

Introduction

This is a fairly tough entry-level dungeon designed for players that work well together. If your group is inexperienced or chaotic, you will want to cut down on the chance that a fight in one area will attract the attention of the Orcs in nearby areas. You will also want to cut down on the number of Orcs the group fights at a given time (at least until they get the hang of things).

The Rock

The rock is exactly what its name describes. It is a huge chunk of rock miles from the nearest mountain. Most of the surrounding territory is heavy bush and hills. The rock itself is anywhere from 400 to 700 feet wide and about a mile long. A scouting party of Orcs discovered a blocked in entrance. Once they had explored it, the lead Orc Sawtooth quickly realized that it would be a very easy place to defend and would make an ideal location for a colony. Returning home, he organized a colony expedition, promising prosperity and plentiful food and using his fair share of intimidation. The bulk of these Orcs come from within the Kanit Mountains themselves. However, as time goes on, more and more have been joining the colony from the small populations that already exist in the area.

Monster Stat Sheets

You can use this dungeon with any game system but you will have to convert or list the monsters you need before running a group through it. I have included separate files on the monsters found in the dungeon. Please note that this dungeon builds on what has come before in the adventure sequence. You will want to read through the dungeon once or twice to get to know it and to make sure you have the appropriate monster stat sheets handy when you run a group through it.

The Mission

Shanley will tell the group that he believes there is a new Orc colony in the area. He will inform the group that he is giving them the job of scouting out the colony and bringing back information on it. Shanley will not expect the group to destroy the colony at this point, although he will not discourage any suggestion that they might do so. What he wants is to know the colonies exact location (he can only give

them a general idea of where the colony is) where the Orcs has come from (i.e., is there any indication of a parent colony in the area), how many Orcs are now in the colony and how long the colony has been in the area.

Getting to the Orc Colony

The group will have to journey overland to get to the colony. The dungeon is located about 40 miles from Shanley's Keep. This means an overland journey in which the group will travel 2d6 miles per day. Shanley's information will only get them close to the Dungeon (within a dozen or so miles). Shanley knows of the Rock as a geological oddity but knows nothing more about it. He does not know that the Orcs are actually living in one end of it.

As the group makes its way to the area, they will have to encounter a group of Orcs and track them back to the Dungeon itself. To do this the group will have to make a *Tracking Skill* check at +5 on the dice roll to pick up a set of Orc Tracks. They may try to make this roll once per day. Once they have picked up the trail, it will lead them to the colony by nightfall.

Destroying the Colony

Whether the group does it now or is sent back to do it, they will eventually have to destroy the Colony. Doing it now is easier than doing it later, but in either case it will not be that easy a task. If the colony is not destroyed within two weeks of the group first reaching it, the Orc from room 15 will take control of the colony, meaning the group will have to contend with the toughest Orc in the community plus a set of bodyguards (instead of the second toughest Orc in the area plus his bodyguards).

One week after this event, the colony will receive an Orc Shaman after which the colony will grow 20% a week until its size has doubled. To say that this is a bad thing is an understatement, as the number of Orcs encountered will double in each area, after the Shaman has arrived. There is a stat sheet for the Shaman that will join the colony. The Shaman's name is Rot Grub. There will be a 24-hour period of rejoicing when the Shaman arrives, then double the number of Orcs encountered in any given area. Much of this increase represents existing Colony Orcs returning to see the Shaman for themselves. After

the Shaman has been with the colony for a few weeks, enough new Orcs will have joined the colony to sustain the increases. Although the Orcs will be having a good time, they will be very cautious if their colony has been under attack by the group.

Random Encounter Table

During the trip to and from *The Rock* the following wandering monster encounter table should be used. **The chance of an encounter is 1 in 1d6: roll for each 8-hour period (3 times a day).** If an encounter is indicated, roll 1d100 and compare the result to the following table.

01-05	1d3 Orcs
05-10	1 Black Bear
11-20	1 Giant Lizard
21-30	1 Orc
31-40	3d4 Goblins
41-60	2d4 Forest Wolves
61-70	1d2 Black Bears
71-80	2 Orcs
81-90	1 Goblin Wolf Rider
91-95	1 Goblin Wolf, Young
96-00	1 Cave Bear

As has been mentioned, all of these adventures build upon the previous adventures in the series. If a stat sheet is not provided for one of the creatures in the list, it is assumed that you will be using the stat sheet provided in a previous area. You will want to make sure that you have all the appropriate sheets assembled before running the adventure.

Random Dungeon Encounters

Once the group is in the dungeon, you should make wandering monster checks each four hours or so. The group will have a random encounter if you roll a one on a six-sided dice. Generally, an encounter should be with 1d3 Orcs.

A note on Value

All values given in this module are for the items Base Value. This is the value a group can receive if it has none of the appropriate selling skills. The selling life skills needed are:

Business
Evaluate Goods
Merchant
Fence

The Base Value amount you get for an item is 20% of book value. With one of the above listed skills you get 40%, with two you get 60%, with three you get 80% and with all four you get 90% of book value.

To put it in regards to how much stuff is worth, as based on the price given, use the following.

No Skills: Use the Price Given
One Skill: Multiply the price by 2
Two Skills: Multiply the price by 3
Three Skills: Multiply the price by 4
Four Skills: Multiply the price by 4.5

It is easiest to always have the group list the Basic Value of the items they find. This allows them to see how much they loose by not having the appropriate skills... which means they are given lots of incentive to get the right skills.

Gold coin found in the dungeon

The gold taken from the dungeon is of very ancient design. This means that the group will loose 50% of its value when they find that no one will accept it in its present form. If they take it to a money trader (the closest one is Alard... an easy 300 mile journey) it will be discounted 25% after being tested. The money trader will say it is not the purist he has seen while in fact it probably is... a fact he is not about to tell the group that. Encourage the group to exchange all of their gold at once (just makes it easier to keep track of).

Gems and Jewelry should be treated like any other loot. The group will get the listed base value for it but not much more unless they have the appropriate skills.

Weight and Encumbrance

The weight of the mixed gold and silver coin (or silver coin alone) is 1000 Talons per 1 Very Large Item. If a split is not given between gold and silver, then assume that 10% of the coins present are gold coins. These have a weight of 1 small item per 1000 Talons value.

Sorting out the gold coins from a huge stack of coins takes time. For each 1000 talons value, it takes one character one hour to sort out the gold. This is high but not unreasonable if you think of the group sorting the coins while in the dungeon.

Potions

All the potions found in the dungeon are marked and labeled. The kicker is that they are all marked and labeled in a very ancient language. If a group member can make a successful *Ancient Languages Skill* check on a given potion he will be able to read the potions title but will have no further information on it.

Getting through locked doors

Locked doors are generally listed with a number / number (i.e., 6/15) which represent their strength and damage total. The first number is the amount of damage the door can absorb in a single blow (its strength). Each time a single blow exceeds this figure, the second figure is decreased by one point. When the second figure reaches zero the door opens (destroyed).

If a strength / damage total for a door is not listed in an area's description, assume it to be 6/10.

Swords do 25% of their normal damage when used to chop down doors. Axes and Maces do full damage against a door. Axes do cumulative damage, meaning that you add the current blow to the last blow struck against the door... Axes are supposed to be used to chop through doors.

If you want to be mean... swords are not meant to hack open doors. If you use one to do so, roll to see if the sword breaks (the chance equals the doors damage total rolled on percentile). Roll once when the door is about half way to being destroyed.

Colony Size

This is in fact a small Orc outpost on the verge of becoming a full-fledged colony. The total number of Orcs would be about 250-350. Many of these Orcs are non-combatants and Orcs that are out on patrols, conducting raids, recruiting other nearby clans. The group will not have to fight anywhere near this total number of Orcs.

It will take the group at least three days to determine how many Orcs are in the colony. After the third day of watching the colony, have the characters check against their *Discernment Skill*. If they make the check they figure out the total number of Orcs in the colony (should be full diaper time when they do figure it out). If the group can make a second *Discernment Skill* check, they will realize that they do not have to fight all the Orcs to force those that remain out of the Colony. However, the exact number they will have to fight is at best, a guess.

The group should realize that they do not have to fight the entire colony in order to destroy it. If you wish, you can allow a *Discernment Skill* check. A successful check will mean that the character realizes that killing the colonies leader may well cause the colony to disintegrate (if there is no replacement leader available).

Roll once each day the group spends scouting out the colony to see if they are discovered by the Orcs. The chance that they will be discovered is small, about 10% per day (not cumulative). If discovered, there is a 25% chance that the Orcs will be subtle enough to plan an actual ambush on the group (i.e., the Orcs head tracker sees some hint of the group while on patrol and realizes where they must be holed up).

Once an area has been cleaned out (all the Orcs in it defeated) then the group will find 1d3 Orcs in that area upon return to that area. This only applies if they must leave the dungeon. If they do leave the dungeon and remain away for more than 3 days, then all areas will be back to their original number of Orcs plus an additional 1d3 Orcs. Any area that has Sawtooth's personal bodyguards in it does not get this increase. This increase reflects the beefing up of the various areas as Orcs return from patrols and raids.

The group is finished once the Orcs in area 26, and 37 have been cleared and Sawtooth (or other current leader) has been killed. At this point the remaining Orcs will leave the area. If the Shaman has joined the colony then he too must be destroyed before the colony is destroyed.

If the group attacks the outpost disguised as Orcs, then a general alarm will still be raised. The Orcs within this colony will simply believe

that another band of Orcs are after control of the cavern complex, and will fight just as fiercely to protect what they have.

After the Adventure

The group will receive Affinity depending on what they do during the adventure. These special instances are listed in the text of the adventure itself. Once the adventure is finished, they will receive additional affinity as based on the job they have done for Shanley. That jobs includes the following:

- Want is the colonies exact location? This is the easy one (they just have to find the colony) and coming back with the answer earns each group member 25 affinity points.
- Where do the Orcs come from? The only indication of this is the clay tablet in area 44. Giving Shanley this tablet earns the group 50-affinity points per member.
- How large is the Colony? The group has to spend the required time to determine this. See **Colony Size** above to determine how the group figures this out. If they report to Shanley the correct number of Orcs, they receive 50 affinity points each.
- How long has the colony been in the area? This is the tough one and the group will only be able to come up with a rough estimate if they examine the Orc bodies found in area 23. If the group makes the proper rolls, they will figure that the Orcs have been in the dungeon for between 5 and 8 weeks. If they report this number to Shanley (and have a valid reason for coming up with it), then each group member gets 100 affinity points.
- When the group destroys the colony (whether now or after it has grown in size), each member receives 250 affinity points.

General Alarm

The text will sometimes indicate that if an area is attacked, an Orc in that area will attempt to raise a general alarm. The chance is normally listed within the description. If an Orc does manage to raise the general alarm then a group of 6+1d10

Orcs will arrive in the area of the alarm in 3d6 Combat Rounds. The Orcs will have one level 18 + 7 tracker. If this Orc is slain then the next most competent Orc tracker will have level 15 + 0 in tracking.

1- Leaving the Woods

There is about 100 feet between the edge of the wood and the rock. Large fire-pits may be seen at the three entrances known of and controlled by the Orcs (area 7, 8, & 9). These fires are lit at night.

Orcs patrol the cleared area during the day (out by the tree line). The patrol will pass any given point once each 30 to 40 minutes. The Patrol is sent out and comprises half the Orcs from area 9. Refer to that area for more information.

If the group fights the patrol you should gauge the sound that is produced and check to see if any of the Orcs in area 7, 10, 11, or 12 hear the fight. If the fight is heard it will raise a general alarm within the colony. If you wish, you can assume a 2 in 6 chance that one of these areas will hear the fight. Determine randomly which area hears the fight. If the fight takes place within sight of any given area then that area will automatically see it taking place.

During the day there will be no Orcs in area 8 and 9 although there will be Orcs in area 7, 10, 11 & 12.

Recommended Monsters:

Orcs,
6+1d6 during the day

These Orcs patrol the area between the caves and the trees. They pass any given area once each 20 minutes. They only patrol during the day. If a fight breaks out, check to see if the noise is sufficient to alert the Orcs in area 7, 11, or 12 (see above for the chance).

2- The Cliff Face

The characters may climb the cliff face. The cliff is 160 feet high making the undertaking a fairly difficult and dangerous task. A person climbing the cliff face must make a *Climbing Skill* check

for each 50 feet climbed (4 checks are required to reach the top of the cliff).

3- Easy Climb & Entrance

This section of the rock is fairly easy to climb and carries with it a -12 modifier to the *Climbing Skill* dice roll. The climb actually leads to an entrance. Only a single climb roll is required to reach the entrance. The entrance is 75 feet from ground level and may only be seen once an individual is about 10 feet from it. If an individual wishes to climb from this entrance to the top of the rock he must make two checks on his *Climbing Skill*. The distance from here to the top of the rock is 85 feet.

This entrance leads to area 73. This area is the home of a Chimera and is the reason that the southern portion of the complex has not been explored by the Orcs. The Orcs know about the chimera's nest and believe it connects to area 37 (which it does). They just don't know how direct a connection there is between the two areas and as yet do not have a great incentive to find out how direct it is.

Area 73 holds more information on the chimera and the likelihood that the group may meet or have to fight it.

4- Top of Rock

The characters may stay on the top of the rock in relative safety although there is a 1 in 6 chance that the chimera from area 73 will see them and attack (check once each day, daylight hours only).

