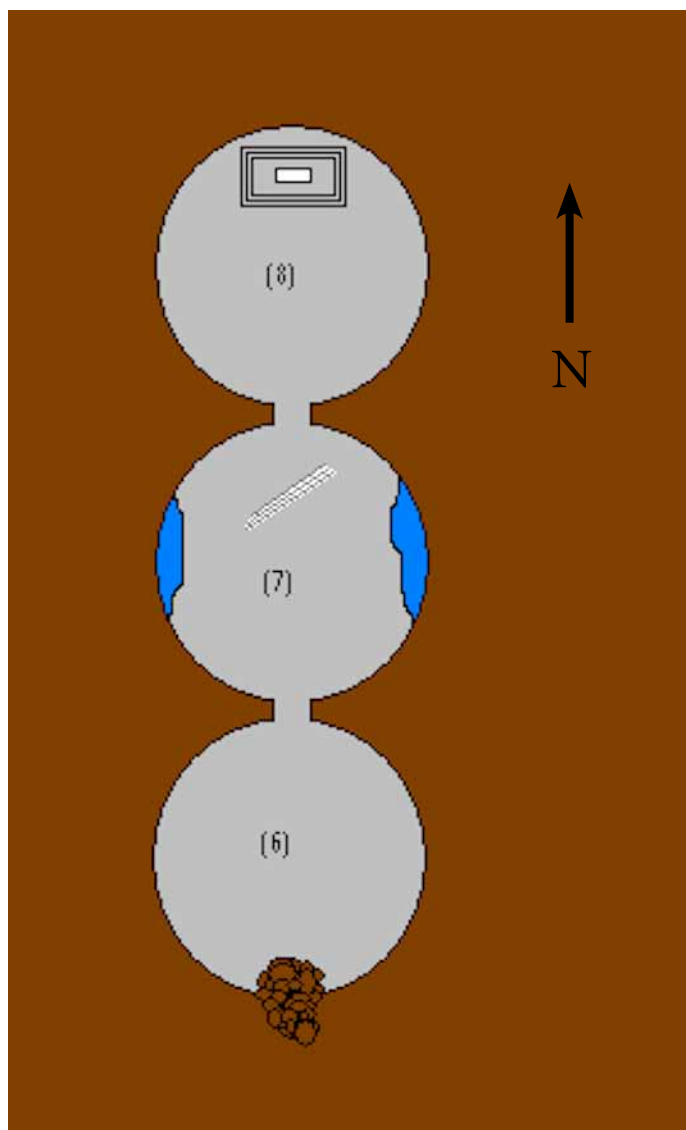
If instead, the alert is sounded by an attack at the lagoon or temple, everyone will pitch in as they arrive, but they will attempt to pepper the party with missile weapons and seek to lure (or chase) them away from the temple into the swamp.

INSIDE THE TEMPLE

The interior consists of three secret storage areas beneath the old temple, all round domed chambers 75' in diameter; about 20' high near the walls, and 40' high in the centers of the rooms. The connecting halls are 6' wide with 8' high arched corridors connecting them, but have no doors.

6) THE FIRST CHAMBER

The erosion ditch breaks into the first chamber 9' up the wall in a ragged crack, with a pile of rubble and debris forming a ramp down into the room. Moving down the ramp is a Medium (0) agility-based maneuver, except at paces of run or faster, when a -20 penalty should be applied.



The first chamber is full of bits of gathered materials, crudely tanned mammal and reptile skins, cleaned bones, piles of sticks, and hanging strips of dried meat and fish.

Note: After an alert, the Temple Guardian will throw rocks at anyone attempting to come down the ramp, then back up into the second chamber and try to hold off the party with spears while the adolescents attempt to shoo all the hatchlings into the side pools in the second chamber and lead them via the underwater passages to safety.

If any other defenders have retreated into this area, they will assist that same general plan. Once the hatchlings have fled, the adolescents will all flee out of the underwater passages while any Temple Guardians back up into the third chamber to defend it.

7) THE SECOND CHAMBER

The second chamber is damp, due to the two pools on either side, which have subsurface passages connecting to the channels east and west of the ruined temple. The only object in the room is a 3' diameter column fragment, lying on its side. The Temple Guardian(s) will retreat behind it for cover until the position looks threatened, then retreat through the doorway into the third chamber.

8) THE THIRD CHAMBER

The final room is a dead end, and any Temple Guardians in this room will know they have no way to run, and will fight fanatically to the death to defend the altar and eggs.

The near part of the room is covered in cut reeds formed into sleep nests, in which four temple guardians and their twelve adolescent assistants are sleeping, unless an alert has been sounded.

To the left and right of the raised platform at the north end of the room the floor is scattered with cut reeds, in which stand hundreds of soft skinned reptile eggs about 8" long and 5" in diameter.

The room has a three step raised dais (8" high steps), with a 3' tall altar atop it. The whole dais is spotlessly clean. The altar is made of alabaster, a smooth, stark white stone that contrasts the dull gray of the limestone walls of the chamber.

On the altar itself is a golden wire stand in the shape of a crocodile's head (25 gp value) holding a golden-green cat's eye chrysoberyl gemstone the size of a human fist in the eye socket, the **Eye of Sobek**.

Piled around the base of the altar is the booty collected by the Temple Guardians since they awoke in this era (mostly from killing croc hunters).

Scattering of modern coinage, 3 gp, 147 sp and 31 bp.

A high quality open-faced helm with bird wing motif's on the sides highlighted in gold and silver (5 gp value).

A high quality (+10 non magical) heavy crossbow.

A case containing ten high quality (+10 non magical) crossbow bolts.

Five varied holy symbols (average value 1 sp)

Silver belt buckle (15 sp value) with a sun symbol carved into it.

The **Eye of Sobek** is a flawless golden-green fist sized cat's eye gemstone, and worth 1,000 gp in gemstone value alone. It is enchanted, and strongly radiates channeling (divine) magic. When placed properly on an altar of Sobek, its enchantment begins to settle into the area around it and spread. The Eye has three effects:

Gives a penalty to RRs vs informational / scrying / detecting spells cast by worshippers of Sobek against targets within the area.

Gives a RR bonus vs all informational / scrying / detecting spells cast by any other type of caster against targets within the area.

Gives worshippers of Sobek a reaction bonus when dealing with Crocodiles.

This bonus is +/- 1 in a 10' radius after one day. Each day the stone remains on the altar, the radius and effect increase by +1/10', out to a maximum of +/- 100 at 1000' radius after 100 days.

If the Eye is removed from an altar, it loses its effects. Anyone other than a worshipper of Sobek who carries it will suffer -50 reaction penalties from reptiles, and -100 reaction penalties from crocodiles. If it is defiled or treated with disrespect, this may draw the ire of Sobek and potentially a curse or an attack by mortal agents of the god (GM's discretion).

The red circle on the map is the current area of effect, at +/- 100. This means it's highly unlikely any detection or information gathering spells will work within the radius. It effectively grants the Temple Guardians friendly cooperation from any crocodiles inside that area.

ENCOUNTER STATISTICS

All stats are RMC (RMFRP)

TOWNSMEN/SAILORS

SAILORS

Profession: 3rd Rogues **Race:** Common Man

Hits: 25 **AT/DB:** 1/+0

PP: 0 (0) **MM:** +10 (+9) 5'9"

Ag: 90 +10 (+3) **Co:** 70 +0 **Me:** 50 +0 **Re:** 50 +0

Sd: 60 +5 (+2) **Em:** 50 +0 **In:** 50 +0

Pr: 50 +0

Qu: 60 +0 **St:** 90 +15 (+5)

Attacks: Brawl +40, Dagger +30

Swim/Climb: +50 **Perception:** +35

Stalk/Hide: +30/+25

Lore/Craft: +50

Appearance: Varied, but sun-browned and strong, be it bulky or wiry.

Equipment of note: Loose pants and shirts, hair tied back or covered in a wrap. Generally barefoot or in sandals. Long belt knives (daggers) and a supply of small coins. Usually in possession of food and/or drink. Many will have jewelry of minor value, rings, necklaces, or the like.

Persona: The sailors are in a good mood and carousing in the town. They know that if things go really poorly their employers may be ruined, but they don't much care. Someone will have to come fetch the ships, and they'll crew for someone else. They are jovial, drunken and aggressive, but in consideration of the fact their stay may be a lengthy one, are going out of their way to stay on the good side of the townsfolk. If any crewman is attacked, it will provoke a reply from their entire crew. There is some friendly rivalry between the crews, and some brawling, but a serious (fatal) attack on any sailor may provoke all of the sailors in town to retaliate. Each of the ships has fifteen crewmen, so there are a total of ninety sailors in town. They are highly superstitious, and cannot be convinced to go downriver short of magical control or credible threats. A coerced crew will mutiny at the first opportunity, and generally do their jobs poorly.

CAPTAINS

Profession: 6th Rogues **Race:** Common Man

Hits: 45 **AT/DB:** 1/+5

(1/+6) **PP:** 0 (0) **MM:** +10 (+9) 5'10"

Ag: 90 +10 (+3) **Co:** 70 +0 **Me:** 50 +0 **Re:** 50 +0

Sd: 60 +5 (+2) **Em:** 50 +0 **In:** 50 +0

Pr: 50 +0

Qu: 75 +5 (+2) **St:** 90 +15 (+5)

Attacks: Brawl +50, Dagger +40

Swim/Climb: +65 **Perception:** +55

Stalk/Hide: +30/+25

Lore/Craft: +75

Appearance: Varied, but sun-browned and strong, be it bulky or wiry.

Equipment of note: Fine clothing, form-fitting pants, ruffled shirts and embroidered vests, though perhaps a bit travel worn. Good quality boots. Long Belt knives

(daggers) Each will be a bit flamboyant in his own way, be it a hat with a large feather, obvious flashy jewelry, or bright colored clothing. Under lock and key in their rooms in the inn are small locked chests containing the paperwork and payroll money for their ships.

Persona: While the sailors are treating this as a holiday, the six captains are in a bind and frustrated. They've been in the inn arguing and plotting a way out of their predicament, and have yet to come up with one. They will be eager to have the PCs solve the issue and clear out the "Pirates" downstream from town, but will attempt to haggle (and should haggle well, considering their experience). They will use team tactics in any negotiation. Despite being competitors, they've known each other for years. They will not agree to leave town and take a ship downstream, if coerced they will lead a mutiny at the earliest opportunity.

FISHERMEN

Profession: 3rd Rogues **Race:** Common Man

Hits: 25 **AT/DB:** 1/+0

PP: 0 (0) **MM:** +10 (+9) 5'9"

Ag: 90 +10 (+3) **Co:** 70 +0 **Me:** 50 +0 **Re:** 50 +0

Sd: 60 +5 (+2) **Em:** 50 +0 **In:** 50 +0

Pr: 50 +0

Qu: 60 +0 **St:** 90 +15 (+5)

Attacks: Brawl +20, Dagger +10

Swim/Climb: +50 **Perception:** +45

Stalk/Hide: +40/+35

Lore/Craft: +50

Appearance: Varied, but sun-browned and strong, be it bulky or wiry.

Equipment of note: Minimal clothing, usually short pants and a vest. Their belts are mostly lengths of rope, with a knife tucked away somewhere. They are generally barefoot.

Persona: The fishermen are doing fine, but worried. For years they have been avoiding going downstream due to fear of the giant croc, so the current problem has not made their lives any worse. They've been making some money selling fresh fish to the stranded crews, but have been keeping a close eye on their wives and daughters. The area down near the river will seem a bit suspicious and hostile until the PCs make it clear that they are not sailors. There are about 50 fishermen with a further 100 family in town. The women will be seen in groups, mostly repairing nets, while the smaller children run around on chores. The women working on nets, and any men in town will freely discuss the area downstream, their fear

of the killer giant croc, and how they think Glennis is crazy to live down there, doubly so now that there are pirates around. For a reasonable fee (GMs discretion), they will ferry the PCs down to Glennis' island, but no further. If coerced, they will flee at the first opportunity.

GLENNIS

Profession: 6th Rogue **Race:** Common Man

Hits: 25 **AT/DB:** 1/+0

PP: 0 (0) **MM:** +10 (+9) 5'9"

Ag: 90 +10 (+3) **Co:** 70 +0 **Me:** 50 +0 **Re:** 50 +0

Sd: 70 +5 (+2) **Em:** 50 +0 **In:** 50 +0

Pr: 50 +0

Qu: 60 +0 **St:** 90 +15 (+5)

Attacks: Spear +50, Brawl +20, Dagger +30

Swim/Climb: +65 **Perception:** +50

Stalk/Hide: +60/+55

Lore/Craft: +80

Appearance: Muscular but thin, with graying brown hair tied back. His arms and legs are covered in small scars.