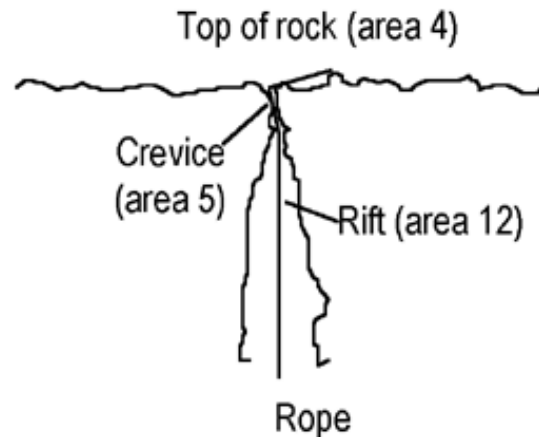
The rock is anywhere from 400 to 700 feet wide and 1 mile long. Other ancient dwellings may be found in the rock although this particular adventure covers this one alone. Nothing grows on the top of the rock and only waist high grass and shrubs grow near the rock (out to a distance of about 100 feet)

5- Small Crevice

The group may find a very small crevice in this location. The crevice will allow passage to characters that have a relative size of 1.5 or less (no big guys!). A character must make a

successful *Search Skill* check in order to find the crevice.

The crevice winds downward chimney like for about 20 feet. It then opens into area 12- The Rift. The group may attach a rope to the outside of the rock and thread it through the crevice and into the rift as shown in the diagram below.

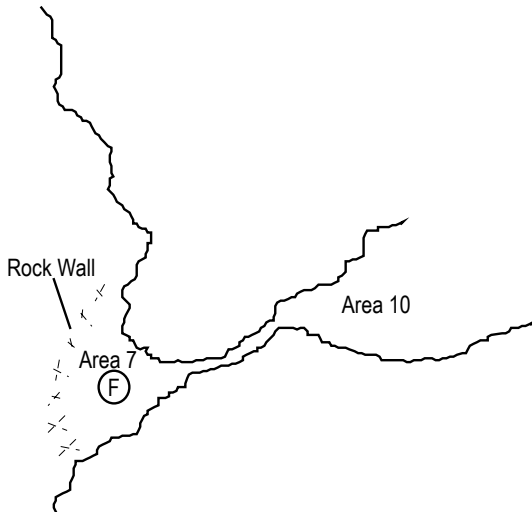


A rope, dangling through the crevice, will hang 60 feet from the remains of the bridge at area 47. This means that a character must make a *Discernment Skill* check to realize that what he or she is seeing is the remains of a bridge, unless light or circumstance allows the character to see more than 60 feet.

6- Overlooking the Entrances

The group will be able to overlook the entrances from these points. What they will see will depend on which entrance they are looking down upon. Read the description found with each entrance as appropriate.

7- Entrance



A loose rock wall protects this area. This wall is around 9 feet tall with long sloping sides. It is about 20 feet across at its base. The group may climb the wall but would be hard pressed not to make a sound (a *Move Un-noticed* skill check modifier of +10). The group will find a large fire pit between the rock wall and the entrance. A fire burns here during all hours of darkness. In addition, at least two Orcs will be found here regardless of the hour.

Recommended Monsters:

Orcs,
2d4 during the day
3+1d4 during the night

If a fight breaks out in this area there is a 1 in 6 chance that the Orcs in Area 10 will hear it and raise a general alarm. These Orcs will not hear a fight originating from area 8 or 9.

Daytime Approach

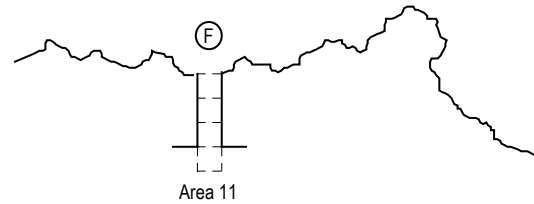
The Orcs will be using the fire in this area as an extra cooking fire.

Nighttime Approach

When the group first arrives, the Orcs will not be expecting a problem. During the night, it is quite possible for the group to catch the Orcs nodding off around the fire. The group will have to figure out how to get to the Orcs without making a lot

of noise (lowering someone from above comes to mind).

8- Entrance



If a fight breaks out here, it will immediately draw the Orcs from area 9 to this area (the right spell can increase the likelihood of a fight breaking out).

The Orcs will be coming out of area 11 twice a day to relieve the Orcs positioned by the fire. During daylight hours the fire is not lit. The change of guard is done at sunset and sunrise. Two of the Orcs that come out at sunset go into the woods to gather wood for the night's fire. On any given morning or evening, there is a 10% chance that a fight will break out between two of the Orcs in this area.

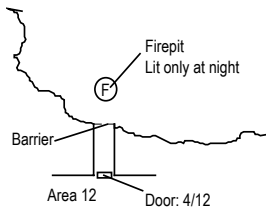
Recommended Monsters:

Orcs,
2d6 during the day
4+1d4 during the night

See area 9 for the possibility of a fight breaking out between this group of Orcs and the Orcs in that area.

The Orcs that are on the night shift will not travel far from the fire once it is dark. During the day there will be a smoldering fire pit outside the door. The group can see a tunnel carved into the face of the rock leading to a massive looking wooden door. As the group passes from the outside world into the cavern they will feel a barrier, as if passing through thick air. The barrier is harmless but play it up as if it they are playing with death itself by passing through it. The barrier is a result of the Aegis stone found in area 10. It keeps the dungeon rot free, dry and comfortable.

9- Entrance



If a fight breaks out here, it will immediately draw the Orcs from area 8 to this area (the right spell can increase the likelihood of a fight breaking out).

The Orcs will be coming out of area 12 twice a day to relieve the Orcs positioned by this fire. During daylight hours the fire is not lit. The change of guard is done at sunset and sunrise. Two of the Orcs that come out at sunset go into the woods to gather wood for the night's fire.

Once a day (around noon) roll to see if a fight breaks out between the Orcs at this area and the Orcs at area 8. There is a 1 in 6 chance that some type of squabble will occur since there is a certain amount of rivalry between the two guard posts. If this happens then the Orcs from area 8 and area 9 will meet between their two areas for some good old fashion "ed bashin". A fight will last for a couple a minutes with a 1 in 6 change of an Orc actually dying (most of the damage done is subdue damage). At the end of the fight half the Orcs will be knocked out and the other half will have 1d6 hit points left each.

Nighttime approach

The group will see a burning fire. Guard Orcs may be seen around the fire.

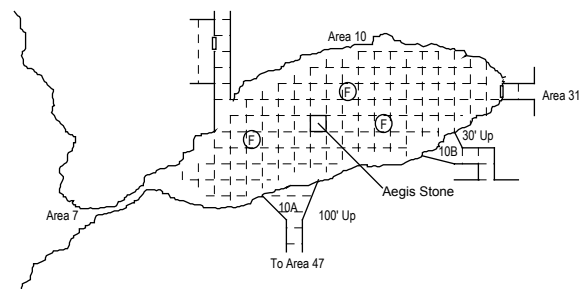
Recommended Monsters:

Orcs,
6+1d6 during the day
2+1d4 during the night

During the day, each 30 to 40 minutes half the Orcs in this area will perform a patrol around the left hand edge of the Rock (around area 1). Half the Orcs take part in the patrol. The patrol lasts for about 20 minutes so, with a 10 to 20 minute break between each patrol.

During the day there will be a smoldering fire pit outside the door. The group can see a tunnel carved into the face of the rock leading to a massive looking wooden door. As the group passes from the outside world into the cavern they will feel a barrier, as if passing through thick air. The barrier is harmless but play it up as if it they are playing with death itself by passing through it. The barrier is a result of the Aegis stone found in area 10. It keeps the dungeon rot free, dry and comfortable.

10- Orc Common Area



You can see several small fires burning in the area. The smell that reaches your nostrils is disgusting, combining the stench of rotting meat with that of overcooked and burnt food. This area is obviously an eating area.

The group may find several Orcs in this area.

Recommended Monsters:

Orcs, non-combatants
6+1d6 during the day
2+1d2 during the night

The non-combatant Orcs tend the fires and prepare the food. All can hardly wait to grow big and strong enough to leave these duties behind.

This is the Orcs central living area. Small cooking fires litter the area. At night the area may be entered safely if the guards at area 31 or area 7 may be avoided or bypassed.

The center of this area holds an Aegis stone. This stone protects the area and provides the barriers that the character will feel as they enter the caverns (area 7, 8, 9, and 73).

10a Passage 100' up

This passage is 100 feet above the floor of the chasm. This passage has not been found by the Orcs. They do not have the light sources necessary to illuminate the entrance

10b Passage 30' up

This Alcove is 30 feet above the cave floor. There are always 2 to 4 of Sawtooth's personal guards in this area.

These Orcs have crossbows and will use them.

Recommended Monsters:

Orcs Guards
1d3+1

Each of these Orcs has four mechanical crossbows. If given the time (12 Combat Rounds), these Orcs will load all the crossbows and fire them in mass at any intruders that enter the area (one shot per combat round). This means that if a fight breaks out in area 10, the group will be in for a nasty surprise. There is a 25% chance that one of the Orcs in this area will actually think to leave and tell Sawtooth of the invasion. For more information see Area 45.

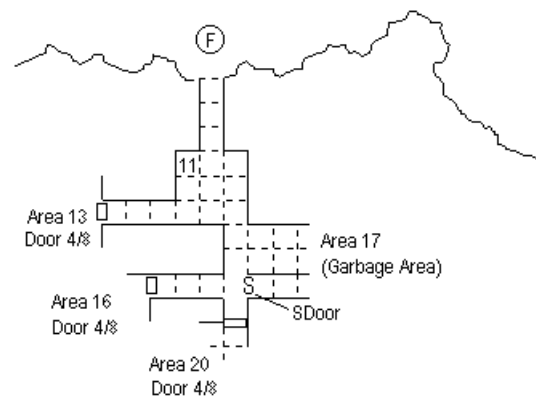
A character that is looking to see where the bolts come from must make a successful *Awareness Skill* check at +5 on the dice.

Area 10b leads to area 44.

There is a rope ladder in the area that can be thrown down to allow passage up into the area. If not used the group will have to have someone climb the wall into the area. Not an easy task with the Orcs waiting above.

When it becomes apparent that the group will not be defeated in area 10, one of the Orcs here will leave to go to area 45 to inform the big boss that a group is making an assault upon the colony. The Orcs should be able to fire all of their crossbows before coming to this conclusion. See the write up in area 45 on how the Sawtooth will deal with the intruders.

11- Orc Guard post



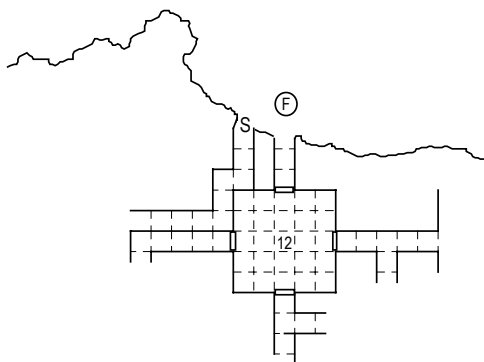
Recommended Monsters:

Orcs,
6+1d6 during the day

An Orc patrol will pass this area each 20 minutes (20 minutes between going in and out).

This area is a very basic guard post. Besides the Orcs (who apparently mull around and do nothing all day long), there is not much else in the room.

12- Orc Guard post

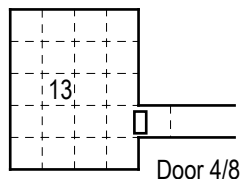


Recommended Monsters:

Orcs,
6+1d6 during the day

This room is very similar to area 11. Besides the Orcs that guard the room, the area is basically empty.

13- Orc Sleeping Area



Recommended Monsters:

Orcs,
6+1d6 during the day
1+1d3 during the night

The group will find Orcs in this area only if they have gotten into this area without having sounded a general alarm.

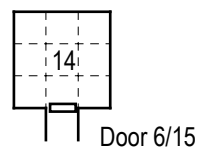
You can see a small-extinguished fire pit in the center of this room as well as the remains of many beds scattered throughout the room. Without exception the beds have been broken and smashed to allow the old mattresses to lie directly against the floor. Obviously, this is a sleeping area for Orcs.

Read the following if the group enters the room without generating an alarm.

You see the occasional Orc resting on one of the beds; the closest one to you is about 10 feet away.

This is the location of an old barracks converted into an Orc barrack when the Orcs took over the dungeon. There is nothing of value in the room.

14- Orc Sergeant Quarters



There is a large tough Orc in this area. The group must kill the Orc before being read the rooms description.

Recommended Monsters:

The Orc Elf Eater (Stat Sheet Provided)

The room has a bed and a beaten up dresser. The Dresser's drawers are open and their contents ripped, shredded and thrown about the room. An old oak chest has been smashed open and emptied. The pieces of a large mirror lie about the floor, near the east wall. Against the West wall you can see a small bookcase. All the books but one have been scattered about the room. The single remaining book has a black leather cover, is about eight inches thick by a foot tall and another foot wide.

Once the Orc has been defeated the group will find that it has a very nice, ceremonial dagger. The dagger is actually magical and has a +2 kill adjustment bonus. It has a base value of 450 Talons. The Orc also has a small pouch of gems with a base value of 200 Talons. These items were found in the chest, the remains of which the group will find in the room.

The book

This is an old magical tomb that made the Orc feel very ill at ease when he touched it. The book is a magical tomb on exorcism that may be read

aloud over a period of seventy-two hours. To successfully read the book, the character must make three rolls on his *Determination Skill* (one roll for each day). To fail a roll means the reading is interrupted and the book is consumed by the magic held within its pages.

Once read the book will burst into flames. The fire will draw in souls that should not be in the bodies or items they inhabit. Once the books magic has collected the souls, it will send them onto the Dungeon of the Dead.

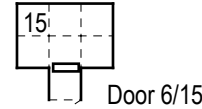
Evil characters are filled with dread and bad feelings when picking up the book and must make a *Determination Skill* check or they will drop the book and will refuse to pick it up again (if they do not have the skill they will drop the book and simply refuse to pick it up again). Any good creature that opens the book will understand its nature and what it is able to do.

Neutral only characters can pick up the book and will not get any feelings whatsoever from handling it.

The book states that it will exorcise a spirit. In fact it will exorcise all spirits within 250' of the caster, once the ritual depicted in the book has been completed. A magic user that makes his *Arcana skill* check will realize this. See the write-up at the end of this module on the exorcism of the spirits found in the dungeon.

As a magic item the book has a base value of 3,500 Talons. It equals 5 Very Large items. **If an evil character tries to use the book there is a 50% chance that his alignment will permanently switch to neutral, regardless of success or failure in the reading.**

15- Orc Sergeant Quarters



Recommended Monsters:

The Orc Bone Kraker (stat sheet provided)

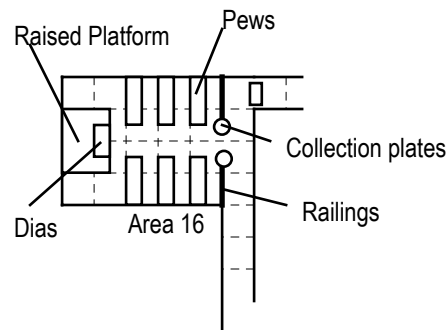
This Orc will be the colonies future leader (given the time). It wears Plate armor and wields a long sword and large shield.

This Orc is very tough and has one set of standing orders; "Don't bother me unless it is very important". In Orc this translates to "Bug me and die". The problem is that he decides what's important and that definition changes from minute to minute.

Two dead Orcs partially block the door. It looks like their necks have been snapped. A large fierce Orc looks over to the door, obviously very annoyed at being disturbed yet again.

This Orc has been known to fly into a rage even if disturbed with good reason. He has only recently joined the colony and instantly was elevated into sergeant status when he killed the 4 Orc guard group that insulted him on his first day at here. It will only be a short period time before he leads the Orcs in this outpost (See Events, page 1, for more information).

16- Old Church



Make rolls on the character's *Sixth Sense skill* when the group enters this area. Successful rolls mean the character in question has the distinct

feeling that they should leave this room and its contents alone.

The podium is in fact trapped but the trap is not activated unless someone touches the book.

This area is an obvious place of worship. Against the West End of the room you see a raised area. A podium complete with opened book resides to the eastern edge of the raised area. The middle of the room is filled with pews. To the eastern edge of the room is a railing, separating the room from the eastern door and southern traveling corridor. Two collection plates may be seen at the ends of the railings giving you a chance to donate as you enter or exit the main area.

The characters cannot learn anything important from this room. The deity has long since disappeared from worship even though its power is still present in this room. The deity preached harmony with all living things. Because of this, a curse is laid on any creature that kills or harms something while in this chapel. Any creature that is killed or wounded while in this area is instantly and fully healed. The perpetrator of the action is instantly cursed. If the damage was caused by the use of a weapon, then the perpetrator loses all knowledge in the use of that weapon (his synergy level in the weapon used goes to 0+0). If magic is used to inflict damage then the perpetrator loses all knowledge of the use of the spell used to kill the creature (the spell's basic synergy level goes to 0+0). In addition the perpetrator to the act cannot learn these things again until the curse is removed.

Once the temple has been violated, a whisper of a voice will inform the character that he has violated the sanctity of this holy place. The character is cursed until the day he saves the lives of not one, but two creatures identical to the one he attempted to harm here today. In addition it will tell him that he is cursed in the use of the item or powers that were used to inflict the harm.

Pews

The pews are normal wooden benches.

The collection plates

The collection plates found in the East End of the room are currently empty.

They are non-magical and normal in every way.

The dais and book

The book on the dais is in fact a magical tomb. The characters may try reading from the open book or try moving it in some way (i.e., close it and take it with them).

Touching or moving the book

The book has a powerful magical trap. Make a *Sixth Sense skill* check for all characters in the group with the skill (so long as someone does not ask you to do it). If the skill check is made tell that character that he feels that touching the book is a very bad idea.

If an inanimate object moves the book, then the object will burst into flames (i.e., let's use a sword to push the book into a bag). Any non-magical object will instantly burst into flames. A pair of leather gloves will give the character 1d4 wounds and a pair of metal gauntlets will give the character 3d4 wounds. Magical weapons and items will glow red with heat, their magic being nullified for 1d4 hours, but will not actually be destroyed. When you roll for these wounds, do not allow the character an APV roll or a WR roll.

Reading from the book

The book and its contents will enthrall the individual that stands upon the platform and starts to read from its pages. The character can avoid the book's magic if he or she makes a *Resist Magic* check at +5 on the dice roll. If the character fails the roll, he or she will read for 5 to 10 minutes at which point their head will snap up and they will shout "I understand!" The character will then look at the group and will say, "Killing is bad!!! BAD, BAD, BAD!! How can we justify what we do here??? How can we do these things???"

At this point the character will probably think he or she is screwed... which is basically true ... but just for a little while.

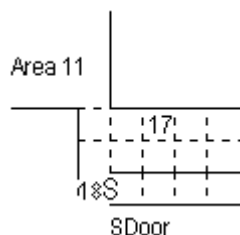
The character can actually fight but will only defend him or her self. They will not initiate combat and in fact will loudly protest should

another group member start a fight or attack first. When fighting the character will shout things like “I think we should talk this out” and “can’t we come to some mutual agreement here” and “but what have I ever done to you?” While the character is under the book’s influence, his or her basic synergy level in the weapon or spell being used is halved. This means that if a character has a synergy level of 18+14 in a weapon or spell skill, their level is 9+14 while the book’s magic holds them. A high synergy bonus does not negate this penalty.

The book’s magic will last 3d4 hours.

While the group remains in this room, they are in great danger. You should check for wandering Orcs as normal realizing that the Orcs in the dungeon have been here long enough to know how the place works. Any Orcs that happen upon the group will remain in the corridors and make obscene gestures to group members in an attempt to have them come out and fight. If the group attacks the Orcs from within the room, they will be subject to the curse (not a good thing).

17- Garbage Area



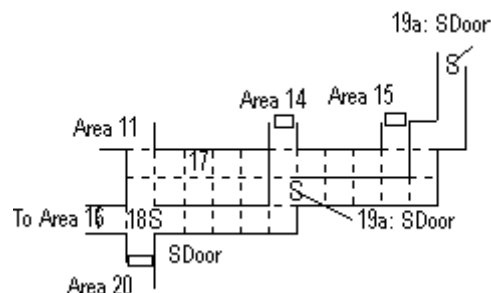
Roll a dice when the group enters the room. It means absolutely nothing... but how are they to know. Read the player description when the group can see into the area.

This area is obviously used to store garbage. The smell nearly gages you as you come close to the pile of debris.

If the group roots around in the garbage they will find absolutely nothing. They will have to have a 5 hour bath and will not be allowed into any type of bar or building until they have one (the Orcs won't mind the smell, and will even show surprise at how ‘good’ the characters smell... if ever given the chance). If an individual enters and spends more than 5 hours in a town while

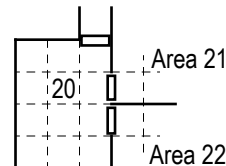
smelling like this, he or she will be arrested, tarred and feathered and thrown out of town. The characters will smell fine to each other, but if one should ask you can give them a roll on their *Awareness Skill* to realize that they have not smelled much of anything for a while.

18, 19a - Secret Doors



The secret door at area 18 is one of the few secret doors that the Orcs have discovered (mainly because it was open when they got here). The Orcs have not discovered the secret door at area 19a.

20- Orc Guard Room



A fight here has a chance of attracting the attention of the Orcs in area 21 and area 22. There is a 1 in 6 chance per area that the Orcs in that area will realize that a fight is taking place in this guardroom. Make this check each 1d4 Combat Rounds. See Area 21 and 22 for information on how long it will take those Orcs to join the battle.

If these Orcs realize that there is a fight in either area 21 or 22 they will barge into that area and attempt to give aid. If the fight is going bad for the Orcs in this group, one of them will attempt to leave to sound a general alarm.

Recommended Monsters:

2+1d4 Orcs

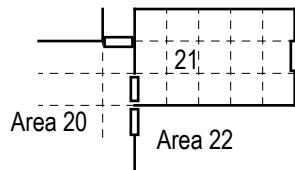
Read the player's description when the group enters or can see into the area.

You enter an obvious guard post. There are three entrances into the room, a single door on the north wall and two doors on the east wall. A small ash pot in the middle of the room gives off a weak light. Around the room, leaning against the walls and lying on the floor are a variety of pole arms and swords, typical of an Orc guard post.

There are several Orcs standing about the room. They draw weapons, and get ready to kick some butt!

Except for the weapons, the group will find nothing of value in the room.

21- Orc Barracks



A fight in this area has a 1 in 6 chance of being heard by the Orcs in area 20 (if they are still around). Check each 1d4 Combat Rounds. Once the Orcs in area 20 realize there is a fight in this room, they will barge through the door to enter the fray.

If the Orcs in this area hear a fight in area 20, they will wake each other and join the fight, as they get ready. This means that one Orc will join the fight each 1d3 combat rounds (with armor on).

If this room is entered and these Orcs engaged in battle before they are ready, they will fight without the benefit of armor.

There is never a time in which all of the Orcs in this area will be found asleep. Randomly place all of the Orcs in this area. One third of these Orcs will be awake.

Read the player description when the group enters the area. Note that it assumes that there are still Orcs in the area.

Recommended Monsters:

5d6 Orcs

Out of every three Orcs present one will be awake. It will take 1d3 Combat Rounds for each sleeping Orc to wake up.

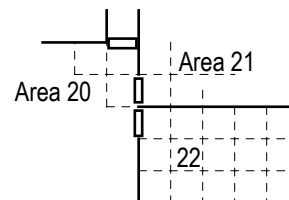
When you open the door you see an Orc sleeping quarters. Broken weapons as well as crudely made beds of straw and garbage lie everywhere.

Read if there are still Orcs in the area.

Orcs lay sprawled on straw and garbage heaps oblivious of the comforts a good bed could bring them. An Orc screams from one corner of the room and you realize that not all of the Orcs in the area were asleep.

Once the group has dealt with the Orcs they will find that the area is void of anything useful.

22- Orc Barracks



A fight in this area has a 1 in 6 chance of being heard by the Orcs in area 20 (if they are still around). Once those Orcs realize there is a fight here, they will barge through the door to enter the fray.

If the Orcs in this area hear a fight in area 20, they will wake each other and join the fight, as they get ready. This means that one Orc will join the fight each 1d3 combat rounds (with armor on).

If the room is entered and the Orcs engaged in battle before they are ready, they will fight without the benefit of armor.

There is never a time in which all of the Orcs in this area will be found asleep. Randomly place all of the Orcs in this area. One third of these Orcs will be awake.

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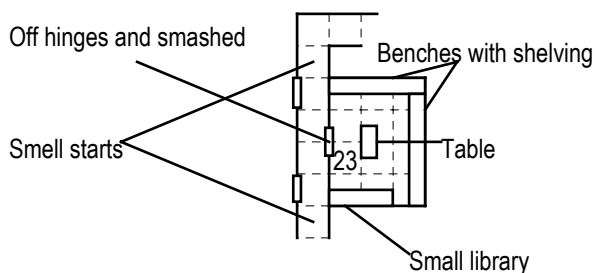
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Once the group has dealt with the Orcs they will find that the area is void of anything useful.

23- Alchemists Room



This is an alchemist's room. The door is off its hinges and there are a half dozen Orc bodies on the floor in advanced states of decay. The group will smell the decaying bodies as they walk down the corridor. Start reading the boxed information below when the characters first enter the area where the smell starts.

Your noses are filled with the vile stench of decay. You would guess it to be coming from a room that has had its door hacked and hewed off its hinges.

When the group looks into the room.

You look into a room that must have belonged to a magic user of some type. The room's contents look to be intact and must be trapped in some way since the bodies of six Orcs are strewn about the room. The Orcs must have died a while back since their bodies are in advanced states of decay.

The room itself seems to have a small reference library against the south wall. Against the north and east wall you see a worktable and recessed shelving filled with equipment and supplies. A small worktable sits in the middle of the room, again filled with the equipment and materials you would expect to find in a magic users lab.

If a group member can make a *First Aid* skill check, they will realize that the bodies have been here for between 3 to 4 weeks. If a character then makes a *Discernment Skill* check he or she will realize that it would take the Orcs one to two weeks to settle in and start to work on the door. Finally another *Discernment Skill* check will tell a character that the Orcs would have been beating at the door for a good week or two before getting into the room. This would imply that the Orcs have been in the dungeon for 5 to 8 weeks.

The heavy oak door into the area took many hours to break down. Once broken down the Orcs poured into the room to promptly die when the first item within the room was touched. This has (for a time) persuaded the other Orcs to leave the room be, a state of affairs that will last until the smell from the decaying Orcs subsides.

The group has no way of knowing this but the trap that killed the Orcs was a one shot affair. The magic user that had the workshop built spent more on the trap than he did on the equipment in the room (such is the price of paranoia).

The room has several things that may be of interest to the group.

Work tables shelving and supplies (north and east walls).

This is a small (starting) workshop for a magic user. The base value of the equipment found in the rooms shelving is 1,500 Talons. If the group wants to take the entire lab they will need a cart and horse and about 6 months time to get it to and from the dungeon. If the group wishes they can walk out of the dungeon with 4 +1d4 hundred worth of equipment (base value).