Equipment of note: Short cloth pants and a leather vest. He has a quality (+10) hunting knife and a long slender fishing spear. He has a pair of high quality boots, much stained and worn from use. (He has "inherited" some gear from the hunters who camped on his island and never returned from the swamp).

Persona: Glennis is afraid. He's sent his family away, but stubbornly refuses to abandon his home until the danger becomes real and pirates land on his island. He saw the attack on the Morning Star, and will describe it as a few dozen men attacking the ship from a large war canoe so low to the water it was almost awash. It was night, and he didn't want to get any closer, so he has no more detail than that. Magical efforts to enhance his memory may dredge up more details, at the GM's discretion. He is a trove of information regarding the giant croc and has some limited knowledge of the terrain between the fork in the river. He knows it's swampy mire, with hills of solid land much like his island sticking up out of it, and that there are channels of open water running through it that are navigable with a canoe. Everyone who's gone into the interior has not come back. He will advise against using the east channel, as that's where he's most often seen the giant croc.

CROCODILE (NORMAL)

Level: 3 **Hits:** 120 **AT(DB):** 7(0 on land 10 in water)

Move: 50'(Run) water, 30' (Run) land

Attacks:

In water: +80 Large Bite, +80 Medium Grapple (They will attempt to drown foes after a successful grapple in the water.) +60 Large Ram (Usually used on small boats, a successful attack will force a light agility maneuver to seated occupants, medium for standing occupants to stay aboard.)

On land: +40 Medium Bite, +30 Medium Bash (tail swipe), +40 Medium Grapple (They will attempt to drag grappled targets into the water).

Perception: +30 **Swimming** +100 **Stalk/Hide** 50/60

Special Abilities: Can hold breath underwater for 20 min active, or an hour inactive.

Appearance: 15' long green-brown scaly horrors with golden-green, slitted eyes.

Equipment of note: none

Notes: Normal crocodiles are found all over the river and swamp, and can be used whenever the GM wishes as a random encounter or to beef up any combat with the Temple Guardians, as the crocs are "friendly" to them due to the Eye. They are aggressive, and will be drawn to thrashing around in the water, but will retreat if seriously injured. They often attack by surprise from hiding, or from under the surface of the water. Crocodiles will generally ignore the Temple Guardians, and are friendly to them inside the radius of the Eye of Sobek.

CROCODILE (GIANT)

Level: 9 **Hits:** 320 **AT(DB):** 7(0 on land 10 in water)

Move: 50'(Run) water, 30' (Run) land

Attacks:

In water: +120 Huge Bite, +120 Huge Grapple (It will attempt to drown foes after a successful grapple in the water.) +100 Huge Ram (Usually used on small boats, a successful attack will force a medium agility maneuver to seated occupants, hard for standing occupants to stay aboard.) This croc is large enough to break or push around canoes and rowboats.

On land: +60 Large Bite, +50 Large Bash (tail swipe), +60 Large Grapple (It will attempt to drag grappled targets into the water).

Perception: +50 **Swimming** +120 **Stalk/Hide** 60/75

Special Abilities: All Criticals reduced 2 levels. Can hold breath underwater for 20 min active, or an hour inactive.

Appearance: 30' long green-brown scaly horror with golden-green slitted eyes.

Equipment of note: none

Notes: The giant croc is a pet/ally of the Temple Guardians, and they will clamber on its back, holding

onto the spiny ridges with one claw. They can ride it on the surface like a canoe, but can also make short trips underwater this way (10 min or less). They used this sneaky attack method to get close up to the side of the Morning Star so they could board it without being seen approaching by the ship's lookouts.

TEMPLE GUARDIAN (LIZARD MAN)

Level: 6 **Hits:** 120 **AT(DB):** 7(10 on land or water)

Move: 50'(Fast Sprint) water or land

Attacks:

+70 Spear Attack

+50 Medium Claw

+40 Small Bite

+50 Small Bash (Thrown rocks or sticks –1 per foot range penalties)

Climbing: +50 **Perception:** +50 **Swimming** +100 **Stalk/Hide** 60/75 **Ambush:** +30 (6 ranks)

Special Abilities: Can hold breath underwater for 15 min.

Appearance: 6' tall. Green brown hide similar to a crocodile, and a similarly shaped long-snouted head. They are bipedal, and their tails are short and vestigial.

Equipment of note: None, though they often carry a few rocks or sticks to throw beyond their primary weapon spears.

Notes: The Temple Guardians will strive not to fight unless the odds are in their favor, and will make use of the terrain and their superior swimming (and water breathing) abilities to maneuver and harass the enemy. They are cold and calculating fighters, and experienced enough to know when to fight, when to run, and when to annoy from cover. They will attempt to lead enemies into the mire, direct any crocodiles to attack them and attack directly only when matters are in their favor. They will attempt to hold back the adolescents, using them to finish off stunned or downed foes. They have caches of rocks and sticks to throw piled up all over the swamp.

ADOLESCENTS (LIZARD MAN)

Level: 3 **Hits:** 60 **AT(DB):** 7(10 on land or water)

Move: 50'(Fast Sprint) water or land

Attacks:

+30 Medium Claw

+25 Small Bite

+20 Small Bash (Thrown rocks or sticks –1 per foot range penalties)

Climbing: +30 **Perception:** +30 **Swimming** +100 **Stalk/**

Hide 30/35 **Ambush:** +15 (3 ranks)

Special Abilities: Can hold breath underwater for 15 min.

Appearance: 5' tall. Green brown hide similar to a crocodile, and a similarly shaped long-snouted head. They are bipedal, and their tails are short and vestigial.

Equipment of note: None, though they often carry a few rocks or sticks to throw. There is a symbol of Sobek naturally appearing in the scales on their chest in a lighter jade green pattern that might appear to be painted on but is not.

Notes: The adolescents are hot headed and eager for combat, but obedient to their elders. If fought alone they will make direct frontal attacks, but with leadership they will hold back and throw rocks, retreating as needed, and only close in to melee attacks on down or stunned foes when ordered to.

HATCHLINGS (LIZARD MAN)

Level: 1 **Hits:** 20 **AT(DB):** 3(30 on land or water)

Move: 20'(Fast Sprint) water or land

Attacks:

+15 Tiny Claw

+15 Tiny Bite

Climbing: +10 **Perception:** +10 **Swimming** +100 **Stalk/Hide** 10/15

Special Abilities: Can hold breath underwater for 15 min.

Appearance: 1-2' tall. Green brown hide similar to a crocodile, and a similarly shaped long-snouted head. They are bipedal, and their tails are as long as an adult's, so on their small bodies are significant. They most resemble small bipedal dinosaurs.

Equipment of note: None

Notes: Hatchlings are sub-sentient, unlike the adolescents, and will generally behave like somewhat smart animals. They will not generally consider anything as large as a PC to be prey, but will attack downed and unmoving targets of human size. The exception is if a swimming PC is bleeding, in which case each round they will attract attacks from 1d10 hatchlings per point of bleed. (This is cumulative until the PC gets out of the water, stops bleeding, or every hatchling in the area is swarming at them.). On land they will flee, and will only attack if cornered. No more than twelve hatchlings can attack a human sized target per round in the water, no more than six in the same round on land.

HARP STATISTICS

TOWNSMEN

Sailors

Profession: 3rd Rogues **Race:** Human

Hits: 62 **DB:** +10

PP: 0

Init: +5 5'9"

Attacks: Brawl +54, Dagger +34

Swim/Climb: +54 **Perception:** +39

Stalk/Hide: +34

Lore/Craft: +50

CAPTAINS

Profession: 6th Rogues **Race:** Common Man

Hits: 88 **DB:** +10 **PP:** 0

Init: +5 5'10"

Attacks: Brawl +68, Dagger +58

Swim/Climb: +68 **Perception:** +63

Stalk/Hide: +38

Lore/Craft: +70

FISHERMEN

Profession: 3rd Rogues **Race:** Common Man

Hits: 66 **DB:** +5

PP: 0 **Init:** +5 5'9"

Attacks: Brawl +26, Dagger +16

Swim/Climb: +56 **Perception:** +46

Stalk/Hide: +46

Lore/Craft: +56

GLENNIS

Profession: 6th Rogue **Race:** Common Man

Hits: 90 **DB:** +10

PP: 0 **Init:** +5 5'9"

Attacks: Spear +50, Brawl +30, Dagger +40

Swim/Climb: +65 **Perception:** +50 **Stalk/Hide:** +60

Lore/Craft: +80

Crocodile (Normal)

Level: 2 **Hits:** 157 **Init:** +7 **DB:** +44 **Size:** Large

Move: 28 swim, 12 land

Attacks:

Bite Attack (Medium Puncture) 56

Martial Arts Sweeps (Medium) 46

Skills: Ambush (9) 49, Camouflage (7) 36, Navigation (9) 46, Perception (9) 68, Resistance - Magic (7) 55,

Resistance - Stamina (9) 73, Resistance - Will (7) 51, Swimming (9) 56, Foraging/Survival water (9) 56,

Special Abilities: Can hold breath underwater for 20 min active, or an hour inactive; Enhanced Senses, Immunity to Stuns, Lesser Resistance (Magic), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Major), Toughness, Severing Bite, Giantism (Minor)

CROCODILE (GIANT)

Level: 9 **Hits:** 320 **Init:** +10

DB: +60 **Size:** Huge

Move: 40' swim, 20' land

Attacks:

Bite +120 Huge Bite/Puncture, +120 Martial Arts Sweeps/Grapple +120 Huge Grapple (It will attempt to drown foes after a successful grapple in the water.); +100 Huge Ram/Unbalancing (Usually used on small boats, a successful attack will force a medium agility maneuver to seated occupants, hard for standing occupants to stay aboard.) This croc is large enough to break or push around canoes and rowboats.

Skills: Ambush (20) 64, Camouflage (20) 71, Navigation (20) 71, Perception (20) 93, Resistance - Magic (20) 80, Resistance - Stamina (20) 98, Resistance - Will (20) 86, Swimming (30) 91, Foraging/Survival water (20) 81

Special Abilities: Can hold breath underwater for 20 min active, or an hour inactive; Enhanced Senses, Immunity to Stuns, Lesser Resistance (Magic), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Greater), Toughness, Severing Bite, Giantism (Greater)

Severing Bite :

The bite delivered by the creature is able to rend flesh and open deep wounds and, when combined with the saliva of the creature, prevents clotting. This creates a bite that causes severe damage and bleeding to those unlucky enough to have been bitten.

Each successful bite attack deliver an additional 2 Hits of damage to the target who must also make a Stamina RR (90) or take 1 Hit per round bleeding damage. Each successful bite inflicted increases the Hits taken by 2, the bleeding by 1 and the RR threshold by 10. So a characters second hit would do 4 Hits, require a Stamina RR(100) and if failed would give 2 Hits per round bleeding and so on.

TEMPLE GUARDIAN (LIZARD MAN)

Level: 6**Hits:** 120**DB:** +40

Move: 50' (Fast Sprint) water or land

Attacks:

+70 Spear Attack

+50 Medium Claw/Slash

+40 Small Bite/Puncture

+50 Small Crush (Thrown rocks or sticks –1 per foot range penalties)

Climbing: +50 **Perception:** +50 **Swimming** +100 **Stalk/Hide** +75 **Ambush:** +30 (6 ranks)

Special Abilities: Can hold breath underwater for 15 min.

ADOLESCENTS (LIZARD MAN)

Level: 3**Hits:** 60**DB:** +30

Move: 50' (Fast Sprint) water or land

Attacks:

+30 Medium Claw/Slash

+25 Small Bite/Puncture

+20 Small Crush (Thrown rocks or sticks –1 per foot range penalties)

Climbing: +30 **Perception:** +30 **Swimming** +100 **Stalk/Hide** 35 **Ambush:** +15 (3 ranks)

Special Abilities: Can hold breath underwater for 15 min.

HATCHLINGS (LIZARD MAN)

Level: 1**Hits:** 20**DB:** +30

Move: 20' (Fast Sprint) water or land

Attacks:

+15 Tiny Claw/Slash

+15 Tiny Bite/Slash

Climbing: +10 **Perception:** +10 **Swimming** +100 **Stalk/Hide** +15

Special Abilities: Can hold breath underwater for 15 min.