If the group makes a *Search skill* check they will find a small chest, hidden in a secret compartment found under the bench that lines the east wall. The chest is trapped with a mechanical trap. If a character tries to pick the chest's lock, and fails, the trap will activate shooting a small poison dart into the character picking the lock. The dart has a 75% chance of hitting the character. The dart itself is too small to actually cause any damage. If the dart hits, it will deliver its poison to the character. This trap is designed to allow the culprit to be caught, rather than kill him (the magic user ran out of money and could not afford another "killer" trap). The poison has the following characteristics. The character may make an *Escapist Skill* check to avoid the poison dart.

Onset time: 2d20 minutes
 Run Time: 6d8 hours
 Damage Time: See Damage Type
 Damage Type: The poison will turn the character blue and bloated. The character will look very sick and horribly ugly. It will partially paralyze the character's legs making his top speed equivalent to his jogging speed. All skill rolls are at +4 on the dice. The characters body and looks returns to normal after the poison has run its course. It is a magical poison and has to be dispelled as opposed to cured.

Small Chest

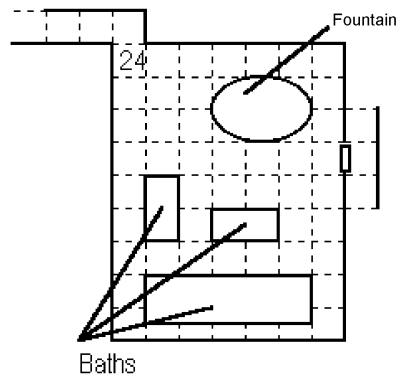
The chest holds 3d4 seedling gemstones. See the description on these gems at the end of this module. The chest also contains a single stonework potion. Pour the potions contents onto a piece of stone and you may work the

stone as if it were soft putty. The stone will harden after a couple of hours.

Small table (rooms center)

The table in the room's center is clear of items and is of no interest.

24- Water Fountain and Baths

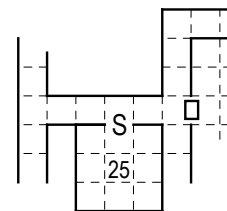


When entered there will be 2 Orc guards present. There has been a rash of Orcs using the fountain as a toilet (Orcs really have no class). These Orcs were placed here in an attempt to catch the culprit(s), since Sawtooth thinks that only he should be able to use the fountain as a toilet.

Recommended Monsters:

2 Orc Guards

25- Old Armory



This area has never been looted. It now holds several sets of armor and many normal weapons (listed below). The room was originally meant to be a small armory and was not trapped in any way.

Armor

- Leather: APV = 1d2+1.
- Leather: APV = 1d2+1.
- Cuir-bouilli: APV = 1d3+1.
- Scale: APV 1d6+3.

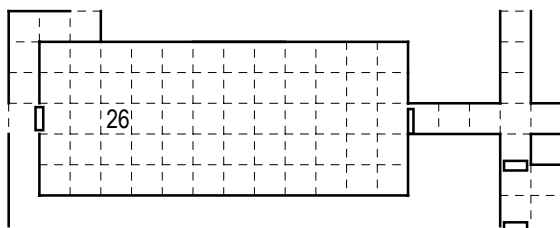
All of the sets of armor found in this area have built for a relative size of one.

Weapons

- 12 bodkin arrows
- Trident
- 2 Throwing Daggers
- Mace
- Blow Gun
- Two-Handed Sword
- Great Hammer
- Small Shield
- Hammer (war)
- Scimitar
- Large Shield

All of the weapons are normal and useable.

26- Orc Sleeping Area



This is an Orc sleeping quarters. At least 30 family groups occupy the area, although not all will be present when the room is entered. The Orcs within the area will be making a lot of noise (-5 modifier if an Identify Sound skill check is made).

Recommended Monsters:

- Orcs
- 3d6 Orc
- 4d4+4 Orc Non-Coms
- 1d4+2 goblin non-combatants (slaves)

No monster sheets are given on the goblin slaves. They will not fight.

The first thought you have upon entering the area is “Orcs everywhere”. The activities within the room cease as the realization runs through the area that there are humans at the door and it is time to fight. Warrior Orcs draw weapons and charge as Orc children look for a good vantage point to see the fight. Goblin slaves jump for cover.

The Orcs within this area will fight very fiercely. This is “home turf” for any Orc fighting in the area. Because of this all the Orcs here have a +1d4 TKA bonus.

Once things are obviously going badly for the Orc warriors, the Orc non-combatants will join in the fight. At this point all the goblin slaves will start to scatter as they panic and try to leave the area (they think the Orcs are better masters than any set of invaders will be). If they are unable to leave by a door (i.e., the group controls both doors), then they will huddle in an area as far from the fighting as possible, and whimper and cower for their lives.

The room’s contents

Once the group has dealt with the Orcs, they may look over the room’s contents. The room is filled with crudely built beds (piles of tree branches). There are several ash pots and small fires burning all the time. The group will find several small animal carcasses, some lying waiting to be cooked, and others actually in the process of cooking. There are crudely built clay pots filled with water. Besides the weapons used in the battle, there are the following weapons within the area.

- 5 Long Swords
- 1 X-bow Stirrup and Hand
- 17 Proto Swords (stone swords)
- 22 Clubs
- 1 Rapier
- 2 War Hammers
- 7 Bastard Swords
- 4 Daggers
- 1 Halberd
- 1 Saber

This was an ancient training area. The Orcs brought the Proto Swords and Clubs with them when they first came to the dungeon. The rest of the weapons were found when the group

explored the dungeon. For this, the Orcs view this dungeon as a gold mine. All the older weapons are of superb quality.

The saber is a magical weapon. It has a 4-point synergy bonus (it is added to the character's synergy bonus for Saber at one point per day). Again, its quality of craftsmanship gives it a +2 wound bonus. It has a base value of 400 Talons.

To tell if the saber is magical, a group member must have appropriate skills (in this case it is Arcana, Black Smith plus the Weapon Smith Skill). Without these skills a character can only tell that it is a well-balanced weapon. See the write up on the skills for what it takes for a character to be able to identify a magic weapon.

After the fight (dealing with non combatants that survive)

This is a good test area for the group and its ability to play the alignments of its member characters. If non-combatants are present once the fight has finished the group must find some way of dealing with them. Some reactions that you might be able to expect are listed below.

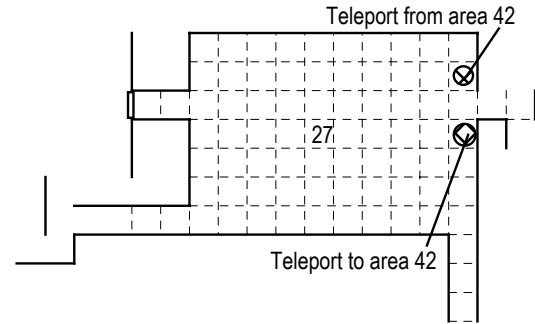
Good The good characters will wish all the Orcs and Goblins put to death. These are future problems to all the player races in the area. Let them go and they may come back to haunt the good people that are making their way here.

Neutral This type of character should not care one-way or the other.

Evil The evil character will want to see the Orcs released (future allies), or enslaved.

Watch and see how the characters justify their positions on the matter. If it seems reasonable award any player that plays in character 50 affinity points. Characters that are not able to justify their positions should get no affinity point bonus.

27- Ancient Dining Area

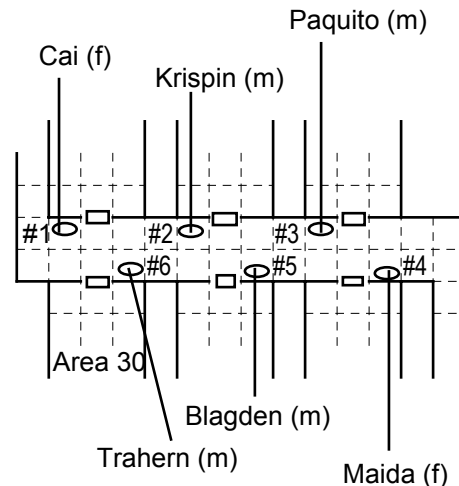


This is an ancient dining area. It is not used by the Orcs for anything since they prefer to gather and eat in area 10.

This room was obviously a dinning area of some type. It is now filled with the remains of the tables and chairs that were used to feed the original inhabitants of the area. Bent and broken plates, cutlery and pewter mugs are mixed in with the debris from the tables and chairs that once filled the area.

The Orcs know about the teleports into and out of this room. The Orcs have sacked this room repeatedly and have left nothing of value; at least nothing that has not been broken bent or smashed.

28- Hallway of the statue



Read the player information once the players round the corner and see the area. Ancient souls possess the statues. They will not harm the group.

You see several things of interest in this corridor. First there are 6 doors, five of which have been hacked or bashed off of their hinges. To the left of each door you see a statue. Four of the statues are of men while the remaining two are of women. All the statues are dressed and positioned to imply nobility in the original models. You can see that one of the statues has suffered extensive damage, as if someone or some group had wanted to smash the statue to pieces.

6 statues line the walls of this area, one to the right of each door (when facing the door). One of the statues (#5) has been severely damaged by the Orcs. Although all of the statues were once normal, all of them have been taken over by the souls of individuals who originally died in the area.

All the souls within the statues are off the deep end in one way or another. It will be difficult to see the insanity on some of the statues, especially statue six. With the other statues it will be quite obvious. When any one of them is asked a question at least two will try to answer it. The only exception to this is statue number two. It will not talk until a character is standing, addressing it directly from less than 5 feet away.

Statue

One The statues name is Cai (f). The statue will smile at the characters. It will ask the characters if they can find and bring back her doll. The doll she is talking about is the doll that the little girl skeleton is holding in area 61. No other doll will do. If the group does bring the doll from area 61 to Cai, then she will bestow upon one of the party members (the one that gives her the doll) a shadow dragon.

The Shadow Dragon is a small magical creature that literally moves from shadow to shadow in the blink of an eye. The Shadow Dragon can never be caught or killed and will never actually try to hurt someone. It will bond with someone and become that person's friend. Thereafter it will 'look out' for the person and try to help whenever it can. Thus, if a person really wants

something badly, he might find the object by the foot of the bed come morning. The shadow dragon is not powerful enough to carry huge things around, but can bring back small things. The shadow dragon that Cai had was her friend in life. It would flit from shadow to shadow, always being near, like a pet offering comfort. When the purging came, its fate was linked with hers. When Cai gives the shadow dragon to one of the characters, there will be a flash, and the character will feel as if someone has slapped him in the back. If checked, his back will have a 'tattoo' of a small black dragon. This is the shadow dragon. It will save the character once from a successful assassination attempt, pushing him or her aside at the last possible instant, meaning that the character will be saved from a blow that should have killed him). With that action, the shadow dragon will be gone and will immediately return to Cai. If Cai's spirit has been put to rest, the Shadow dragon will return to the character's back and become his / her friend for life (will even start to talk to him or her).

Two

The statues name is Krispin (m). The first character to stand less than five feet from this statue and talk directly to it will see the statue smile. A wave of warmth will wash through the character. All wounds are instantly healed and the character will feel his or her wound resistance increase permanently by one point. In addition the character is blessed for a period of one day (roll two dice for each action, take the better result).

With the statue's magic spent, its smile will freeze into place. The other statues will grow quiet momentarily and will mumble that the poor bastard gets so excited that he can't stop from expending himself. The other statues will also make mention of the fact that it will be a long time before he is able to speak again (about a 1000 years). All the statues know from experience how long and horrible that period is.

Legend Weaver: The Making of Heroes Adventure, The Rock

Three This statue's name is Paquito (m). This statue will beg the group to get it Jabez's ring (area 47). Once it has the ring it will ask a group member to tap it, which will teleport the statue to area 51 where it will stand until it is found (not being able to move). Once (if) found, it will beg the group to take back the ring. Once the ring is off its finger the statue will wish to be returned to the other statues (so it can have someone to talk to). The statue will promise anything, even granting the character a wish for the right to wear the ring. Of course it cannot grant such a wish and all the other statues in the area know this.

Four This statue's name is Maida (f). This statue will beg that someone scratch her back. If one of the characters does this, Maida will tell the group that there is a treasure room off the room at the top of the stairs. She is sure it is behind a secret door in the north wall of that room.

Five This statue's name is Blagden (m). This statue is only able to mumble its answers. It is been severely damaged by the Orcs; its arms, chin and one ear were smashed to pieces. If the group can repair this statue using a Stone Work potion (one may be found in area 23) then the statue will bestow upon one member of the group (the person doing the work) the absolute ability to perform one failed action successfully. This blessing must be used within one month of game time. After that time, the character only gets to re-roll a failed attempt. Once restored, the group will find that Blagden has quite a mouth on him and that he is not above insulting anyone who he thinks deserves it (and nearly everyone deserves it). He managed to get a group of Orcs mad enough that they charged him and beat on him long enough to do the damage the group now sees. The other statues will tell the group this and that it was only through a great effort of their own that they managed to make the Orcs retreat (all the statues were freaking, which managed to panic the Orcs once

the Orcs had worked off enough of their anger). If the group offers to fix Blagden all the statues will say this is a good idea, since all feel that Blagden is basically a good guy, even if a hothead and pain in the ass at times.