MUCK AND MIRE: HARP STATISTICS

Name	Level	Size	BMR	Init	DB	Hits	Stamina	Will	Magic
Crocodile (Normal)	2	Large	28(swim); 12(land)	7	44	157	73	51	55
Important Skills: Ambush (9) 49, Camouflage (7) 36, Endurance (9) 67, Navigation (9) 46, Perception (9) 68, Swimming (9) 56, Foraging/Survival water (9) 56. Attacks: Bite Attack - Medium Puncture 56 ; Martial Arts Sweeps 46 +60 Large Ram/Unbalancing (Usually used on small boats, a successful attack will force a light agility maneuver to seated occupants, medium for standing occupants to stay aboard.) Special Abilities: Takes criticals as Large; Enhanced Senses, Immunity to Stuns, Lesser Resistance (Magic), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Major), Toughness, Severing Bite, Giantism (Minor); Can hold breath underwater for 20 min active, or an hour inactive.									
Crocodile (Giant)	9	Huge	40' swim, 20' land	10	60	320	98	86	80
Important Skills: Ambush (20) 64, Camouflage (20) 71, Navigation (20) 71, Perception (20) 93, Swimming (30) 91, Foraging/Survival water (20) 81. Attacks: +120 Huge Bite/Puncture, +120 Huge Grapple (It will attempt to drown foes after a successful grapple in the water.) +100 Huge Ram/Unbalancing (Usually used on small boats, a successful attack will force a medium agility maneuver to seated occupants, hard for standing occupants to stay aboard.) This croc is large enough to break or push around canoes and rowboats. Special Abilities: Takes Criticals as Huge, Can hold breath underwater for 20 min active, or an hour inactive. Enhanced Senses, Immunity to Stuns, Lesser Resistance (Magic), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Greater), Toughness, Severing Bite, Giantism (Greater).									
Temple Guardian (CrocMen)	6	Medium	10	20	40	120	75	70	70
Important Skills: Climbing +50, Perception +50, Swimming +100, Stalk/Hide +75, Ambush: +30 (6 ranks). Attacks: 70 Spear Attack, 50 Medium Claw/Slash, +40 Small Bite/Puncture, +50 Small Crush (Thrown rocks or sticks –1 per foot range penalties). Special Abilities: Can hold breath underwater for 15 min active, 45 min inactive.									
Adolescents (Croc Men)	3	Medium	10	20	30	60	40	35	35
Important Skills: Climbing +30, Perception +30, Swimming +100, Stalk/Hide +45, Ambush: +15 (3 ranks). Attacks: 30 Medium Claw/Slash, +25 Small Bite/Puncture, +20 Small Crush (Thrown rocks or sticks –1 per foot range penalties). Special Abilities: Can hold breath underwater for 15 min active, 45 min inactive.									
Hatchlings (Crocodile Men)	1	Small	2	20	30	20	30	30	30
Important Skills: Climbing +10, Perception +10, Swimming +100, Stalk/Hide +15. Attacks: 15 Tiny Claw/Slash, +15 Tiny Bite/Puncture Special Abilities: Can hold breath underwater for 15 min active, 45 min inactive.									

Name	Level	Size	BMR	Init	DB	Hits	Stamina	Will	Magic
Sailors (Human Rogues)	3	M	9'	5	10	62	42	27	27
Important Skills: Climbing +54, Swimming +54, Perception +39, Stalk & Hide +34, Rowing +54, Sailing 54, Combat Skills: Brawling +54, Dagger +34. Gear: Loose pants and shirts, Long Knives tucked into belt (dagger).									
Captains (Hmn Rogues)	6	M	10'	5	10	88	78	68	68
Important Skills: Climbing +68, Swimming +68, Perception +63, Stalk & Hide +38, Navigation +48, Rowing +68, Sailing +78. Combat Skills: Brawling +68, Dagger +58. Gear: High Quality Clothing, Long Knives sheathed at belt (dagger).									
Fishermen (Hmn Rogues)	3	M	9'	5	10	66	46	31	31
Important Skills: Climbing +56, Swimming +56, Perception +46, Stalk & Hide +46, Foraging/Survival +36, Craft (Fisherman) +56, Lore (Fishing) +56 Rowing +56, Sailing +36. Combat Skills: Brawling +26, Dagger +16. Gear: Loose pants and vests, Long Knives tucked into belt (dagger).									
Glennis (Hmn Rogues)	6	M	9'	10	10	90	80	70	70
Important Skills: Climbing +65, Swimming +65, Perception +50, Stalk & Hide +60, Foraging/Survival +60, Craft (fisherman) +80, Lore (fishing) +80, Rowing +60, Sailing +60. Combat Skills: Spear +50, Brawling +30, Dagger +40. Gear: High Quality Boots, loose pants, vest, High Quality non magical hunting knife +10 sheathed at belt (dagger), carries a slender fishing spear.									

MUCK AND MIRE: ROLEMASTER STATISTICS

Name	Level	Size	MS/AQ	Base Move	Max Pace	MM Bonus	Hits	Crits	AT(DB)
Crocodile (Normal)	3	L	VS/SL	30	Run	0	120	L	7 (0)
	In Water >MD/MD		50	Run	10				7 (10)
Attack: In water: +80 Large Bite, +80 Medium Grapple (They will attempt to drown foes after a successful grapple in the water.) +60 Large Ram (Usually used on small boats, a successful attack will force a light agility maneuver to seated occupants, medium for standing occupants to stay aboard.). On land: +40 Medium Bite, +30 Medium Bash (tail swipe), +40 Medium Grapple (They will attempt to drag grappled targets into the water). Skills: Perception/Observation: +30 Swimming +100 Stalk/Hide 50/60. Special Abilities: Can hold breath underwater for 20 min active, or an hour inactive.									
Crocodile (Giant)	9	H	VS/SL	30	Run	0	320	SL	7 (0)
	In Water >MD/MD		50	Run	10				7 (10)
Attacks In water: +120 Huge Bite, +120 Huge Grapple (It will attempt to drown foes after a successful grapple in the water.) +100 Huge Ram (Usually used on small boats, a successful attack will force a medium agility maneuver to seated occupants, hard for standing occupants to stay aboard.) This croc is large enough to break or push around canoes and rowboats. On land: +60 Large Bite, +50 Large Bash (tail swipe), +60 Large Grapple (It will attempt to drag grappled targets into the water). Skills: Perception: +50 Swimming +120 Stalk/Hide 60/75. Special Abilities: Can hold breath underwater for 20 min active, or an hour inactive.									
Temple Guard (Croc Men)	6	M	MD/MD	50	Dash	10	120	-	7 (10)
Attacks: +70 Spear, +50 Medium Claw, +40 Small Bite, +50 Medium Bash (Thrown sticks & rocks -1 per foot of range). Skills: Climbing: +50 Perception: +50 Swimming +100 Stalk/Hide 60/75 Ambush: +30 (6 ranks). Special Abilities: Can hold breath underwater for 15 min active, or 45 min inactive. Gear Crude looking but functional spears, they usually carry a few sticks or rocks for throwing.									
Adolescents (Crocodile Men)	3	M	MD/MD	50	Dash	10	60	-	7 (10)
Attacks: +30 Medium Claw, +25 Small Bite, +20 Medium Bash (Thrown sticks & rocks -1 per foot of range). Skills Climbing: +30 Perception: +30 Swimming +100 Stalk/Hide 30/35 Ambush: +15 (3 ranks). Special Abilities: Can hold breath underwater for 15 min active, or 45 min inactive. Gear: They usually carry a few sticks or rocks for throwing.									
Hatchlings (Crocodile Men)	1	S	FA/FA	30	Dash	10	20	-	3 (30)
Attacks: +15 Tiny Claw, +15 Tiny Bite. Skills Climbing: +10 Perception: +10 Swimming +100 Stalk/Hide 10/15. Special Abilities: Can hold breath underwater for 15 min active, or 45 min inactive. Gear: None									

MUCK AND MIRE: ROLEMASTER CLASSIC STATISTICS

Name	Level	Size	Base Move	Max Pace	MM Bonus	Hits	Crits	AT(DB)
Sailors (Human Rogues)	3	M	50	Dash	10	25	M	1(0)
Stats: ST 90(15), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (10), SD 60 (5), ME 50 (0), RE 50 (0). RRs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 5. Skills: Swim +50, Climb +50, Perception +35, Stalk/Hide +30/+25, Lore (Sailor) +50, Craft (sailor) +50. Weapon Skills: Brawling (MA Strikes I) +40, Dagger +30. Gear: Loose Pants & Shirts, Long Belt Knives (dagger)								
Captains (Human Rogues)	6	M	55	Dash	10	45	M	1(5)
Stats: ST 90(15), QU 75 (5), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (10), SD 60 (5), ME 50 (0), RE 50 (0). RRs: & PPs Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 5. Skills: Swim +65, Climb +65, Perception +55, Stalk/Hide +30/+25, Lore (Sailor) +75, Craft (sailor) +75. Weapon Skills: Brawling (MA Strikes I) +50, Dagger +40. Gear: Fine Clothes, Long Belt Knives (dagger)								
Fishermen (Human Rogues)	3	M	50	Dash	10	25	M	1(0)
Stats: ST 90(15), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (10), SD 60 (5), ME 50 (0), RE 50 (0) RRs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 5. Skills: Swim +50, Climb +50, Perception +45, Stalk/Hide +40/+35, Lore (Fisherman) +50, Craft (Fisherman) +50. Weapon Skills: Brawling (MA Strikes I) +20, Dagger +10. Gear: Short pants and Vest, Fishing Knife (Dagger)								
Glennis (Human Rogue)	6	M	50	Dash	10	35	M	1(0)
Stats ST 90(15), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (10), SD 70 (5), ME 50 (0), RE 50 (0). RRs: & PPs Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 5. Skills: Swim +65, Climb +65, Perception +50, Stalk/Hide +60/+55, Lore (Sailor) +80, Craft (sailor) +80. Weapon Skills: Spear +50, Brawling (MA Strikes I) +20, Dagger +30. Gear: Fine Clothes, High Quality Non Magical Hunting Knife +10 (Dagger), High Quality Boots								

MUCK AND MIRE: ROLEMASTER RMFRP STATISTICS

Name	Level	Size	Base Move	Max Pace	MM Bonus	Hits	Crits	AT(DB)
Sailors (Human Rogues)	3	M	50	Dash	9	25	M	1(0)
Stats: ST 90(5), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (10), SD 60 (2), ME 50 (0), RE 50 (0). RRs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 6. Skills: Swim +50, Climb +50, Observation +35, Stalk/Hide +30/+25, Lore (Sailor) +50, Craft (sailor) +50. Weapon Skills: Brawling (MA Strikes I) +40, Dagger +30. Gear Loose Pants & Shirts, Long Belt Knives (dagger)								
Captains (Human Rogues)	6	M	55	Dash	9	45	M	1(6)
Stats: ST 90(5), QU 75 (2), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (9), SD 60 (2), ME 50 (0), RE 50 (0). RRs: & PPs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 6. Skills: Swim +65, Climb +65, Observation +55, Stalk/Hide +30/+25, Lore (Sailor) +75, Craft (sailor) +75. Weapon Skills: Brawling (MA Strikes I) +50, Dagger +40. Gear Fine Clothes, Long Belt Knives (dagger)								
Fishermen (Human Rogues)	3	M	50	Dash	9	25	M	1(0)
Stats: ST 90(5), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (3), SD 60 (2), ME 50 (0), RE 50 (0). RRs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 6. Skills: Swim +50, Climb +50, Observation +45, Stalk/Hide +40/+35, Lore (Fisherman) +50, Craft (Fisherman) +50. Weapon Skills: Brawling (MA Strikes I) +20, Dagger +10. Gear: Short pants and Vest, Fishing Knife (Dagger)								
Glennis (Human Rogue)	6	M	50	Dash	9	35	M	1(0)
Stat: ST 90(5), QU 60 (0), PR 50 (0), IN 50 (0), EM 50 (0), CO 70 (0) AG 90 (3), SD 70 (2), ME 50 (0), RE 50 (0). RRs: & PPs: Ess 0, Chan 0, Ment 0, Dis 0, Poi 0, Fear 6. Skills: Swim +65, Climb +65, Observation +50, Stalk/Hide +60/+55, Lore (Sailor) +80, Craft (sailor) +80. Weapon Skills: Spear +50, Brawling (MA Strikes I) +20, Dagger +30. Gear: Fine Clothes, High Quality Non Magical Hunting Knife +10 (Dagger), High Quality Boots								

UNUSUAL HEROES

By Dennis Larsen

INTRODUCTION

We all know the story; a village in trouble and an adventuring party comes along to save the day. This story follows that trope, but with the roles reversed; this particular village in trouble is in having trouble with an adventuring party.

This adventure is not intended to be a part of an ongoing campaign as the protagonists are not adventurers. Instead it is intended being a one-shot adventure which can be used either if you are having some friends over and want to play a single scenario without the need for a campaign, or simply as a change of pace with your regular group for a single session or two.

This adventure is set in a village which should fit into almost any fantasy setting (whatever setting the GM wants to use). The PCs are residents of a village which is being tormented by a party of adventurers who have stopped here after their latest adventure with their pockets brimming with loot and looking for a place to kick back and raise hell until their next adventure.

This adventure can of course be used as the kickoff to a new campaign, where the PCs start off their own adventuring career as the heroes who saved their home village.

ADVENTURE SYNOPSIS

Our story starts a couple of weeks travel away in the city (can be any nearby major city in your campaign setting, hereafter referred to as the city) where Gavin, a lowly member of a thieves' guild, overheard a party of adventurers talking about the giant's cave full of riches they intended to plunder. He decided that it was time to step up from the petty crimes department and into the big league. He planned to waylay the party after they had fought the giant and take the treasure for himself, but to do that he needed additional muscle. He found a group of adventurers willing to listen to his plan and after explaining it, they agreed to his strategy and set off to carry it out.

Gavin's party consisted of Grimm the dwarven warrior, Ithian the human mage, Hesper the human cleric, and Zack the half-elven ranger. They followed the trail of the other party to the cave of the giant and waited until the

battle was over then ventured into the cave. Unexpectedly they found that the giant had won the battle, the other party lay dead on the floor, but that the victory had come at a cost for the giant as it was wounded. Believing the battle half won, Gavin's party attacked and after a vicious fight managed to put the giant down, but not until after it had claimed the lives of both the cleric and the ranger. The three survivors looted the other party as well as the giant's possessions and left the cave thinking the giant was dead.

Now, with their pockets brimming with ill gotten goods, they left for the nearest village to recuperate and celebrate. This village is Tomme, home of the Player Characters.

It is now up to the villagers to save their village, or rather, it is up to the player characters.

The object of this adventure is to rally the village, and get rid of the troublesome adventurers. This should be quite the challenge for common villagers, as the adventurers in question are quite experienced and have magical gear available to them. One on one the adventurers are more than a match for any of the villagers and you as the GM should discourage the direct combat approach by the players. Although lucky dice rolls can save the day, it's more likely that any PC insisting on directly attacking one of the adventurers will end up dead or severely wounded.

Instead, encourage the players to be creative and find other ways to solve the village's dilemma than brute force. Each of the adventurers has been given a character flaw which can be employed to the heroes' advantage.

THE VILLAGE OF TOMME

Tomme was originally a logging camp on the outskirts of civilization, that grew into a village. It is about a week's travel on foot from the nearest town (High Timber) and about two weeks travel from the city. It is fairly secluded in the foothills of a mountain chain as well as being completely surrounded by dense woodlands. Thankfully it is not in monster territory and the most the villagers have had to deal with before this was the occasional wildlife such as wolves and bears. They have heard about a giant's lair in the mountains but so far it has never bothered them and they have never bothered it, so to all accounts life have been fairly peaceful.

The village itself consists of roughly 100 people, with



about half working the fields surrounding the village and the other half working in the woods as lumberjacks. The village has no standing guards, but each able man is required to serve in the militia should the need arrive. Due to the long period of peace their vigilance has gone quite lax in this regard; it's been years since anyone really trained with the spears and today maybe only a small handful actually can work them with any measurement of skill.

The village's unofficial leader is Garen, the owner of the lumber mill and the wealthiest man in the village. Almost all the lumberjacks work for him, and as such he practically owns the village.

THE WOODPECKER

The village's inn is actually more of a tavern, though it does sport a few rooms, which can be made available for any travelling patrons. Gavin's group is actually the first in years to come by and request rooms at the Woodpecker so they had to be cleared and cleaned first as the inn keeper had been using them for storage.

The Woodpecker is owned and operated by Tanven, his wife Alura and his two children. Tanven runs the inn, Alura works in the kitchen and the children help around where they are needed.

The inn is kept clean, the ale is fresh and the fire is always roaring to welcome the patrons. The common room is large with benches along the walls and a handful of tables scattered about in the middle. Alura is famous in the village for her stew and garlic buttered bread.

The inn has two stories with the first floor being dedicated to the kitchen, storage and common room. The second floor is partly the private residence of the family but also holds the two rooms available for rent. At this time the party occupies the rooms, or rather Gavin and Ithian have rooms while Grimm sleeps in the common room.

THE LUMBER MILL

The lifeblood of the village is the lumber mill, where the timber is processed before being sent down river to Hightimber for sale. Garen owns it, and buys the timber brought in by the few freelancers as well as the majority brought in by his own crews.

Garen's manor house lies next to the lumber mill and is beautifully built, the structure is made entirely out of local wood. His wife died almost five years ago and now the only occupants are himself, his son and their servants.

THE SMITHY

The local smithy is nothing more than the workplace with a room upstairs where the smith and his apprentice live. Nowadays the smith is mostly found down at the

Woodpecker and his young apprentice works the smithy in his place. Not that any of the villagers complain about this as the old smith has become too old to do any proper work at the forge.

THE MILL

Arne the miller owns and operates the local grain mill and is usually found here, although occasionally he does venture down to the Woodpecker after work to wet his whistle. He lives in a small house near the mill with his wife and two children.

THE TREASURE

The party has locked the treasure from the giant and whatever valuable possessions the other party had, in one of their rooms at the Woodpecker (see the treasure event in Act One). The exact nature of the treasure, is left for you as the GM to decide, depending on your needs. If this is meant to be the start of a new campaign adjust it accordingly to what you want your players to get their hands on. If this is just a one-shot adventure and you feel nice, place some goodies to help the players fight Gavin's party or the giant if/when it comes to the village.

THE PROTAGONISTS

Have the players make first level characters, which have grown up in the village and are a part of the village's daily life. To get them properly motivated into saving the village, have them tied in with one of the major NPCs, such as being the children of Tanven the innkeeper, the young apprentice of Vorgen the blacksmith, another child of Garen or Arne. Note that the age of these children are left for the players to decide, or if you like you can make pre-generated characters for the players to select from. Young adults would probably be the best age for the player's characters.

As written there are no magic users of any kind in Tomme, but if need be you can insert a retired mage to act as the mentor of any player who wants to play a magic user. Just have him away on other business as this adventure plays out, we want the player characters to save the day, not some NPC. If the need arises for a priest/cleric insert a priest that tours the local villages on a circuit and acts as mentor to one or more PCs, but is also away for the duration of this adventure.

MAJOR NPCs

There are many more NPCs in Tomme than those listed below. Most of them however do not play a major part in this adventure but you may need to come up with an NPC on the fly. In that case pick one of the names listed below and add a personality trait, motivation and

profession (most of the village either works the fields or cuts lumber for the mill).

If you have the time and feel so inclined you can make the NPCs surrounding the PCs as family, work buddies, love interests, and so forth.

FEMALE NAMES

Aninnale, Ariegata, Arva, Enkena, Inagha, Neret, Nimag, Piantia, Renara, Tunyha.

MALE NAMES

Atis, Banyan, Darpol, Errich, Ges, Heif, Irorr, Malbettold, Nolortor, Perini.

TANVEN THE INNKEEPER

Personality Traits: talkative, friendly, industrial.

Motivation: maintaining a working relationship with the adventurers and the village.

Tanven is one of the few in the village who is making a lot of money from the visiting adventurers so naturally he isn't all that interested in rocking the boat. For the first time in years, he is actually making quite a profit and has begun thinking about selling his inn here to buy a road inn where he can frequently cater to adventurers and their deep pockets.

As such, he is not really inclined to entertain any ideas of standing up to the adventurers, unless they actually start to hurt him, or his family. As long as what he makes is more than what they break, he is quite content to have them staying at the Woodpecker. Even if the adventurers gets to rowdy, he isn't exactly a man of action but will lend his moral support to anyone who speaks about doing something about them, and at the same time try to remain on good terms with the party.

GAREN

Personality Traits: direct, principled, greedy.

Motivation: Maintaining the status quo in the village.

As the owner and operator of the lumber mill, he is the big man in the village and his word carries a lot of weight around here. As long as nothing is directly interfering with his business he is content to let things play out, but will begin to voice concerns once the adventurers start making too much trouble or interfere with his business.

He is a former lumberjack himself, but he always had a greater flair for business than physical work. He built the lumber mill in the village, and eventually expanded his business to where it is today with him owning most of the woods around Tomme.

CHEIG

Personality Traits: boisterous, indulgent, cowardly.

Motivation: Enjoying himself and keeping himself alive.

He is the local loudmouth and one of the best lumberjacks in the village. He is also the son of Garen, which he has been known to use to great advantage. He is a big guy with an even bigger mouth, and on account of his boasting the village has come to expect him to take charge in the eventuality that something bad ever happened to it. So far nothing has, but that has not stopped him from playing the part of local hero and savoring its rewards. Unfortunately he is nothing but big words and has no plans to risk his own life to save the village.

VORGEN THE BLACKSMITH

Personality Traits: absent-minded, quarrelsome.

Motivation: Drink!

Almost too old to work the smithy, he has a young apprentice who does most of the forge work so the village tolerates him out of respect for when he was younger. He is the village's old man who tends to complain a lot about how everything was better when he was younger, the youth today have no respect for the elders, and so on. He can keep it going for hours and hours, but the villagers tend to ignore it and tolerate him. He has no real understanding of what is going on in the village at this time, but does spend a lot of time down at the Woodpecker.

ARNE THE MILLER

Personality Traits: conservative, timid, stubborn.

Motivation: Protecting himself and his family by avoiding trouble.

A man content with his lot in life, he enjoys the simple pleasures in life and sees little point in challenging the way things are. Why should he? He is happy and intent to stay that way. Arne will argue that the villagers should try to bribe their way out of their troubles with the adventurers, unaware that the adventurers are not really interested in what little coin the village has to offer. (Although Grimm might consider taking their coins with no deal.) Arne has had very little experience in such matters and will be hard to convince that taking up armed action against the adventurers is the best option. If the bribe fails or he is voted down, he will argue that they should wait out the situation and that the adventurers are sure to leave at some point.

FARLAN THE FARMER

Personality Traits: pragmatic, quick-tempered.

Motivation: Get rid of the adventurers and free his daughter.

Farlan is the largest farmer in the village and as such he carries some weight around the village simply by owning more land than the other farmers. He is a hard working man who prefers the hard manual labor in the

fields and seeing the fruits of that labor. He is not overly complicated, he likes to keep things simple and as such his approach to problems is often straight forward.

If it wasn't for his daughter Rose getting involved with one of the adventurers (see a country rose under Act One), he probably wouldn't even notice the adventurers. But now that they have invaded his personal life, he takes notice and is one of the advocates of direct action in Act Two.

THE ADVENTURE

ACT ONE

Depending on your players and time frame it might be a good idea to play out small scenes with each PC before starting the actual adventure to establish their connection to the village. It need not be more than a few minutes each, just enough to give the player a sense of belonging and to firm up their motivations to later rise to the challenge of defending the village.

Regardless, the adventures arrive in the village in Act One, where they head straight to the Woodpecker inn and rent the two rooms available. They plan to spend the evening and night celebrating their victory and mourn the loss of their two dead adventuring companions.

The idea here is to introduce the adventurers and play out the fact that they are dangerous for the villagers. Make it clear to the players that this party of adventurers has little to no respect for commoners and intend to use the village to kick back and blow off steam before they move on. In essence the village and its population are there for the party's amusement and they will treat it accordingly.

But tread carefully as we don't want the adventurers and PCs to fight it out just yet. The adventurers will play rough but will only kill in self-defense at this point; they are selfish but not outright diabolic. They will tend to mock and verbally abuse, and will be satisfied with humiliating or knocking a villager unconscious rather than outright murder.

Possible Events to play out at the inn:

THE TREASURE

If one of the players elected to play one of the children of Tanven, have that character see that the party carries with them a large chest reinforced with iron bands and a heavy lock. It appears quite heavy and must be full of the treasures found on their latest adventure.

The chest is kept in Gavin's room, where he has coated the handles and the lock with Sharkasar poison (lvl 10, brown paste contact poison gives 1-10 hits) to keep any

would-be thieves out of the group's treasury. Of course Gavin hasn't told the two other members of the party about the poisoned chest.

If it's not one of the PCs, have an NPC see it and tell the story to one of the PCs.

A COUNTRY ROSE

One of the village's pretty girls, Rose, has been smitten by the urban charm and wit of Ithain and appears quite taken with him. She shamelessly flirts with him down at the Woodpecker and practically ignores all others. To make this a bit more personal and interesting try to work into the background of one of the players that Rose and his character have been seeing each other for months before the party arrived in the village.

TOO MUCH TO DRINK

Usually old Vorgen spends his evenings down at the Woodpecker, and on this particular evening he enjoyed more than his usual share of ale. This has brought him in a quarrelsome mood and he isn't shy about letting the adventurers know what he thinks of their kind which basically amounts to them being lazy bums too dumb to hold a real job and more of the same.