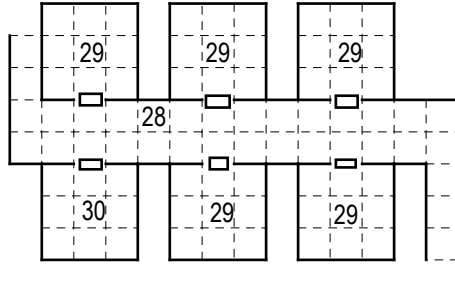
Six This statue's name is Trahern (m). This statue will say that he is the captain of the guards who worked for a ruler that lived in a dungeon located on the other side of the rock. He knows that he has been trapped in the statue for a long time, although he does not know how long. He longs for freedom and peace, to find a way in which his spirit might leave the stone of the statue. All of the other statues view him as the insane one, all of them being convinced by their own insanity that their souls have always been in these rocks (we were created things!) and that the two are now inseparable. Not only are the other statues wrong, but also the soul in this statue belonged to the skeletal remains of the human found in area 30. See area 30 for more information.

The group may get bonus affinity from this area. All of the souls in the statues long for release. None of the statues will actually state this except for statue 6. If the group performs an exorcism using the book found in area 14, the souls in these statues may be released. See the section "Performing an exorcism" found at the end of the module for details on gaining affinity by freeing the spirits trapped in the dungeon during the purging.

The group should get a general impression that statues 1 to 5 are not totally sane. All the statues should come off as at least a bit odd.

The group may ask these statues how long the Orcs have been around. Unfortunately, none of the statues have any real sense of time now. When any one of them is asked this question, one of them at random will blurt out "oh, at least several months". After this, all the statues will totally agree. This figure is wrong but the group will have no way to know this...

29- Bedrooms

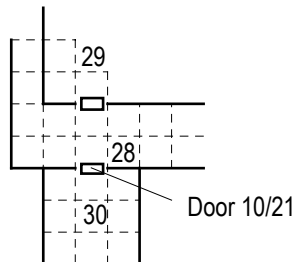


All of these rooms are basically the same. Read the following description to any character that enters one of them. For a change of pace you may pick one of these rooms as actually having an intact door (it doesn't matter which one).

The room was an obvious bedroom. The door has been hacked off its hinges and all items inside the area have been destroyed. Remains of dressers, beds, tables and chairs litter the area. Even the old chest has been hacked to pieces.

All of these rooms were bedrooms. Four were bedrooms used by the higher-level employees of the dungeons original owners. Two of the rooms where used for houseguests. All had fairly sturdy doors. One of the doors was left open (Lower right hand room). All the rooms have been ransacked, the ones whose doors had been left locked have had those doors hacked to pieces by the Orcs. The contents of these five rooms have been chopped to pieces. Nothing of value remains. The group may spend as much time as it wants searching.

30- Intact Bedroom



This room has survived by virtue of having a large heavy door (**Door: 10/21+5**). The door has obviously sustained damage (original stats were 10/50+5). The door is locked (note the +5 Modifier).

You enter an intact bedroom. In the area's corner you see a chair, writing table and a skeleton. The skeleton died while sitting at the table, its form is slumped forward so that its head and shoulders rest on the table. The skeleton's right arm dangles by its side, while directly beneath its fingers you see a quill pen resting on the rug that covers the room's floor.

As you look further around the room you see a small but comfortable looking bed. At the foot of the bed you see a small chest. By the bed is a nightstand, and by it a small upright dresser. Two very ornate swords hang against the south wall of the room.

This room was used to house a visitor from another dungeon home located on the other end of the rock.

Bed

The bed is comfortable and affords anyone sleeping on it a fairly good nights sleep. The bed is not magical in any way.

Dresser

The dresser has several changes of clothing. The clothing and items within are meant for show, what someone would wear when visiting a person of importance.

Writing Table and Skeleton

The remains of clothing may still be seen, clinging to the skeleton. The skeleton wears a cape that is still intact. On a belt, on the skeletons right side away from the door, the group will find a sword. **The sword is a magical long sword with a +2 synergy bonus (which the character gains at a rate of one point per day) and a +1 damage bonus.**

The skeleton was working on a letter when he died. The parchment rests under the skeleton's head. Should the group make an *Ancient Languages Skill* check, they will learn that the letter is addressed to family and states that on

the whole the training is going pretty well and that the writer expects to be home shortly.

The spirit of this individual is trapped in the statue found outside the door of this room (statue #6, Trahern). If the skeleton is touched, the part or bone touched will crumble to dust. The spirit in the statue will scream and shout as if being tortured while this goes on. The group may free this spirit by touching the statue to the skeleton. Remember that they must bring the statue to the skeleton. The statue weighs 450 pounds (Relative Size=2.5). Give each group that aids in freeing the soul in statue six 50 affinity points.

Chest

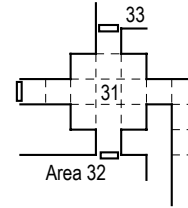
The chest is small but very well constructed. It has the following ratings, **20/300+8**. It is locked. The group may find the chest's key on the skeleton's belt (yes, the skeleton in this area). If left intact, the chest has a base value of 250 Talons.

Once opened the group will find 5200 Talons worth of gold and silver.

Ornate Swords

These ornate long swords have a base value of 500 Talons each. They are not magical but they are beautiful works of art. Images and designs cover the hilt and vast majority of the blade. Since the long swords are ceremonial in nature (what you would wear to a ball) **they have a 5% chance of breaking from any given hit they make.**

31- Guard Post



The group must deal with the guards in this area. Read the player description when the players enter the room. A fight in this area will draw the Orcs from area 33 in 3d4 Combat Rounds.

Recommended Monsters:

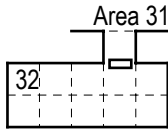
6+1d6 Orcs (during the day)

These Orcs guard the food in area 32. This food is the personal reserves of the clan's current leader. Since these Orcs represent the personal guards of Sawtooth, they should represent tough examples of Orc fighters.

You enter a small guard post. Several Orcs look at you from their positions about the room. It takes but a second for them to realize that you shouldn't be there. They draw weapons and prepare to kick your butts.

Except for the guards, the area is empty and without interest.

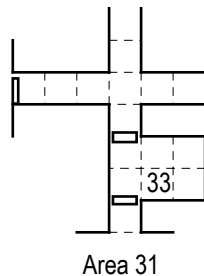
32- Storage Area



You see plates, cups, dishes, paintings and pieces of furniture and silverware strewn into piles about the room. You would class what you see as loot, or what the Orcs would call loot. Things that are generally fragile and have a lot of workmanship associated with it. The problem is the Orcs mishandling of the items. By human standards the items are ruined. By Orc standards they still look great enough to want to store away in this private area.

Anything that looked half ways valuable in the complex may now be found in this area. This includes such things are plates and dishes, chairs, stools, books, etc. The problem is that many of the plates and dishes are broken. The silverware is bent and the paintings ruined as the paint has been scrapped off to see the canvas underneath (no one ever said Orcs had finesse). The Orcs have in fact ruined everything they have brought into this area.

33- Orc Guard Post



This is an Orc guard post. If the group stops to listen they will hear sounds from within. An *Identify Sound Skill* check will indicate to the group that the Orcs are having fun and are gambling or something very similar. A fight in this area will draw the Orcs from area 31 in 2d4 Combat Rounds.

Recommended Monsters:

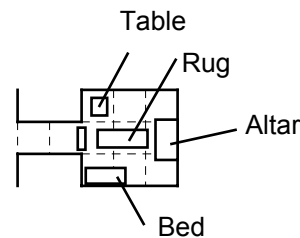
Orcs,
1d6+3 during the day
2d4+4 during the night

This is a natural gathering place for the Orcs. They come here, to guard and gamble.

You enter a room full of Orcs. All the Orcs are dressed and ready for battle even though there are many small groups that have formed and are involved with games of gambling.

There will be 2d6 * 100 Talons in the area when the battle has ended. It will take the group 35 minutes to find all the money since a lot of it will be hidden in boots and g-strings (ick!).

34- Priests Quarters



The group will find the door open and the room's contents intact. Even the Orcs recognized the room as having belonged to a priest and have, to a large extent, avoided it.

You enter a bedroom that doubles as a shrine. A pale green rug leads to an altar that rests by the east end of the room. Just north of you is an empty table while just south of you sits a simple bed.

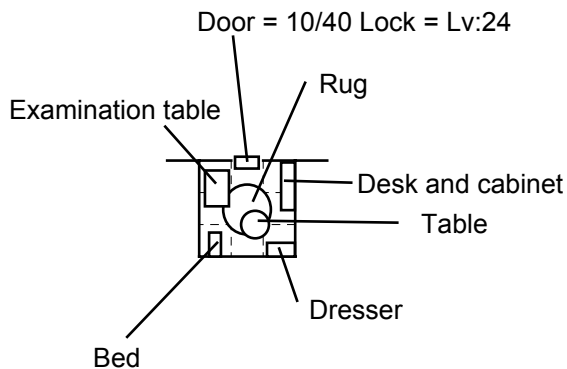
The room is dedicated to the same deity whose presence may be found in area 16. This is in fact a secondary shrine to that deity and thus the same magic appears here as found in area 16. That means that if one of the characters kill something while in this room, the creature will be instantly resurrected and the character will be cursed. If the character used a weapon to kill the creature the character loses all knowledge on how to use that weapon. If the character used a spell to kill the creature then he will lose the ability to cast that spell. In addition, the character cannot re-

learn the use of the lost skill until the curse is removed.

Once the temple has been violated (i.e., something is killed) a whisper of a voice will inform the character that he has violated the sanctity of this holy place. The character is cursed until the day he saves the lives of not one, but two creatures identical to the one he attempted to slay here today.

The priest led a very simple life. The Orcs have taken everything that was not tied down or not obviously tied directly to the deity.

35- Doctors Office



The door into this area has withstood the onset of the Orcs. **The door's characteristics are 10/12+2** (original characteristics were 10/40+2). If the group can get the door open read the boxed information below.

You enter a physician's room of some type. Against the West Side of the room you see an examination table. A table full of instruments lies in the southern half of the area. Against the east wall is a cabinet and desk while against the south wall is a bed and dresser. A large woven rug covers the central portion of the room's floor.

This room is a freebie. No Monsters. No Traps. Just stuff to find. Healing type stuff.

The table has the full complement of the doctor's equipment, including a small black bag full of the stuff he would take with him if making a dungeon call. Inside the dresser the group will find the doctor's clothes (nothing exceptional). The bed is adequate for a good nights sleep. The examination table, rug and table are all normal. In the desk the group will find papers and letters

dealing with medicine. There is nothing exceptional here although a group member will have to make a successful *Ancient Languages Skill* check to figure this out. When the group searches the cabinet they will find a variety of potions.

The potions include the following:

One Potion of Minor Healing: Will heal 1d10 wounds and has a base value is 50 Talons.

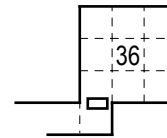
One Potion of Major Healing: Will heal 2d20 wounds and has a base value is 100 Talons.

One Potion of Full Heal whose base value is 200 Talons.

One Potion of Cure Disease whose base value is 450 Talons.

One Potion of Neutralize Poison whose base value is 75 Talons.

36- Outcast Orc Family



This room holds an outcast Orc family. The family is unable to cope with Orc society as a whole since the mother and father are both of neutral good alignment. Because these two are "different" the rest of the community has shunned them. When the group enters the area the parents will not immediately grab weapons or attack. They will basically ask what the group is doing here and what it wants with them. If the group makes threatening noises the Orc couple will basically say, "why you hurt, we hurt you no". If the group does not attack on sight they will have time to look around the room. Read the boxed description.

Recommended Monsters:

- Orcs,
- 2 Orcs (Husband and Wife)
- 3 Orc Non-Coms (children)

You look around a 30 by 30-foot room that looks bare even by Orc standards. A small fire burns in the center of the room. You see a very uncomfortable bed near the far corner of the room made up of broken boards and matted Orc hair.

The room has five Orcs within it, an adult male and female plus three young Orc children of varying age. None of the Orcs look right to you and you realize with a start that they look thin, even with their matted hair their skin is tight over their bones and their eyes have a sunken deathlike look to them. These Orcs are starving. Your minds almost bulk at the idea since you have never heard of such a thing.

The Orcs within the area are in fact starving. The couple does not dare leave in search for food for fear that the other Orcs within the colony will perform a stoning. What food they have eaten in the last while has been thrown at them by other Orcs (a sure sign that a stoning is not far away).

If the group attacks, the two adult Orcs will defend themselves as best they can. Once the fight has started (the Orcs will not start it) they will shout to their attackers things like “we no hurt?” Once the fight has ended, even the dumbest moron within the group will realize that the Orcs were in such poor conditions that they were not really able to put up any kind of fight. Once both Orcs are downed they will die begging for the lives of their children.

If required, use the following stats for the Orcs.

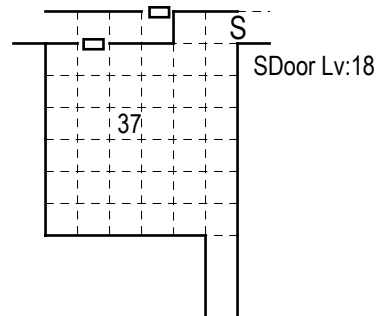
Weapon Synergy Level = 3+0 (fist)
To Kill Adjustment = 1d2
Total Wound Resistance = 0
Wounds = 8

If the group is civil to the Orcs the Orcs will tell the group what they know of the colony (areas 1 to 45). They do not know the location of any secret rooms and cannot count. Answers will be phrased in short sentences; i.e., “many Orcs in area”. Asked why they are in such poor shape they will answer “different, like you”, which will hopefully be true and will tell the group that the Orcs are good and not evil creatures.

Before the group leaves the Orcs will ask to leave with them. If a character is good to the Orcs (treats them with respect and shows kindness) the Orcs will travel with, work for and even help the character(s) if the character(s) is/are willing. The Orcs will only stay with a character for a period of one year unless the character actually takes them on as hirelings in that period of time (i.e., starts to pay them a wage).

Make the situation as pitiful as you can. Show the plight of these poor creatures and really tear the hearts out of the players. Reward up to 50 affinity points per group member if a player follows his alignment and/or shows the appropriate compassion.

37- Orc Living Area



This area contains a large number of non-combatant Orcs. All will fight when the group enters the room (non-combatant Orcs are just Orcs that have not yet gained warrior status in their society). Read the players description to the group once they enter the area. The North East Secret door may be found with a successful *Search Skill* check.

Recommended Monsters:

3d10+10 Orc Non-Coms

All the non-combatants in the area are able to fight.

You see an Orc living area. Piles of bedding litter the area as well as cooking fires surrounded by makeshift chairs and benches. You can see the shock on the faces of the nearest Orcs when they realize that outsiders have violated the area.

The Orcs feel (up until the time the group enters the area) that this area is safe. The entire colony protects them from one side and the Chimera and blocked door protect them from the other. If a group of outsiders enters the area from the north door the Orcs present will believe that all is lost. All present will cower near the south end of the room, but not down the hallway. The Orcs want the group to enter the area and move away from the door. If this happens then the Orcs will rush the door in an attempt to gain their freedom. If the group starts shooting the Orc mass with missile weapons, the group will be charged and overrun allowing 10-60 percent of the Orcs to escape the room (the group will not be able to hold their ground against the mass).

If the group enters the area from the south, up to half the Orcs will charge the group in the hopes of keeping them preoccupied while the rest of the Orcs bring help. The group will face every fighting Orc in the place, one guardroom worth at a time, until the group is killed off, retires or has wiped out the colonies fighters. There will be 2d6 Combat Rounds between each fight.

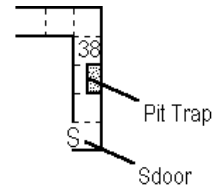
The order in which the group will face the Orcs is:

- Area 31
- Area 33
- Area 10
- Area 26
- Area 22
- Area 20
- Area 21
- Area 12
- Area 11

If the group has to retreat from the area (likely if they enter from the south) then the Orcs will form up in this room and come after them. They will form a large group (about 30 or 40 of them). The Orcs will have one level 18 + 7 tracker. If this Orc is slain then the next most competent Orc tracker will have level 15 + 0. If the group created a trap from the rocks in area 57 and spring it on the Orcs as they come up the stairs

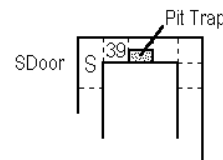
give each group member 25 affinity points for being so clever and insightful. The character that comes up with the idea should get 50 affinity points. A trap will kill outright 25% of the Orcs sent after them as well as having a 25% chance of killing the Orcs primary tracker. In addition, it will give the group 1d4 hour head start as the posse must lick its wounds and get its act together again.

38- Pit Trap



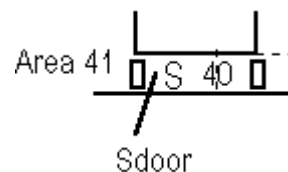
The characters may find the Secret door with a successful *Search skill* check. The right side of the corridor is trapped. It requires a successful *Search Skill* roll to find. Once a group member steps on the area marked on the above map only a successful *Escapist Skill* check will prevent the character from falling into the pit. The pit is 30 feet deep.

39- Pit Trap



The pit trap here also results in a 30-foot fall. However, the landing on the spikes at the pits bottom will do an additional 2d6 wounds on the character.

40- Fake Treasure Room



The small treasure room has two small chests near the west wall, just in front of the secret door.

Chest 1: 4/20 locked

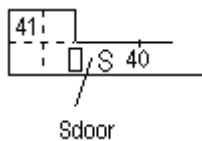
- 4300 Talons in gold and silver coin.
- 1d3+3 small gold bars with a base value of 200 Talons each.

Chest 2: 4/20 locked

- Potion of Resist Fire. Duration of 2d6 combat rounds. Increases the drinkers WR against all fire base damage to 2d12. The potions base value is 50 Talons.
- Potion of Resist Cold. Duration of 2d6 combat rounds. Increases the drinkers WR against all cold-based damage to 2d12. The potions base value is 50 Talons.
- 1 magic dagger that gives +3 to the characters synergy bonus in the dagger weapon skill. The character receives the bonus in the normal manner (starts out at zero and increases by 1 point per day). The dagger has a base value of 800 Talons.
- 1d4 gems with a base value of 1d6 * 100 Talons each

All of the items are real. They are worth a fraction of the value of the items found in the secondary treasury (area 41)

41- Secondary Treasury



There are monsters and traps in this treasury. Read the boxed information realizing that when the players begin to mess with things they will find both the monsters and the traps.

Recommended Monsters:

Skeletons
1 skeleton will form for each group member

These skeletons are here to protect the treasure. Although individual items are trapped, the skeletons will form out of the vast piles of bones found in the pit at the room's center as soon as any item in the room is touched.

A huge 10-foot square pit, filled with bones dominates the center of the room. You can see that a plaque or sign has been set in the stone in front of the pit. Around the room are a series of alcoves. These alcoves hold a variety of items. In addition, you can see chests set against the north south and west walls of the room.

The group can count a dozen alcoves, 4 each, set within the north, south and west walls of the room. There are three chests set against each of these walls.

Alcove

1. Potion of Luck with a base value of 100 Talons. The affects last for 1 battle, roll two dice and take the best result. Base value is 50 Talons.
2. Gold Ring, None Magical with a base value of 50 Talons.
3. The alcove holds an illusionary long sword. Should a character or object touch the illusion it will activate a trap.
4. Cross Bow: Stirrup and Hand: +3 TKA bonus. The Cross Bow has a base value of 1500 Talons.
5. Two-handed sword with a +1 TKA bonus. The sword has a base value of 500 Talons.
6. Potion of polymorph self. One use will change character to a new form (the first one the character sees or thinks about) until second potion is taken. The change is permanent unless a second potion is taken! Base value on the potion is 250 Talons.
7. Scroll: Can only be cast by a character that can cast level 3 spells. Gives the caster +3d4 WR for 3d6 combat rounds. Base value is 300 Talons.
8. This alcove holds one Set of Chain Armor: none magical, built for an RS rating of 1.
- 9-12. These alcoves are empty.

Chest

1. This chest holds 3d6 * 10 Gold Talons + 6000 Claws. The gold is contained in a pouch at the bottom of the chest.
2. This chest is full of fine silk cloths. Buried at the bottom of the chest is a pouch filled with 5d4 pieces of jewelry

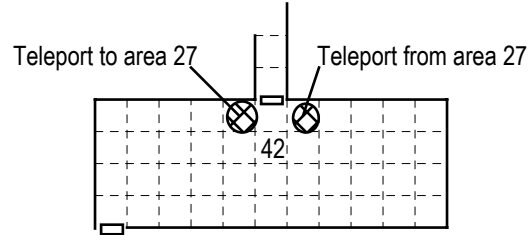
with a base value of 1d6*100 Talons apiece.

- 3 This chest contains a trap. The chest will explode forcing the character into the pit of bones unless the character can make a successful *Escapist Skill* check at +5 on the dice. The explosion will do 5d6 wounds on the character trying to open the chest (WR and APV dice rolls apply). The chest is destroyed in the explosion.
- 4 This chest contains a 2-Handed Ax. It is a very beautiful weapon although it is non-magical. Base value on the Axe is 800 Talons.
- 5 This chest contains 1d6 pieces of jewelry with a base value of 1d10*100 Talons each.
- 6 This chest contains a crown made out of gold. Base value for the crown is 1400 Talons.
- 7 This chest contains a Short Sword with a +1d4 TKA bonus. It has a base value of 800 Talons.
- 8 This chest contains a potion that adds +1d10 WR for the duration of one battle. Base value is 400 Talons.
- 9 This chest contains 2300 Claws in gold and silver coin.

Background.

This particular treasury did not belong to Jabez and therefore his ring will not prevent the activation of the traps or the animation of the creatures. The owner of this treasure was out of the dungeon when the great purging took place and thus there is no safe or easy way of getting the items and money found in this area. The group should get 50 affinity points each for just finding this treasury.

42- Orc Guard Post



Area 43

The group must first deal with the monsters found within this area before you read the areas description to them.

Recommended Monsters:

Orcs,
1 + 1d3

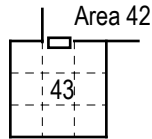
These Orcs guard the food in area 43. This food is the personal reserves of the clan's current leader, Sawtooth. Any incursion into this room will be met with the following yell to arms "Der after da bosses hangin meat, git em!"

Since these Orcs represent the personal guards of Sawtooth, they should represent tough examples of Orc fighters.

You enter what must have been an ancient kitchen. The remains of a half dozen stoves line the eastern edge of the south wall. Cupboard and shelving units that lined the east and west walls have been smashed and chopped to pieces to feed the small fire that burns in the room's center.

On the left and right side of the north door there is a teleporter. The one on the east side of the door is a one-way teleport into room 14. The one on the west side of the door is a one-way teleport from the southern teleport found in area 14.

43- Freezer

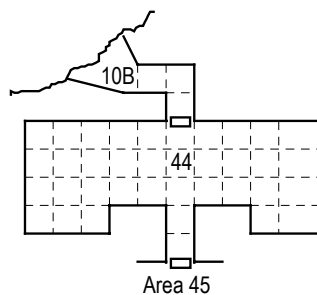


The door opens you feel a blast of cold air from within. The door looks into a room that is well below freezing. Full animals have been taken into the room and now hang, rest or lay frozen in position. Among the carcasses you see a bear, deer, 6 wolves, a giant spider, a blue bird, 2 vultures and long very large snake.

This is a magical freezer that even the Orcs have managed to figure out (put the meat inside and close the door and it stays cold inside . . . leave the door open and many rooms get very cold very quickly). Every once in awhile they throw an Orc into the room and see how long it takes for him to stop pounding on the door (it's a big joke with them). The room is now full of hunted meat and is the property of Sawtooth (see area 41). Only one of the animal carcasses is exceptional, the blue bird. This is a small bird that is a brilliant blue color. A character that makes a successful *Arcana Skill* check will realize that the bird is magical in nature and can be sold to a Magic User if taken back out to civilization. The bird will fetch some money back in town. Its base value is 250 Talons.

Although the group may think the spider and snake carcasses are worth something, they are not (although don't let them know this until they have managed to pack them out of the dungeon).

44- Bodyguards to Sawtooth



These are the personal bodyguards to Sawtooth. These Orcs will fight with Sawtooth if he has been alerted to any fight-taking place in area 10.

See area 45 for how Sawtooth will defend the colony.

Recommended Monsters:

3+1d4 Orc Guards

These are more of Sawtooth's personal bodyguards. They will fight fiercely and by his side so long as he stands...

You enter a large room by the north door. To the east and west you see alcoves in the southern wall of the room. In the center of the south wall there is a second exit from the room.

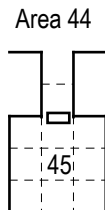
The Orcs in this area live in relative comfort. You can see several couches and beds positioned along the east and west walls of the area. A cooking fire sits in each of the room's southern alcoves. A variety of weapons lie on the floor or lean against the walls. All of these weapons seem to be in good repair.

The group may find a small chest hidden behind one of the couches. The chest has a lock but is not currently locked. The chest contains 890 Talons worth of high value gold coin. It also has one potion of fire. Throw the potion and it blows to damage anyone with 10 feet. Damage is 4d4 wounds. Those caught on the edge of the blast can make a *React* roll to avoid the affects of the blast. Those with the *Escapist Skill* may avoid the affects if they make a successful skill check. The character gets his APV and WR rolls. Base value on the potion is 50 Talons. The owning Orc doesn't have a clue what the potion is and leaves it in the chest (Orcs are not that good when it comes to Ancient Language Skill checks).

In addition to the chest the group will find several useable weapons. These weapons are:

- 2 Long Swords
- 3 Halberds
- 1 Short Sword
- 1 Cutlass
- 3 Pikes
- 1 Two Handed Swords

45- Sawtooth's Room



Sawtooth lives here (the Orc that runs the place). The group will have to deal with him in one way or the other. Read the player's description once the players open the door into this area (read it first since Sawtooth may already be dead by the time the players enter this area).

Recommended Monsters:

- 1 Orc, Sawtooth (stat sheet provided)
- 2+1d4 Orc Bodyguards

Remember that the Orc in area 15 is actually tougher than Sawtooth.

Compared to the rest of the Orc area, this is a nicely furnished room, although the things within could stand a good cleaning.

You see a four-poster bed near the southeast corner of the room. Beside this bed you see a large chest, surrounded by thick heavy chains and padlocked in three places.

In the room's center is a large ornate table piled high with garbage and food scraps. Against the west wall is a dresser, and cabinet filled with pewter cups and piles of armor and clothing.

Sawtooth may or may not have heard about the fight in area 10. If he has heard of the fight, he will stop his guards in area 10b from attacking the group. He will gather his forces from this area, from area 44 and 10b and plan an ambush against the group. He will take his group and follow the characters and wait until they attack one of the other guard posts in the area. Sawtooth

will then attack the group from behind (thinking that this will be more than enough to finish off any set of intruders).

If the group does explore area 10B then Sawtooth will hold back in area 44 until (his best guess) at least half the group is in area 10b. He will then attack the group in area 10b trying to force those members he is fighting back over the edge of the area (thus making them suffer the effects of a 30-foot fall).

Once Sawtooth has been defeated the group will find that he carries three keys. The key fits the locks found on the chest, described below.

Bed

The bed is comfortable but not much more than that.

Dresser

The dresser drawers (3) were locked when the room was found. They were forced open (ruining them in the process) their contents dumped about the room and later scattered about the dungeon. The drawers were then forced back into the dresser to give the item its current well used look.