In the end Grimm tires of hearing him rant on, and decides to shut him up by giving him a punch in the face as that is Grimm's standard way of telling people to shut up. Unfortunately the old man cannot take such brute force and dies from it. As the GM, simply assume that Grimm scored a deadly critical and killed Vorgen who never did have many hits to begin with.

At this point, the villagers in the inn will most likely be shocked at first and then it may break out in a bar brawl depending on whether you want one at this point or not. In any event, this situation is what leads to the gathering in Act Two.

ACT TWO

Garen calls for a meeting with the town's prominent people (the major NPCs and whomever you like to attend) down at the lumber mill to determine what can be done. The major NPCs' reaction can be found in their description but to sum it up:

For Action: Garen, and Farlan.

Against Action: Arne, and Tanven.

Play out the highlights of the meeting, but try to illustrate the long boring debates between the four NPCs without resolving to actually playing out the long boring debates.

Let the PCs attend the meeting, they probably followed their parents there or have gotten a personal stake in the matter during Act One. Allow them to voice

their opinions; hopefully the PCs argue for action at this point, which allows for a better lead-in to Act Three.

Cheig does attend this gathering as well, and while he doesn't plan to engage himself personally he can't really help himself by playing up to his role as the village's hero. He argues for action by the whole village, that something needs to be done, and other comments along that line. Of course he doesn't really mean any of it, at least he doesn't mean that he personally should become engaged in taking on professional adventurers. That would be suicide, and he has too much to live for.

Have Cheig speak to the gathering, lead them to believe he feels that action should be taken and that he will take charge of that action. Again this is not his intention, all Cheig wants at this time is to use big words so that he seems the big hero.

If the PCs agree with Cheig and voice their opinion in front of the village elders, at the end of the debate you can have the elders appoint Cheig and the PCs as those who are to come up with a plan and carry it out against the adventurers before they destroy the village. The villagers are most likely to appoint Cheig as the leader due to his past and due to his father being the unofficial leader of the village.

The gathering ends with the PCs and Cheig given what weaponry and armor the village has for emergencies. The exact details are left for the GM to decide, but base it on the choice of skills of the PCs. So if one PC has taken shortsword as a skill, let there be a shortsword so he can get to use his skill. It is unlikely that there is any plate armor but again, it's your game so if you want there to be a suit of plate armor there is.

ACT THREE

After the gathering the PCs may notice that Cheig is less verbose than usual and looks a bit paler. If asked what to do and how, his replies will seem distracted. After a little while he says that he needs to go home to get his father's sword if they are to take on the adventurers. His plan is to gather some belongings and some coin, and then head off into the night down to Hightimber (the nearest town). From there, he doesn't know yet but he does know that he needs to get out of the village if he is to survive.

He tries to get the PCs to wait for them at the mill, but if they insist on following him home, he makes his escape out a window.

Depending on how this works out, it may take a while before it becomes obvious that Cheig doesn't plan to show up at the mill, and the PCs can wait on him for a long time. Have the miller return from the meeting after an hour and ask them what they are doing, and where Cheig

is if they show no initiative to go investigate themselves.

At the manor the PCs find that Cheig has taken his belongings, ransacked the whole house for valuables and left. If one of the PCs can track, they find Cheig's tracks leading out of the village, down on the road heading to Hightimber. If none of the PCs can track, it's an educated guess, as where would you want to go with just one road leading out of town?

If they follow him, they will catch up to him after about three hours. At first they encounter his dead horse - it broke a leg so Cheig had to put it down and continue on foot. When they do catch up, there is no convincing in the world that will make him go back to the village. He isn't proud of what he has done but there just ain't no way he is going back to get himself killed by the adventurers.

If the PCs let him run, have them experience the aftermath of the gathering.

ACT FOUR

After chasing Cheig all night the PCs return to the village in the early hours of the day. Have them notice as they walk by the fields that the people working them seem less pleased than usual, as something has happened while the PCs were away.

After the PCs left the gathering, the adventurers appeared and took Garen hostage. He was taken back to the inn and kept locked down in the basement. He is their security against any more resistance from the villagers, as they have made it clear that they will kill him if anyone else has any bright ideas. It seemed to have had the effect Gavin was looking for and now the entire village is quite docile, almost eager to please the adventurers.

The party is still living at the inn, but they make the calls now. Tanven no longer holds any illusions about them leaving in peace with him a lot wealthier. The adventurers are more alert now than previously, especially Grimm who is just looking for any excuse to cut down a villager. Gavin on the other hand is convinced that as long as they have Garen, the village leader, no one in the village will dare move against them. Ithain isn't too worried and besides he has the lovely Rose to occupy his time.

ENDING THE ADVENTURE

Obliviously now is the time for the PCs to act, but how is up to them. If they have spoken to one of the adventurers previously, they can have heard about the Giant and it might just have been left for dead. The PCs could travel up to the Giant's cave and hopefully convince it that the thieves who stole its treasure are down at the village. Or they can come up with a plan to take the three adventurers down. They are players after all, and they are

known for devious plans. If the PCs fail to act or come up with a plan, just have the giant arrive and start trashing the town looking for the adventurers, the villagers should be able to come up with a way to defeat the party with that much chaos going on.

APPENDIX I RMC (RMFRP) STATS

THE ADVENTURERS

GRIMMNAR "GRIMM" STONEBREAKER

A dwarf warrior who would rather be home with his clan, where there is honor to be found, and a dwarf knows his way in society. Unfortunately for Grimm remaining at home is no longer possible. He was exiled from his ancestor's stronghold for failing to live up to the dwarven sense of honor. The elders of his clan told him to travel the world outside the stronghold until he regained his honor. So Grimm was forced into the role of a reluctant adventurer, having to travel with members of the other races, which didn't exactly improve his demeanor.

DESCRIPTION

You take your average dwarf and then force-feed him lemons until his face is nothing but a scowl. That is what people meet as they encounter Grimm on a good day; on a bad day he greets them with his battle-axe.

PERSONALITY

Generally mean-spirited and focused on acquiring wealth, as he believes that was what the elders meant by regaining honor. He hoards what he can but often falls into heavy drinking and gambling that tends to cost him the majority of his savings and thus his adventuring days continue.

When drunk his favorite subject is of the great glory and honor of the dwarves. How absolute splendor is to be found in his ancestral halls, the renowned hospitality of the dwarves, the deep flavor of dwarven ale verses "this human swill", and so on; he can continue for hours.

Grimm longs for his ancestral halls, and really does not like to be outside the familiar walls of his clan's stronghold. Out here he feels strange, an outsider, and although he will never admit it; rather lonely. This makes him react in such a fierce manner and worse he has picked up some human bad habits while traveling in their lands.

CHARACTER FLAW: DRUNKARD

Grimm likes to be drunk and can easily be convinced to partake in drinking. Whenever Grimm is being tempted

to indulge in alcohol he must roll 1d100 (open-ended) modified by his SD bonus (+2). If the result is over 100, he resists the temptation.

ITHIAN

Part time magician and part time dandy, Ithian was hired on by Geran to provide magical support on their adventure. He was promised enough coin to pay off his debt and still have enough to live handsomely thereafter. At that time Ithian found it best to leave the city as quickly as possible due to a small misunderstanding over a few coins, so he joined Geran for the promised reward and "health reasons".

DESCRIPTION

A rather overweight human man dressed in the finest outfits money can buy, or at least the finest that the villagers have seen. Always the center of attention, at least while out of combat, with a quick wit and a cantrip ready to entertain.

PERSONALITY

Ithain always prefers the better things in life; especially fine wine and women. He is not your typical knowledge seeking magician but rather a dabbler in the magical arts, who uses magic to further his own betterment in life. He is not interested in magic for the knowledge but for the power it brings to him.

That being said, Ithain has never been sufficiently patient to study magic seriously enough and his knowledge is severely lacking as he has spent his time enjoying the good things in life rather than with his nose buried in a dusty tome.

He regards himself as a man of the world, and as a friend of the ladies. Cultured and educated with a refined palate, he has very expensive tastes and a habit of spending more money than he has, and usually on whatever it may be that strikes his fancy at the moment. This tendency has gotten him into trouble in the past and may very well get him into trouble again.

CHARACTER FLAW: GREED

As mentioned, Ithain enjoys the finer things in life, and as such can easily be swayed by such offerings. Whenever Ithain is being tempted to he must roll 1d100 (open-ended) modified by his SD bonus (RMC/HARP add SD bonus, RMSS/FRP use x3 SD bonus). If the result is over 100, he resists the temptation. However if he takes the temptation he may be demanding more and more due to his nature. There are few "fine" things in this small town, but Ithain will want anything that's described as superior or "the best".

GAVIN LIGHTFINGERS

Gavin is the brains of the outfit, what he lacks in brawn, he makes up for with brains, or so he likes to think. He was a lowly member of a thieves' guild in the city, where he mainly engaged in petty crime. He has always felt that he had more to offer than simply breaking and entering jobs, for which the majority of the loot went to the guild masters anyway. Gavin was a small time thief with big ideas and when he overheard the adventuring party's plans he knew that his time had come.

DESCRIPTION

A weasel of a man, tiny frame with small beady eyes dressed in simple earth toned leather clothing. He looks like someone you wouldn't trust with a copper piece, and you know what they say about first impressions.

PERSONALITY

Gavin has high thoughts about himself and his abilities. It was always others who kept him down, and from fulfilling his true potential, now that he is in charge no one can stand in his way.

CHARACTER FLAW: OVERCONFIDENT

Gavin is very confident in his abilities; so much in fact that he believes himself better than he actually is. This leads him to underestimate others, and believing them to be less of a threat than they actually might be. He has full confidence in his plans and fully believes that he can outsmart anybody that he comes across.

GONGATH, THE GIANT (LESSER)

Since awakening sorely wounded outside his cave, Gongath dragged himself to some herbs a mile from his cave and healed back to full health by eating the whole

patch. If the PCs have come looking for him, Gongath has just returned to his home, contemplating revenge in his slow, deliberate manner. If the GM decides to use him as a way to bring the action to a close at the end of Act Four, Gongath will walk into the village angry and seeking revenge.

DEMEANOR

Not terribly smart, but even 15' tall behemoths need to be crafty to survive in the wild on their own. His language skills are rarely used, so he will speak in halting, broken language referring to himself in the third person i.e. "Gongath want Gongath's shiny stuff back!" "Gongath crush puny human!"; "Gongath no like pointy hurty sticks!"

PERSONALITY

Gongath is simple and direct, he likes food and comfort, and dislikes pain, hunger and cold. He will take the most direct route to getting what he wants, but is at least crafty enough not to walk directly into obvious traps. If the PCs want to convince him they're not enemies, they will need to talk slow, and keep their words, as the least deviation from a deal will cause Gongath to fly into a rage.

CHARACTER FLAW: STUPID.

Gongath is not very smart, even if he has the crafty smarts of a wild animal. He can be tricked with any reasonably thought out and indirect trick, and can be baffled by just talking fast. Be wary of messing with him within melee range though, for he may just decide a fast talker is trying to trick him and attack them.