Although there are a few pieces of armor piled on the dresser; none of the armor here is exceptional. The same goes for the clothing that is piled on the dresser. However, beneath the clothing the group will find a clay tablet with a set of marks on it. These are the Orc's Clan mark. This particular group of Orcs belongs to Clan Griffon. Once the Shaman arrives the colony will become Clan Chimera. If this tablet is given to Shanley, he will recognize the mark and will know where the colony comes from. The group can make a *Discernment Skill* check to realize the tablet is important.

Chest

Like the dresser, the Orcs forced open the chest, wrecking the original lock in the process. The chest and its contents were claimed by Sawtooth. Sawtooth added the chain and three padlocks as protection

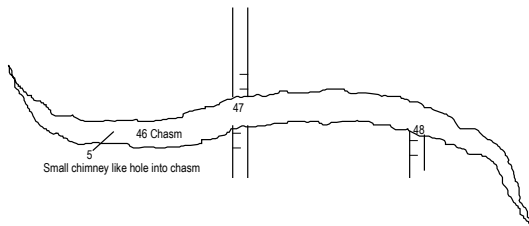
against pilfering. If Sawtooth is searched the group will find the keys to the padlocks.

Once opened, the group will find 3800 Talons worth of gold and silver. In addition the group will find 2d6 gems each worth base value of 2d6* 50 Talons.

Table

The table is piled high with junk and food scraps.

46 & 47- Chasm, Bridge Remains



Chasm

The group can see the ancient remains of a bridge (the remains are at the edges of the chasm only) at area 47. If they can get across the 23-foot chasm they can construct a rope bridge using 100 feet of rope.

The chasm is about 1000 feet deep. A character in free fall would reach the bottom in 6 to 9 seconds (depending on how many times he bounces off the walls). A fairy could make the trip to the bottom in 30 to 45 seconds. One of the larger winged races would take 1 to 2 minutes to reach the bottom. From the chasm's bottom it would take a flying creature one to five minutes to reach the top of the chasm.

At the chasm's bottom the characters will find the remains of the bridge although it will be very hard to identify it as such. Small lichen grows on almost everything and has caused the smooth bridge surface to become as pitted and rough as the surrounding rock. However, any character that does even a cursory look can find a small pile of bleached white, intact bones. Bridge pieces that are near this small pile of bones will

be smooth and free of the lichen. The bones include an intact set of hand and arm bones complete with a ring still visible on one of the skeletal fingers. These bones represent the remains of Jabez, the original owner and builder of this complex. He was on the bridge when it collapsed out from under his feet. He, his wife and servant died long before hitting the bottom of the chasm. The magic in his ring has prevented the lichen from claiming this small portion of his bones. The ring may be taken without harm and is the only way into Jabez's treasure room. The ghost of Jabez will appear to the group once they have gotten into the treasure room. If the group finds Jabez's ring, each member should get 50 affinity points.

Jabez's ring

The ring is a golden band with a single pearl. Ancient writing may be seen on the ring's inside surface. The writing may be translated to read Jabez (an obvious name). It requires an *Ancient Languages Skill* check to read the name.

Wound Resistance Bonus = +1 point

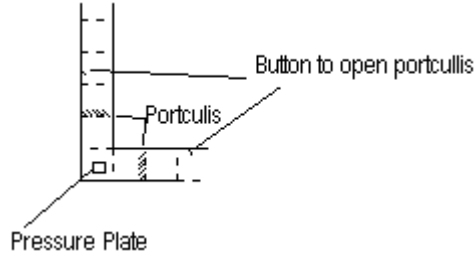
If the ring is tapped twice (within 2 seconds of each other) the wearer will be teleported into area 51, facing the map. The wearer must be within the cavern complex to make use of the ring.

If this ring is touched to the door leading into area 56, the door will open. It will also open the door into area 51 and can be used to activate the teleport within the area. The ring is marked, as is normal for magic items, but will take a magic user's lab and library to research how it is to be used. If the characters cannot make the rolls, then the players must figure out how to use it. A single player must make both rolls.

48- Entrance to the treasury

This entrance is around the curve of the chasm and cannot be seen from the bridge.

49- Portcullis Trap



The group will see the raised portcullis along the north corridor as it comes down the corridor from the bridge and chasm. The second portcullis, along the eastern running corridor is covered by an illusion. There is a pressure plate in the corner square. Each group member that walks over this spot has a 1 in 6 chance of stepping on the pressure plate.

If someone steps onto the pressure plate then both portcullises will fall into place. A character standing under a portcullis that comes down must make a *React* roll or be hit by the portcullis. Those within 10 feet of the portcullis can make an *Escapist Skill* check to get out of the trap. Those hit by the portcullis take 3d10 wounds (WR and APV rolls apply) and may end up on either side of the portcullis.

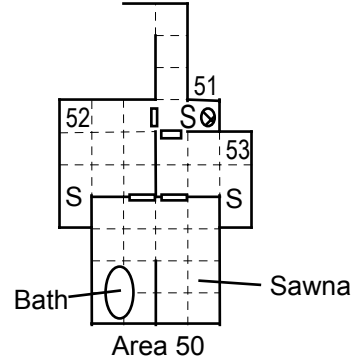
Once the portcullises have fallen, there will be a series of brilliant flashes of light. All spells and magical items will fail to operate for 24 hours.

To the north of the northern portcullis and to the east of the eastern one there is a button. Each button can be found with a successful *Search Skill* check. Once found either button will raise both portcullises.

Background

The trap is meant to hold someone long enough to allow them to be found. Now that there is no one to do the finding, it is not quite as effective as it once would have been.

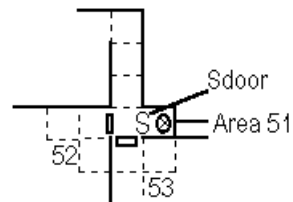
50- Bath Area



The bath and sauna connects to area 52 and 53. As you enter the sauna area, you feel a barrier. Once through the barrier the area is very hot and steamy. Benches line the west, east and south walls.

The bath is always filled with fresh water. It is currently cool to the touch, being the correct temperature for individuals stepping from the sauna area. If a person puts his hand in the bath water and ask the pool to cool or heat, its temperature will change by one degree. The change is nearly instantaneous.

51- Dungeon Teleport



The secret door into this area has a magical lock. It cannot be opened by physical means. The magical key is Jabez's ring. When you touch the ring to the door, the door opens. Once the door has been opened read the player description.

You enter a small 10-foot square room that has a map covering the far eastern wall.

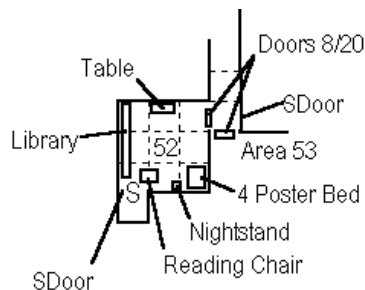
The map shows the floor plan of the entire cavern complex minus the treasuries (areas 41, 56 and 61). If Jabez's ring is touched to the map, all within the room are instantly teleported into the area touched. Tapping the rings stone twice with a fingernail will instantly teleport the wearer back into this room. If the group wishes to make

a copy of the map, you can provide them with the player map that comes with the module (the map without any room numbers printed on it).

You will note that there are differences in the player's map and the regular map. This represents changes that took place in the dungeon after the teleport system was set up.

52- Jabez's Bedroom

The door into this area has the following characteristics 8/20+4.



You enter a nicely furnished bedroom. A great 4-poster bed sits in the southeast corner of the room. West of the bed sits a small end table and beside the end table sits a reading chair. A large rug covers the room's floor. Along the room's west wall sits a personal library.

This is the bedroom of the original owner. Anyone lying on the bed will instantly fall asleep. They will wake fully rested in about 10 minutes. Spell and weapon bonus synergy return after a sleep but this will only work once per month. After that, the bed acts as a safe haven. A character can use the bed once per day for sleeping.

The rest of the items within the room are not magical. The reading chair is comfortable. The library holds a lot of books that could be considered action adventure stories. If the group makes an *Ancient Languages Skill* check they will realize that one of the books describes the use of the teleport found at area 51 (an instruction manual). If the group looks through the library, they will learn that the original owner of the dungeon was named Jabez.

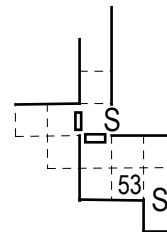
Secret Room

The secret room has a shelf on each of the three walls (east, west, south). The east and west shelves each hold a coffer. Each coffer holds 500 claws. Each Claw coin is illusioned to be a gold 20 Talon pieces (so the apparent value here is 20,000 Talons). The south wall holds a small mirror. The mirror is magical and may be used to look at anyone in the complex. The problem is that the individual's name must be known. A magic user may realize the mirror's purpose if he makes a successful *Arcana Skill* check as well as a successful *Discernment Skill* check. If the group figures the mirror out and locates Jabez's resting-place (i.e., sees his bones at the bottom of the chasm) then the group should be given 50 affinity points per member.

Read the following description should the group try to see Jabez.

You view an area where dimly growing lichen covers the rocks and crags in an area that must be at the bottom of a chasm. Oddly enough you see a dim spot where the lichen has not grown. Within this darkened area you recognize the shape of a skeleton's hand and arm.

53- Tecla's Bedroom



Teckla is Jabez's daughter. She was out of the dungeon at the time of the purging meaning that she died far from home. Read the boxed information when the group enters the area.

When you first open the door you think you are looking outside the dungeon but you realize that all of the walls of the room have been painted with an outdoors scene that makes the room look as if it is situated on top of a small hill, overlooking a vast forest.

Once you have gotten used to the scene you can tell that the area is a bedroom. A large 4-poster bed sits in the room's northeast corner. An oval shaped rug fills the room's center. On the south wall there is a large dresser with mirror. You see a large hope chest in the southeast corner of the room. Finally, you see a small table butted up against the west wall of the room. The table is covered by a red cloth and has an unlit candle sitting at each of its four corners.

Teckla did not follow the path of the deity that is found elsewhere in this dungeon. She set up her bedroom as a shrine to her own deity Vendra; a deity that still exists in the character's current land as a forest deity. Vendra allows the killing of animals for food but not for sport.

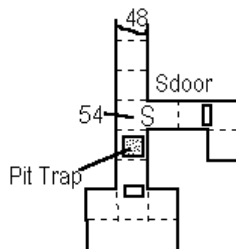
The furniture in the room is very nice but none of it is magical in any way. The dresser will have a small jewelry box (unlocked and not trapped) with 800 Talons worth of jewelry.

Small secret alcove

If the group finds the small secret alcove they will find that Teckla uses the alcove as a closet. Clothes hang from pegs that cover the four walls. The clothing ranges from pieces that would be used for formal as well as informal wear.

54- Pit Trap

The secret door here has the following characteristics 10/20-8.

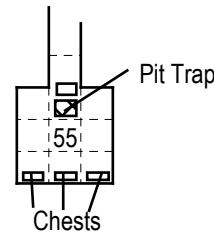


When a character walks by the secret door with Jabez's ring, a point of light will glow on the

secret door. Touching the rings gem to this point of light will open the secret door.

The pit trap to the south of the secret door is activated by the presence of weight. The character(s) that activate the trap may avoid falling into the pit if they make a successful *Escapist Skill* check. It is a 20-foot fall onto spikes; +3d6 wounds.

55- False Treasure Room



The pit trap at the door has no general modifier. Again, a character may avoid falling into the trap by making a successful *Escapist* skill check. Trap is 20' deep with spikes; +3d6 wounds.

You see three chests at the far end of the room. On the far wall hang three weapons, a halberd, a spiked club and a long sword. The chests are big and are bound by large chains, as if they were meant to hold something within.

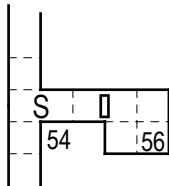
This room is a minor false treasure room. It contains the following items.

- A halberd with a TKA of +1. The weapon has a base value of 450 Talons.
- A club with nails though its end. It is non-magical.
- A long sword with three cheap gems in set in its hilt. Base value for this weapon is 150 Talons.

The chests have a lock modifier of -7

- Each chest has 1400 Talons in gold and silver.

56- Main Treasure Room



The door into area 56 is not locked and will open easily.

Recommended Monsters:

Jabez's Ghost
No Stat Sheet Provided

The ghost of Jabez will form once the group enters the room.

You see four large chests in the room's center forming a square with their backs towards each other. On the far wall of the room you see a half dozen weapons: a long sword, a halberd, a short sword, a cutlass, scimitar, dagger and a spear.

This is the main treasure room. It is Jabez's personal treasury. His ghost will form in the area and speak with the group once the party has entered the room. The group is not meant to fight the ghost. Ghosts are powerful undead creatures whose moan, wail and appearance can drive a normal person insane. They are non-corporal, so weapons pass through them without damage.

If the group is foolish enough to attack the ghost, then it will pronounce a curse on all the items within the room and leave (it will not slaughter the group today). The curse will take affect when the items are taken from the room. As the

Legend Weaver, you must come up with the curse. Be harsh. The curse remains in affect until the items are returned to this room.

Jabez wishes to know if he has a surviving heir. Jabez will tell the group that they may have all within this room (except for one item) if they try to locate a surviving heir. The one item is a generation sword that is good to no one but a descendent of Jabez himself. He will tell the group "You will know when you have completed the task. The sword will only respond to one with my blood in their veins, get them to hold the sword... and it will sing to them". The group may visit as many inns and taverns as they wish and will probably have to spend a fair amount of time looking for the heir. In fact, the sword will only respond to Christeen Bailer. See Bailer's Inn in the adventure sequence. A successful *Astrology Skill* check may be used to narrow the search. They must allow Christeen to hold the generation sword. When the sword responds to her (which it will) the quest is completed and the group gains 250 affinity points each. If the sword is given away or the group intentionally forgoes the quest (once having agreed to it), then the sword itself will become a curse to them. As the Legend Weaver, you must determine how bad the curse is and what the group will meet as a consequence of their actions. Make it bad but keep in mind that a group working for Shanley (see Shanley's Keep as a separate write up) may not be able to perform this quest until their obligations to Shanley are complete.