UNUSUAL HEROES: HARP STATISTICS

Name	Level	Size	BMR	Init	DB	Hits	Stamina	Will	Magic	Attacks
Gongath the Giant	10	Large	22	11	49	183	112	71	83	107 broadsword
Attacks: 95 Large Crush (Brawling), 107 Giant Club (Large Crush), 74 Thrown/Dropped Large Object. (-1 OB per foot of range penalty, Large Crush attack). Important Skills: Perception +78, Climbing +89, Swimming +89. Gear: 12' long gnarly oak club, weighs about 80 pounds, perhaps useful as a battering ram or a trophy to human scale PCs.										
Grimmnar	6	M	7'	17	8*	128	108	55	49	
"Grimm" Stonebreaker (Dwarf Fighter) * (no armor), 65 (full chain). Special Abilities: Dark Vision (Greater), Dense Musculature, Lightning Reflexes, Shield Training, Stone Sense. Stats: St 97 (+12); Co 100 (+15); Ag 96 (+9); Qu 71 (+4); SD 52 (+5); Re 67 (4); In 84 (+7); Pr 46 (+0)										
Important Skills: Appraisal +41, Frenzy +78, Perception +47, Storytelling +37. Combat Skills MA Strikes +85, Brawling +85, Battle Axe +85, Light Crossbow +83, Handaxe +85, War Hammer +105. Gear: Magical chain hauberk (+15 to DB), +10 nonmagical Battle Axe, light crossbow, quiver with 31 bolts, Handaxe +10 nonmagical, War Hammer, steel helmet, backpack with adventuring necessities and a pouch containing 24 cp, 20 sp, 4 gp. Note: fractured bone in left leg. 3 days left to heal, -30.										
Ithian	6	M	10'	13	14 (+34 with amulet)	58	43	39	62	
Human Magician Special Abilities: Sense Magic. Stats: St 41(0); Co 73 (+6); Ag 77 (+6); Qu 76 (+7); SD 52 (+2); Re 84 (+9); In 73 (+6); Pr 96 (+11). Important Skills: Attunement +42, Duping +47, Perception +38, Power Point Development +68, Runes +40, Charm +69, Spell Lore +48. Spells (Rank, Bonus). Air Wall (5, +36), Arcane Bolt (3, +26), Boost Agility (4, +31), Boost Insight (4, +31), Boost Presence (4, +26), Counterspell (4, +31), Darkness (6, +41), Detect Magic (4, +31), Detect Trap (4, +31), Dispel Magic (4, +31), Elemental Ball: Air/Wind (6, +41), Elemental Bolt: Air/Wind (5, +36), Fear (4, +31) Fly (4, +31), Landing (4, +31), Light (6, +41), Long Door (5, +36), Mage Armor (4, +31), Moving Ways (4, +31), Phantasm (5, +36), Presence (4, +31), Projected Light (5, +36), Vacuum (4, +31). Combat Skills: Staff +21. Gear: Wand with Elemental Bolt: Water (unscaled, 1 use per day), Amulet of Protection (+20 DB), backpack with adventuring necessities, enough spare clothing to shame a woman, and a pouch containing 11 cp, 3 sp.										
Gavin Lightfingers	6	M	11'	0	+12*	74	51	64	19	
Human Thief* (no armor), +34 (leather cuirass). Special Abilities: Subtle, Master Pickpockets. Stats: St 71(+6); Co 93 (+10); Ag 99 (+10); Qu 76 (+8); SD 63 (+4); Re 91 (+9); In 31 (-3); Pr 56 (+4). Important Skills: Acrobatics +72, Ambush +49 (7 ranks), Climbing +72, Contortions +70, Duping +31, Locks & Traps +61, Perception +61, Pick Pockets +58, Stalk/Hide +84, Trading +31, Trickery +58. Combat Skills: Broadsword +72, Dagger +51, Light Crossbow +74. Gear: Magical +15 dagger, Non magical leather breastplate +10, thieves' picks, backpack with adventuring necessities and a pouch containing 27 cp, 26 sp, 1 gp. Note: Muscle injury in left shoulder. 14 days left to heal, -25.										

UNUSUAL HEROES: RMSS/FRP STATISTICS

Name	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks
Grimmnar	6	32	Walk/-25		M	112	16(12)	Battle Axe 104, Light Crossbow 100
Grimmnar "Grimm" Stonebreaker (Dwarf Fighter). Stats: ST 97(10), QU 71 (-1), PR 46 (-4), IN 78 (2), EM 91 (1), CO 100 (16), AG 96 (6), SD 52 (2), ME 98 (9), RE 67 (0). RRs: Ess 40, Chan 15, Ment 28, Dis 68, Poi 63, Fear 6. Skills: Alertness 14, Evaluate Metal/Armor/Weapon/Stone 41, Frenzy 58, Lie Perception 38, Observation 39, Stunned Maneuvering 35, Tale Telling 36. Weapon Skills: MA strikes I: 84, Brawling 84, Battle Axe 104, Light Crossbow 100, Handaxe 104, War Hammer 104. 1(-3) no armor, 16(12) chain armor. Gear: Magical chain hauberk (+15 to DB), +10 nonmagical Battle Axe, light crossbow, quiver with 31 bolts, Handaxe +10 nonmagical, War Hammer, steel helmet, backpack with adventuring necessities and a pouch containing 24 cp, 20 sp, 4 gp. Notes: fractured bone in left leg. 3 days left to heal, -30.								
Ithian	6	56	Dash/6		M	29	1(26)	Staff 11, Directed Spell (Shock Bolt) 51
(Human Mage). Stats: ST 41 (2), QU 76 (2), PR 96 (8), IN 56 (0), EM 91 (5), CO 73 (1) AG 77 (2), SD 52 (2), ME 92 (6), RE 77 (2). RRs PPs: Ess 15, Chan 0, Ment 24, Dis 3, Poi 3, Fear 6; PPs: 46. Skills: Alertness 8, Attunement 43, Bribery 43, Diplomacy 43, Observation 34, Power Perception 43, Runes 43, Seduction 67, Spell Lore 43. Weapon Skills: Staff 11, Directed Spell (Shock Bolt) 51. Spell Lists (Rank / Bonus). Base: Light Law 14/+34, Wind Law 14/+34, Open: Detecting Ways 10/+25, Essence's Perceptions 10/+25, Lesser Illusions 10/+25, Physical Enhancement 10/+25, Spell Wall 10/+25, Closed: Dispelling Ways 7/+17, Lofty Bridge 7/+17, Rapid Ways 7/+17, Spirit Mastery 7/+17. Gear: Wand with Ice Bolt (1 use per day), Amulet of Protection (+20 DB), backpack with adventuring necessities, enough spare clothing to shame a woman, and a pouch containing 11 cp, 3 sp.								
Gavin Lightfingers	6	56	Dash/27		M	49	9(16)	Broadsword 79, Dagger 61, Light Crossbow 87.
Human Thief Stats: ST 71 (3), QU 76 (2), PR 56 (0), IN 31 (0), EM 32 (0), CO 93 (6) AG 99 (9), SD 63 (2), ME 86 (4), RE 96 (8). RRs: Ess 0, Chan 0, Ment 0, Dis 18, Poi 18, Fear 6. Skills: Acrobatics/Contortions/Tumbling 79, Alertness +24, Ambush 49 (7 ranks), Bribery +30, Climbing 79, Detect Traps +68, Hiding Items +61, Lie Perception +68, Locate Hidden +68, Locks & Traps 62, Observation 68, Pick Pockets 56, Poison: Perception +68, Sense Ambush +24, Silent Kill +49, Stalk/Hide 80, Trading 30, Trickery 56, Using/Removing Poison +52. AT: 1(6) no armor, 9(16) leather cuirass. Weapon Skills: Broadsword 79, Dagger 61, Light Crossbow 87. Gear: Magical +15 dagger, Non magical leather breastplate +10, thieves' picks, backpack with adventuring necessities and a pouch containing 27 cp, 26 sp, 1 gp. Notes: Muscle injury in left shoulder. 14 days left to heal, -25.								

UNUSUAL HEROES: RM2/ROLEMASTER CLASSIC STATISTICS

Name	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks
Grimmnar	6	35	Walk/-25		M	120	16(10)	Battle Axe 91, Light Crossbow 86
Grimmnar "Grimm" Stonebreaker (Dwarf Fighter). Stats: ST 97(20), QU 71 (-5), PR 46 (-10), IN 78 (5), EM 91 (0), CO 100 (40) AG 96 (10), SD 52 (5), ME 98 (20), RE 67 (0). RRs: Ess 41, Chan 2, Ment 30, Dis 60, Poi 55, Fear 5. Skills: Evaluate Metal/Armor/Weapon/Stone 40, Frenzy 61, Perception 38, Tale Telling 33. AT: 1(-5) no armor, 16(10) chain armor. Weapon Skills: MA strikes I 73, Brawling 73, Battle Axe 91, Light Crossbow 86, Handaxe 91, War Hammer 91. Gear: Magical chain hauberk (+15 to DB), +10 nonmagical Battle Axe, light crossbow, quiver with 31 bolts, Handaxe +10 nonmagical, War Hammer, steel helmet, backpack with adventuring necessities and a pouch containing 24 cp, 20 sp, 4 gp. Notes: fractured bone in left leg. 3 days left to heal, -30.								
Ithian	6	55	Dash/23		M	23	1(25)	Staff 10, Directed Spell (Shock Bolt) 50
(Human Mage) Stats: ST 41 (5), QU 76 (5), PR 96 (15), IN 56 (0), EM 91 (10), CO 73 (0) AG 77 (5), SD 52 (5), ME 92 (10), RE 77 (5). RRs: & PPs: Ess 10, Chan 0, Ment 15, Dis 0, Poi 0, Fear 5; PPs: 6. Skills: Attunement 35, Diplomacy 43, Perception 30, Runes 35, Seduction 67, Spell Lore 38. Weapon Skills: Staff 10, Directed Spell (Shock Bolt) 50. Spell Lists (Rank / Bonus). Base: Light Law 14/+34, Wind Law 14/+34, Open: Detecting Ways 10/+25, Essence's Perceptions 10/+25, Lesser Illusions 10/+25, Physical Enhancement 10/+25, Spell Wall 10/+25, Closed: Dispelling Ways 7/+17, Lofty Bridge 7/+17, Rapid Ways 7/+17, Spirit Mastery 7/+17. Gear: Wand with Ice Bolt (1 use per day), Amulet of Protection (+20 DB), backpack with adventuring necessities, enough spare clothing to shame a woman, and a pouch containing 11 cp, 3 sp.								
Gavin Lightfingers	6	55	Dash/20		M	44	9(15)	Broadsword 71, Dagger 47, Light Crossbow 86
Human Thief. Stats: ST 71 (5), QU 76 (2), PR 56 (0), IN 31 (0), EM 32 (0), CO 93 (10) AG 99 (20), SD 63 (5), ME 86 (5), RE 96 (15). RRs: Ess 0, Chan 0, Ment 0, Dis 10, Poi 10, Fear 5. Skills: Acrobatics/Contortions/Tumbling 67, Ambush 35 (7 ranks), Climbing 74, Locks & Traps 68, Perception 58, Pick Pockets 61, Stalk/Hide 85, Trading 30, Trickery 61. AT: 1(5) no armor, 9(15) leather cuirass. Weapon Skills: Broadsword 71, Dagger 47, Light Crossbow 86. Gear: Magical +15 dagger, Non magical leather breastplate +10, thieves' picks, backpack with adventuring necessities and a pouch containing 27 cp, 26 sp, 1 gp. Notes: Muscle injury in left shoulder. 14 days left to heal, -25.								

WHO SAVES THE SAVIOR

By Robert J. Defendi

A boy stands alone against a Dragon, and only the bravery of a few can save him from his fate. In this adventure, the player characters will set off to rescue a fourteen-year-old, would-be dragonslayer from his own quest to save a village. They will follow in the footsteps of a boy who had never touched a sword as he faces challenges that frighten hardened soldiers. Will they find him before he is captured, or will he be the next victim?

This adventure involves caves, guards, monsters, terrors, and a fire that will burn for centuries. Parties should find an interesting mix of tracking and fighting in this combat-heavy story. The adventure is aimed at 20th level characters.

USING THIS ADVENTURE IN THE ECHOES OF HEAVEN

This adventure is set in The Echoes of Heaven Campaign Setting, in the kingdom of Ludremon. The adventure as a whole fits neatly between episodes six and seven of The Moving Shadow. It takes place shortly after the events of Adventure Seed 6: The Tears of Man. At this point, the characters should be bouncing from location to location, their destinies guided by the Tears of God.

For more on The Echoes of Heaven Campaign Setting, visit www.finalredoubt.com.

USING THIS ADVENTURE IN ANOTHER CAMPAIGN

This adventure fits very neatly into The Echoes of Heaven. Still, there's nothing about the adventure that excludes it from play in other worlds. In this adventure we have a Dragon type unique to the Mortal Realm. You could just as easily substitute a Dragon appropriate to your game world, or just use the Great Scaled Dragon as is, adding it as a new monster to your game.

ADVENTURE BACKGROUND

Three years ago, the Dragon Ethânaikad took up residence in the caves local to the village Darus. He tamed the villages of the surrounding area, demanding tribute in livestock and the occasional work project from the villagers. He also conquered or scattered all the surrounding threats, recruiting the more powerful creatures to guard his lair. While there is a risk of his more powerful servants turning on him, so far everyone

has benefitted from the arrangement, and some of the guardians are very loyal.

At first, the local villages resented this new creature ruling them, but as time passed, they found that the tribute in livestock and labor, spread out over a large number of villages, wasn't too onerous. In addition, the region appears to be safer than ever before. There are no raids from Cambions out of the mountains and banditry has fallen to nothing. Slowly, they decided that maybe this new situation was better for everyone. Even the local nobility supports the current arrangement, although the Dragon has quietly and profitably made it worth their while.

While locals occasionally go missing, no one asks too many questions. People have always left or run away, or tried to move to the city and bluff their way out of their feudal obligations. With things going so well, it's easy to rationalize the disappearances away. If the leadership fears the Dragon is eating people, they don't admit it.

Over the last several weeks, a boy named Eril has become fed up with the Dragon. Stories of knights and adventures filled his head. He tried to convince other villagers that they needed to do something, but they all refused. So he decided to take matters into his own hands.

For two weeks he has been heading to the Dragon's cave every night. He's met and befriended the night guards, bringing them treats and the occasional knick-knacks as gifts. Over this time he has learned enough about the lair and its obvious approaches to formulate a plan. He stole a short sword that his father acquired during a past war with Marnele. Then he took off to slay the Dragon.

SETUP

The adventure begins with the party happening upon the village of Darus. They could be traveling and looking for a peasant willing to put them up for the night, or they might have been brought to the region by rumors of strange politics or creatures. If you are playing through The Moving Shadow campaign, they are likely in the midst of teleporting from bad situation to bad situation, their path controlled by the magical relic the Tears of God.

However they arrive, they find the village organizing the livestock under the guidance of the villages Hayward/Beadle. The Hayward seems to be pulling out sheep from

the herds, arguing with the richer peasants over who has contributed most recently and who is due to donate.

Wherever the party goes in this village, they will find the villagers concerned or talking about this tribute. It shouldn't take long for them to become curious and ask why.

THE TRIBUTE

The villagers don't try to hide what they are doing . . . they see no reason to. They'll explain about the Dragon to the party. They'll let them know that they are preparing a tribute. They are afraid that she is about to arrive in a fury and they want to be ready to appease her.

It seems that last night a boy from the village stole a sword from his father, an aging veteran, and struck off to slay the Dragon. They aren't worried that he'll win, and they secretly feel that he deserves anything that he gets when the Dragon discovers him. They just want to make sure the Dragon doesn't do any damage when it arrives and calls for a reckoning. It's always been reasonable in the past, however. They are pretty sure they can buy it off with sheep. It likes sheep a good deal.

If the party asks about how to get to the Dragon or otherwise offers to take care of the problem, the villagers are horrified. They certainly don't want anyone messing with the status quo. Things are good under the Dragon. Everyone's lives are safer. There isn't even any rustling of the livestock. Only the richest peasants have to pay tribute, since only they can afford herds. The poor are occasionally called in to widen caves for the Dragon, but even then, there's coal throughout the Dragon's mountain, and it doesn't care if the peasants carry it away when they are done. The whole situation is equitable. They don't want anything to change.

THE FATHER

The party might investigate by questioning villagers. If so, they will find Willan, the boy's father. If not, Willan has been watching the Hayward and will approach the party. Either way, they hear a different story.

Willan tells the party of the disappearing villagers and the willing disbelief of the other peasants. He tells of his son's idealism and heroism. He explains that his son is only 14 and has never held a sword. He begs them to find his son and save him before the Dragon eats him. If the party is still waffling about what to do, the man will make a

very heartfelt plea for his son, and hopefully this will cause them to decide to help.

THE JOURNEY

The villagers are correct about the lack of trouble on the countryside. The trip to the Dragon's lair takes about two hours on foot, less on horseback, and it is completely safe. In fact, the closer they come, the less wildlife they find. Eventually they come to the mountain and the lair of the Dragon Ethânaikad herself.



THE DRAGON'S LAIR

Ethânaikad lairs in a large cavern as part of a larger complex. The lair itself has four large passages exiting. Three of them have always been wide enough for the Dragon, and the Dragon has used these passages to move in and out of its lair. All of these passages exit at relatively inaccessible places, and Ethânaikad has kept their mouths secret.

The fourth passage had narrow sections but exited on a gentle slope. Along this passage, Ethânaikad has placed her guardians and servants. This is also the area she's had the villagers widen. The intelligent inhabitants of the lair know of the other exits, but they don't know the details of how many real paths there are to the surface.

There were also other paths to the surface, too small to accommodate a Dragon. The Dragon has collapsed most of these, but there are many cracks in the walls of her lair and one of them, while it appears to be shallow, actually leads out wide enough to allow the passage of a player character.

A final note, there's coal all through this mountain. Ethânaikad chose her cavern carefully for its lack of coal in the walls, so she can safely use her breath weapon there, but elsewhere, fire would be unwise for anyone without a Dragon's ability to survive flame.

FIRE IN THE CAVERNS

The first time a character attempts to use fire inside the mountain, allow him to make a relevant Perception Maneuver to notice the coal in the walls. If they use fire anyway, and the fire is relatively instantaneous in nature, allow a 50% chance on a luck roll. If the roll is unlucky, the walls are set on fire. That location blazes from that point on,

causing an "A" or Tiny Heat Critical to anyone who gets within 5'. The danger zone spreads five feet a minute as the fire grows.

ENCOUNTER AREAS

From the moment the character comes in sight of the caves until they leave, the adventure moves from a free-form format to location-based. At this point the adventure becomes fairly linear until the characters leave the tunnel and head back out.

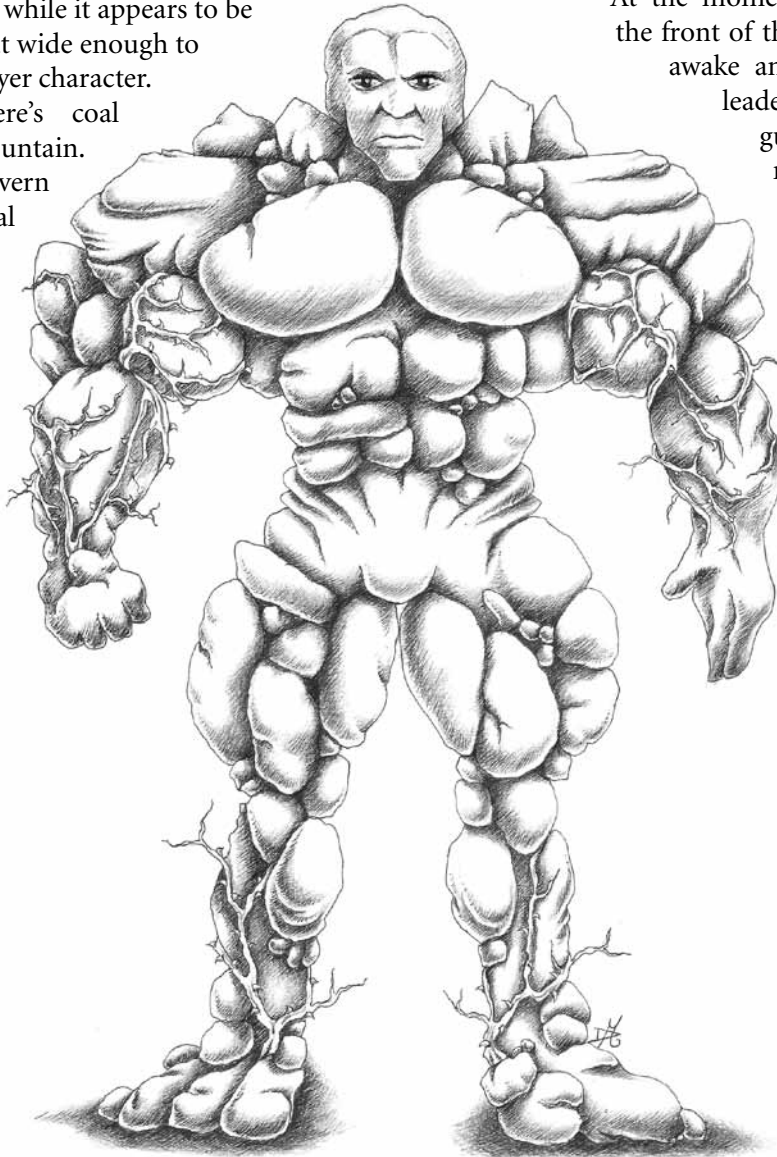
A location-based key is as follows:

- 1) Bandits: This group of bandits guards the entrance to the Dragon's lair. There used to be more to this group, but while Ethânaikad controls her temper around the villagers, she often slips with her henchmen. These are the only bandits tough enough to survive the Dragon's temper tantrums.

At the moment there are no guards at the front of the cave because everyone is awake and present, watching their leader, a mage, dress down a guard who got drunk last night. The cavern is just at the cave opening, so the party won't have to travel far to get involved.

It seems that the guard has been speaking with one of the local village kids almost every night. The boy has come and kept him company for a few hours of his shift, and lately he's brought a gift or two. Last night he brought a small keg of ale. They found the guard drunk the next morning, half naked.

None of them are very good at being guards, and they haven't thought to wonder if the guard's missing clothes are meant to cover up that his cloak is missing. The cloak carries an emblem that the Golems are programmed to



recognize, granting the bandits access to the deeper sections of cave.

What happened is this: after earning the guard's trust with night after night of sitting up with him, Eril brought a small keg of ale. After the guard was blind drunk, he stole his cloak and stripped him down, hiding much of the clothing so no one would notice the cloak was missing. He then left, hoping the guard would think that he just had a bizarre night of drinking.

Eril then snuck past the other bandits, which wasn't hard, since they are deep sleepers. Past this obstacle, he headed for the Golems, the bandit's emblem prominently displayed.

The party can figure out that the boy snuck by with a Light Tracking Maneuver to notice his tracks. The party, of course, will probably have to fight their way through.

There are four bandit warriors and one bandit mage.

2) **Golems:** Ethânaikad found these Earth Elementals after killing their master at a nearby wizard's tower. She managed to determine the magic that the mage had used to control them, and brought them into her own control. Now they guard the next cavern in the chain to her lair. They will ignore anyone displaying the cloak and emblem of one of the bandits.

Eril walked through here wearing such a cloak and emblem. The golems let him pass without molesting him. The party can determine that Eril passed through here without incident with a Hard Tracking Maneuver. The party can pass through as well, if wearing bandit cloaks. Otherwise, they'll likely have to fight.

There are two Elementals.

3) **Storage Cave:** The bandits are too lazy to carry the supplies all the way into the slave area after they're done slaughtering and salting Ethânaikad's left-overs. Instead, they drag them here. This room is filled with barrels, mostly meat, but also water that the bandits collect from a local stream. When they are needed more deeply in the facility, the bandits roll them to the slave area. (The slaves can't come this far out.)

However, they loathe extra work, so if they find a barrel with the nails loose, they roll that one in. Eril knew this. He also knew that there were Werewolves in the next chamber, and that they would instantly recognize that he wasn't a bandit.

So Eril came here, opened several barrels, and moved their contents around so that one barrel was mostly empty. He then carefully resealed the other barrels. He climbed inside the mostly empty one, covered himself in salted meat, and pulled the lid mostly closed over him.

Earlier today, one of the bandits came in here to haul a barrel of meat to the slaves. He found this barrel with the lid cracked, gave the contents a cursory glance, and rolled it farther into the Dragon's lair. The party can figure out Eril fiddled with the barrels and then climbed into one



with a Hard Tracking Maneuver. The same Maneuver will determine that a bandit later rolled the barrel out and deeper into the lair.

4) Werewolves: Ethânaikad found this group of Werewolves in the mountains nearby. She recruited them with promises of hunting villagers with impunity. Many of the locals who disappear do so at the claws of the Werewolves.

Eril was rolled through here in a barrel by one of the bandits, hidden under salted meats. The werewolves find the smell of salted meat distasteful and always make sure to be in Human form when this happens. They didn't smell the stowaway. The party can determine the barrel rolled through here with a Hard Tracking Maneuver.

The Werewolves are likely ready when the party arrives, having smelled blood on the air from their previous fights. They wear "bandit cloaks" as well, in whatever form they've taken. The party will likely have to fight their way through this room.

There are five Werewolves.

5) Slaves: Ethânaikad doesn't feel that she can live without a healthy stable of Mortal slaves. To this end, she captures locals from time to time and puts them here, to wait on her and act as servants. The slaves have free run of the place, but they don't pass the Werewolves, and without cloaks can't pass the Golems, and they fear the Dragon too much to attempt an escape in that direction.

There are currently nine slaves, men and women, of varying ages. They've been secretly gathering materials for poisons whenever they are allowed outside under guard. They didn't have a good plan for administering that poison until they opened a barrel and found Eril inside.

This answered a question for them. They were pretty certain that all the guardians except for the Golems could tell one Human from another. Here was someone who could carry their poison that obviously wasn't any of them. New slaves came frequently enough that they wouldn't think it strange that they didn't recognize him, and yet if they investigated later, they'd find that he wasn't present and the other slaves would have plausible deniability.

They dressed Eril as a slave and gave him food to carry past the guardians of the next chamber and to the drakes. They told him that the drakes would let him pass. They did, but as much because they were already dying of poisoning than because they didn't think it was strange that a slave wanted to see the Dragon.

The slaves are eager to help the party in any way they can, but they don't think the PC's would pass as slaves, no matter how they dress. Instead, they will give them any tactical information they need to push on more deeply

into the lair. They will also tell what happened with Eril, who passed through here just an hour ago (well, they won't mention the poison).

The party can confirm at least the basic choreography of Eril's passing with a Hard Tracking Maneuver.

6) Trolls: This cavern is home to two Trolls. They recently discovered that the guardians in the next room are dead. The Trolls are in a fury about it, and argue about whether they should go and kill all the slaves in retribution. They have interrogated one of the slaves and they've determined that the poisoner wasn't one of them. They went to talk to the Dragon about it, but she was asleep and they didn't dare wake her. They're just contemplating killing the other slaves out of spite. In this state, it's unlikely that the party can parlay with them in any way.

The Trolls have been more or less "trained" by the Dragon, which means they've been beaten until they've formed an unhealthy attachment to her. This has been one of the main reasons the bandits have never tried to overthrow the Dragon. They might beat her, but not her and the Elementals and the Trolls.

Eril walked brazenly through here, dressed in freshly tattered clothes like a new slave, carrying a tray of food. He hasn't been seen since. He was off setting a fire in one of the passages when the trolls came to speak to the Dragon.

There are two Trolls.

7) Dead Monsters: This cavern used to be the home of a group of seven intelligent Drakes. They were smaller servants of the Dragon, almost pets. They are now dead, their bodies swollen, their tongues lolling out.

An appropriate Light Lore Maneuver will reveal that the Drakes were poisoned to death. The party can see the discarded tray and the mostly-eaten food that Eril left before heading farther into the Dragon's lair.

By now, the party might be impressed with how far this boy has gotten into the lair. Alternately, they might be fearful for him. Either way, at this point, an appropriate Easy Awareness or Perception Maneuver will allow them to smell smoke.

8) Fire: As the characters push forward from the dead Drakes, the smell of smoke grows stronger, and they hear a tunnel collapse. The resulting avalanche shakes the walls and floor and the party hears other collapses elsewhere in the caves.

As the party pushes forward, a huge cloud of coal dust and natural gas billows down the hall, then explodes, knocking the party prone, but causing no damage. That triggers the sound of more collapses and a couple of other explosions through the caves.

The party is now confronted with a cavern, partially

collapsed, burning with coal fires. They must fight to push their way through. This is handled as a series of skill Maneuvers. Each character must succeed twice to get through. Encourage creative uses of skills. For instance a character might try to climb through an area that isn't on fire or contort themselves to get through a hole that's too small. Assign difficulties based on how appropriate you think the skill is to the situation at hand. The difficulties should range between Light and Very Hard. Also encourage teamwork. A character might make an extra Maneuver to lower the difficulty for a struggling companion.

9) The Dragon: Finally, choking with smoke, the party will find their way to the Dragon's lair. The place is a smoky ruin. Clouds bellow from every exit big enough for the Dragon to pass. The area is lit by red glows from each of these caves, streaming and flickering through the bellows of smoke.

Eril made it and quickly snuck by the Dragon, who was asleep, and set fires to all the tunnels (he lit the tunnel he came through after he had started a few fires and convinced himself his plan would work). Unfortunately, the one he chose to set fire to last was actually a dead end, and by the time he made it back to this cave, the smell of smoke had awoken the Dragon.

Now Ethânaikad crouches between Eril and the only remaining entrance (it's now obvious as smoke swirls out through it). Ethânaikad is obviously trying to torture the boy but it doesn't seem to be working. Between blows, the boy is shouting things like, "Can you suffocate, because it's getting smoky in here," and "Can you starve to death, because I'm not much of a meal!" The Dragon is growing more and more frustrated and this is compounded by the fact that Eril just won't stop laughing at her. Sure, he intended to escape, but that was secondary. His real goal, what he really cares about, is that he beat the Dragon.

And he has.

Everything else is secondary.

CLIMAX

What ensues is an epic battle between the PCs and a Dragon. The Dragon's agenda in this fight is to kill the party without letting Eril escape. She's not specifically trying to kill Eril, but to keep him alive for a torturous revenge. That said, she will try to kill him if he attempts to escape, and she isn't about to let keeping him alive hinder her own ability to survive this battle.

The Dragon made sure there was no coal in the walls of her actual lair, so she can breathe fire here with impunity.

This is it. Keep the battle moving and make it as

exciting as possible. Remember that the coal fire is causing a lot of chaos in this room, and you can use that to adjust the difficulty of the battle. Smoke continues to pour in, rocks fall from the ceiling as distant pockets of natural gas explode.

If the battle is stacked against the players, this environment can become progressively worse for the Dragon. Gathering smoke will apply penalties to the Dragon first, since smoke rises. The haze in the room can allow sneaky characters to become lost more easily. Rock falls could find the Dragon the biggest target.

If the battle is too easy for the players, let the environment even things in the other direction. Rock falls could land near players. Eril could get mixed up in the combat, forcing them to split their resources. The heat could rise until it starts causing the players significant problems.

Don't use these little ideas to cheat, but to make the battle more exciting and to even out issues between character strength and encounter strength. You should carefully compare the power of the monsters in an adventure against the power of your party before the final battle, and adjust accordingly.

Whatever you do, bring all these elements to bear in describing the battle, even if they have no game effect. The billowing smoke. The belching flames. The explosions and the falling rocks are what turn this battle from a straight boss monster fight into something your players will remember a long time.

When the battle ends, the party must go out the sole remaining safe exit. This is a twisting passage of narrow scrapes, made more claustrophobic by falling rocks and dust, but eventually, the party will make their way to the surface.

Eril, on the other hand is spent. The damage he's taken, coupled with smoke inhalation and heat exhaustion, have left him all but conscious. The party will need to carry him, essentially. He will latch on to the main person doing so, delirious, but able to say one point, over and over. "I beat her. Did you see how I beat her? I beat her. I did. I beat her. Did you see? Did you see her beaten?" It should be obvious that if the party were to abandon him now, he'd die happy.

AFTERMATH

With their escape from the Dragon's lair, the party will likely rest, clean up, and tend to Eril. Eril is delighted that he got out alive. If the party acknowledges that he defeated the Dragon, he'll be ecstatic. If they steal his thunder, he'll be crushed, but there isn't much he'll be able to do about that. When they get him back to the village, the villagers

are far more likely to believe an armed party defeated a Dragon.

If they treat Eril with respect and comment about the ability of an untrained boy to kill a Dragon, he'll just shrug. "If you aren't winning using only your wits," he reasons, "you aren't trying hard enough."

The people in the village will be furious when the party returns. They'll calm down somewhat, though, if they learn the party has wiped out the bandits as well. They'll really start to come around when they learn about the slaves and any stories the slaves bring about the Dragon eating people. The slaves will likely travel slower than the party, but they should show up in time to bail them out if things get heated.

Unless the party steals Eril's glory, he'll quickly become a hero of the village. He handles it well, but it's obvious he's going as far as a peasant can go.

But there might be another fate for Eril. By this point in their careers, the party might be looking to start their own orders and organizations. Any one of them would

be lucky to have Eril. So it may just be that a clever party finds a way to allow Eril to go much farther than a normal peasant can go.

CONTINUING TO THE MAN BEHIND THE MASK

If you wish to run the seventh episode in The Moving Shadow next, matters are simple. The Man Behind the Mask begins as the Tears of God stop teleporting the party around the world, righting wrongs. It should be a simple matter to fold this right into the next adventure.

If after assigning experience from this adventure, the characters haven't reached 21st level in Rolemaster or HARP, then a little extra adventuring might be in order. Fit in any number of adventures between this and The Man Behind the Mask, using the Tears as a plot device. Conversely, you might give them some extra experience point awards to get them to the next level. Either way, they should be ready to carry the mask into the next chapter in its history.

WHO SAVES THE SAVIOR: ROLEMASTER STATISTICS

Name	Level	Size	MS/AQ	Bs	Move	Max Pace	MM Bonus	Hits	Crits	AT(DB)	Attacks
Bandit Warriors	20	M	FA/FA	50	Run	98	172	M	20(30s)	140bs	
Bandit Mage	20	M	FA/FA	52	Dash	54	89	M	1(12)	122ds	
Knows all Magician Base Lists to 20th level											
Greater Werewolves	20	L	BF/VF	160	Dash	30	350	LA@	4(70)	140LBI/140LCI/160HBA<<	
Cave Troll	20	L	MD/MD	70	Spt	20	300	LA	11(40)	140HCL/125WE/120RO	
Earth Elemental	20	L	SL/MD	45	Run	0	120	LA#	8(10)	120LBA/60HGR [DImpact]«	
Grt Scld Dragon	30	H	MF/MF	190	Spt	41	670	SL#	20(70)	190HBI/205HCL/180HBA/115HHO/125FBR	

WHO SAVES THE SAVIOR: HARP STATISTICS

Name	Level	Size	BMR	Init	DB	Hits	Stamina	Will	Magic	Attacks
Bandit Warriors	20	M	11'	20	70	158	65	55	51	130 broadsword
Special Abilities: Instinctive Defense, Lightning Reflexes, Shield Training. Important Skills: Brawling (14) 73, Blindfighting (13) 69, Disarm Foe (10) 65, Perception (19) 83.										
Bandit Mage	20	M	12'	24	42	111	99	83	107	78 staff
Special Abilities: Sense Magic, Instinctive Defense. Important Skills: Perception (1) 19. PPs: 90; Spells: Universal Sphere: Counterspell (22) 111, Dispel Magic (6) 69, Landing (10) 89, Light (6) 69, Minor Healing (14) 97, Unlocking Ways (14) 97. Mage Sphere: Bladeturn (10) 89, Deflections (7) 93, Elemental Ball: Fire (12) +93, Elemental Bolt: Fire (10) 89, Fire Nerves (10) 89, Fire Wall (16) 101, Fly (10) 89, Invisibility (7) 74, Mage Armor (20) 109, Presence (10) 89, Rune Mastery (30) 119.										
Werewolves	7	M	15'	27	68	151	77	67	66	78 M-Puncture (bite, disease); 84 M-Slash (claw); 70 M-MA Sweeps (pounce)
Special Abilities: Disease Bearing, Instinctive Defense, Limited Regeneration (major, silver/magic), Night Vision, Shapechanger. Important Skills: Ambush (5) 30, Climbing (7) 45, Frenzy (5) 32, Perception (14) 67, Stalking & Hiding (5) 30, Tracking (20) 79.										
Trolls	10	H	24'	7	140	230	103	61	60	107 L-Crush (club); 107 L-Puncture (spear); 107 Brawling
Special Abilities: Cold Resistance (minor), Dark Vision (Greater), Great Arm, Heat Resistance (minor), Limited Regeneration (major, fire). Important Skills: Ambush (10) 54, Camouflage (10) 56, Climbing (18) 85, Dirty Fighting (10) 56, Perception (10) 58, Stalking & Hiding (10) 44, Tracking (4) 28.										
Earth Elementals	20	M(L)	10'	10	100	150	95	85	90	100 Large Crush; 100 Manifest Element
Special Abilities: Elemental Immunity (reduce all Impact crits by 3 sizes), Elemental Movement (move at Fast Run without exhaustion, phase through rock at 6' per round), Elemental Regeneration (major, regen 2 hits per minute), Elemental Strike (delivers additional Impact criticals), Immunity to Stun, Immunity to Bleeding, Manifest Element (deliver Impact criticals radius 5' at cost one hit per round). Important Skills: Chi Defense (30) 120; Perception (20) 80.										
Great Scaled Dragon	30	H 47	166(fly)	34	99*	250	148	70		134 Claw - Medium Slash 163; 150 M-Puncture; 150 Tail Swipe (Medium Crush); 120 Wing Buffet (Small Unbalancing); 205 H-Slash; 205 H-Krush; 140 Breath Weapon (any Elemental Bolt or Ball (Fire) with effects up to 60 PP)
* (171 with Chi Defense). Special Abilities: Natural weaponry: claws & teeth; Breath Weapon (Major), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Focus Style (Gestural), Focus Style (Verbal), Heat Resistance (Major), Lesser Resistance (Magic), Lightning Reflexes, Poison Immunity. Important Skills: Attunement (8) 60, Climbing (16) 109, Duping (8) 58, Flying/Gliding (35) 113, Interrogation (12) 72, Jumping (15) 107, Perception (45) 121, Power Point Development (15) 106, Resistance - Magic (18) 134, Resistance - Stamina (28) 148, Resistance - Will (12) 70, Tracking (12) 70, Trading (6) 48, Foraging/Survival (15) 82, Chi Defence (16) 88; Spells:- Fire Wall (12) 83, Spell - Conflagration (15) 89, Spell - Elemental Aura (Fire) (12) 83, Spell - Elemental Resistance (Water) (10) 79.										