Weapons Found on the Walls

- Jabez's Generation Long Sword.
- A scimitar with a TKA of +1d4. Base value for the weapon is 450 Talons.
- A bow with double the normal range figures. Base value is 500 Talons.
- Dagger with a +2 TKA bonus. Base value is 250 Talons.

The remaining weapons found on the wall are non-magical.

Chest 1

- 18,000 Talons worth of gold and silver coin.

Chest 2

- Broach made of gold and diamonds. Will only function for someone that is capable of casting level 2 spells. While worn it will increase the characters wound resistance by +1d4 versus all fire based attack magic. Base Value is 600 Talons.

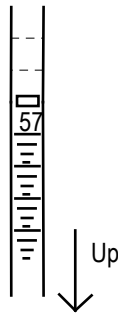
Chest 3

- 6000 Talons worth of gold and silver coin.

Chest 4

- Leather Gloves of Climbing. These gloves grant the wearer +6 synergy bonus to the climbing skill and have a base value of 600 Talons. The character gains the synergy bonus at 1 point per day so long as he / she has the gloves.

57- Blocked Stairway



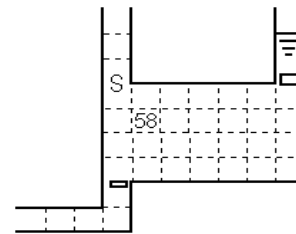
The bottom of this stairway is filled with rubble from a cave in that has blocked the passage. The door at the end of the area opens towards the south, into the rubble. This has effectively sealed off the northern section of the dungeon from the southern section. If the group approaches the block from the south they may clear the tunnel, but it will take a fair amount of time. A character with the *Mining Life Skill* will realize that it will take about 2 days of hard work to clear the passage.

Once during the clearing of the passage, check to see if the Orcs on the other side of the passage realize that someone is clearing a way to them (5% chance). If alerted then area 37 will be set up as a trap for whoever is coming through the door at this area. The trap will consist of at least

half of Sawtooth's Bodyguards (8) plus 2d6 regular Orcs.

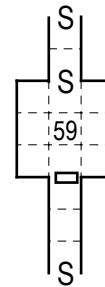
The group may set a trap of their own in area 58 using the rock debris from this area. If the group wants to, they may pile the rocks at the top of area 58 so that they may be purposefully pushed down the stairs. They would only have to do this if they were being pursued up the stairs (i.e., their assault on the Orcs was repelled and the Orcs where giving chase). See area 37 for more information on the effects of having a trap.

58- Empty Area



The room is completely empty and without interest except for the secret door found in the northwest corner of the room. The secret door may be found with a *Search Skill* check.

59- Fake Treasury / Crypt

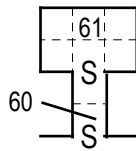


The south door into area 59 has a lock, but is unlocked. Read the players description once the group opens the door and enters the room.

You enter a room with several chests against the north wall. In addition to this, weapon racks full of long swords line the east wall. The west wall is lined with racks full of cross bows.

All the things in this room are illusions. The group may walk up to any item and literally put their hand through it.

60 & 61- Corridor and Minor Treasury



Flying is prohibited in area 60; anyone that can fly, by whatever means is grounded while in this area.

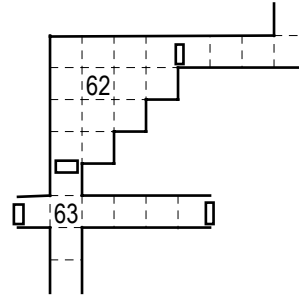
When the group looks through the south secret door they will see nothing more than a 20-foot long corridor ending in a wall. This is exactly what it appears to be except that it has a gravity control spell on it. So long as only one of the two secret doors is open gravity in the area is normal. If both secret doors are open at one time, then down is towards area 59. Any characters that are within the area when both doors are open will fall into area 59 (taking 1d6 wounds). The doors shut by themselves about 10 seconds after the area has been cleared of life.

When the group finally makes it into area 60 read the players information.

You see a small room with two small chests placed against the north wall. In addition, they will find the remains of two skeletons, one of an adult and one of a child.

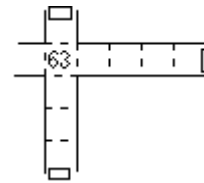
The group will find a small doll, still clutched in the hand of the child. This is the doll that Cai is looking for. Give each group member 25 affinity points if the doll is returned to Cai (see area 28 for more information). The chests are locked with no general modifier. The contents are gold and silver Talons only (6700 Talons worth).

62- Empty Area



Area 62 is empty and without interest.

63-Statue



The group will see a statue in the intersection. As they approach it will animate. The statue's name is Brina.

Recommended Monsters:

1 Animated Statue (Brina)
No Stat Sheet Provided

At the start the statues feet are set in the stone she stands upon.

The statue ahead looks to be of a female warrior of some type. It wears armor and carries a sword in one hand. As you approach the intersection, it's head turns towards you and it gives a little smile before saying, "Greeting adventurers. I am Brina."

The statue is of good alignment. The statue is only partially animated. Its feet are still attached to the block that it stands on. If the group talks to Brina they will find that she has been here a very long time but that she really has no idea as to the passage of time (all the days roll into one). Brina feels magic and has been drawing magic into herself for a long long time. It is this that has allowed her to animate herself. She wishes freedom so she can see what wonders the world holds.

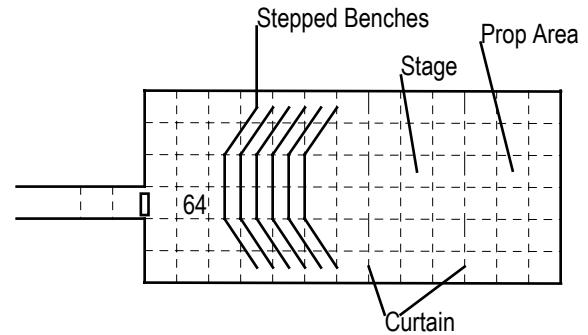
If the group wants to help Brina, they may do so by giving her magic items. Brina will take any magic item given, hold it in her hands and drain the magic from it. The process takes about 10 seconds. When she does this, the group will see that a little bit more of her legs turn to flesh. It will take 3d4 magic items (including potions and scrolls) to free Brina. If the group gives her enough items to free herself, then give each member of the group 200-affinity points. If not freed, she will be here for another thousand years or so doing it on her own.

Once Brina is free, she will thank the group and leave, saying she will visit again when she has seen more of the world.

The story

Brina become sentient long ago, an unknown warrior soul trapped within a statue of a warrior. She has been here, slowly taking in magic and working to free herself. Given time she will become a Ben - Sidi for the All Mother. In the meantime, she will return again to thank the group in 6 to 8 months. At that time, she will be much more powerful and will want to give the group a single magic item as thanks for the items they gave up. As Legend Weaver, you decide on what the group gets, based on their willingness to help her now and the number of items they needed to use to free her. It is a perfect opportunity to give the group an item they have need of.

64-Theater



You enter a theater of some type. The area directly ahead is filled with benches that face towards the east end of the room. Against the east end of the room is a huge curtain, presumably covering the stage area.

This is an old theater. The west end bleachers would hold about 50 people. Theater groups would come to the home (the dungeon), set up and play for the owner.

Jabez was well off. This is represented in this room by the fact that some of the props used by passing theater groups were owned by Jabez. Four of the nine props found behind the second (eastern most) curtain are magical. When the group looks behind the second curtain they will see an area filled with various props and scenery. Theater groups would bring more. The area actually holds the following items.

- Three small trees (7-12 feet tall) (one is a magical prop)
- Two Chairs
- One Throne (magical prop)
- One large Chest (magical prop)
- One Small Chest
- One long Sword (Magical prop)

The magical props are magic items that can change shape. They do not change weight or mass when they change so their overall dimensions tend to remain constant, regardless of their form. The magical props will change shape every few days in a random manner so that if the group enters the area more than once you can have one or two of items change shape. Tell the group that something looks different if they can make an *Awareness Skill* check, but do not tell

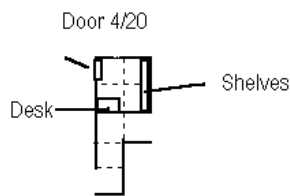
them what unless one of the characters makes a *Discernment Skill* check.

If asked to assume a specific form a prop will change into that form and retain the shape for one week before stating to randomly assume forms. The weights of the props are:

- 1 VL item (the sword)
- 5 VL items (the large chest)
- 9 VL items (the thorn)
- 25 VL items (the small tree)

Whatever the shape assumed, the prop will radiate magic but will in no way confer a magical bonus, even if in the shape of weapon. The base value on these items is 11,000 Talons for the lot, (1,000 for the sword, 2,000 for the large chest, 3,000 for the throne & 5,000 for the small tree). These should be a very hard sell for the group. Not many individuals in the area have any type of want or need for these items.

65- Office for the Leather Shop



The room is empty of monsters and traps, although the door is locked. Read the boxed information below once the group manages to enter the room.

This area is an obvious small office. You see a small desk and chair in the southwest corner of the room. The desk has many small drawers. Its top is covered by various stacks of parchment as well as by several inkbottles and a small clay vase filled with quill pens.

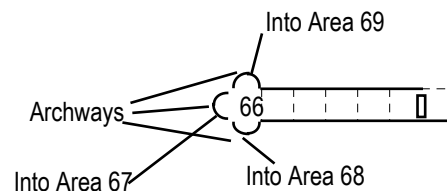
Against the rooms entire east wall has been built a set of shelves. Books and journals fill the shelves.

An *Ancient Languages* skill check will tell the characters that all of the papers and parchments found on the desk constitute “the books” of the leather shop: area 69. Searching the

compartments of the desk will reveal nothing that does not qualify as “office supplies”, including lamps, oil and candles, extra inks, boxes of quill pens etc.

The shelves found on the east wall hold the paperwork and majority of the business books. Also held on those shelves are reference materials on how to do leather works. The reference library has an encumbrance value of 22 VL items and has a base value of about 120 Talons.

66- Entrance to Store Areas



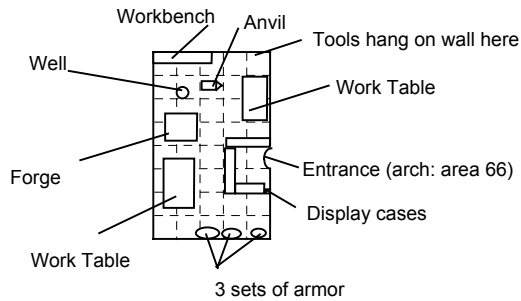
The corridor ends in three archways. The north archway looks into area 69. The west archway looks into area 67 and the south archway looks into area 68.

The archways enter into areas that were once businesses. These areas may be entered at any time during normal business hours (9:00 in the morning to 9:00 in the evening). If not during normal business hours the archways mist over and anyone entering the mist will exit the mist in another of the archways. If non-living matter is thrown through the archways it will enter the area and land on the floor, as you would expect an item to do. However, regardless of the time of day sound will not travel through the arc.

Therefore, if a group member throws something through the misted arch, the item will not return and will produce no sound. If a living creature steps into the mist then he, as well as all of his equipment will be teleported so that he emerges from one of the other two exits (determine randomly which exit).

If the group looks into the areas during normal business hours they will see the areas but will hear no sound coming from them.

67- Smithy



Before reading any information relating to this area read the description in area 66 to see if the group can see into or enter the area. Read the player description when the group can see into the area.

You see a horrible ghastly sight. You look about a room that has been built for the working of metal.

You see an anvil, a well and a forge to the north end of the room. You see a worktable to the north as well as a second to the west. Display cases form a line that surrounds the entrance to the room. To the south you see weapons and shields hanging on the walls as well as three mannequins dressed in full sets of metal armor.

All this you would expect in such an area. What you would not expect to see are the five skeletons positioned about the room, making the motions of people performing work. To the north a skeleton stands by an anvil, in one hand a sword blank, in the other a large metal hammer. The end of the sword blank, as well as the head of the hammer has been beaten flat. To the east of the first skeleton a second one stands by a table, making the motions of someone who is placing a piece of metal in a vice and bending it. By the second table you see an individual with a set of fine engraving tools that have been nearly pulverized beyond recognition. Against the south wall, by one of the mannequins, a skeleton stands and polishes the breastplate off of a set of plate armor. The polisher has worn through the metal and a hole is now visible in the middle of the piece. The last skeleton stands very near; by the western most display case that separates the work area from the customer area. This skeleton looks to have polished a hole right through the display case.

When the dungeon was destroyed the individuals in this area were condemned to a living hell. Their lives sucked from their bodies, their physical forms melted away until nothing was left but the skeleton. From that moment on they were frozen in time, forever cursed to perform the task that they were doing when they died.

Room Contents

The room holds many items of armor and weapons. The display cases hold a variety of daggers; small and medium sized swords, helmets and gauntlets. Some of the weapons and items were built as decorative or ceremonial pieces (i.e. the gold and gem encrusted mace). The total base value of all the smaller items is 11,000 Talons. There are 45 items; the most

valuable item here is worth 550 Talons with the majority being between 10 and 400 Talons. Roll percentile if a character wishes to find a specific item (i.e., I want a gold encrusted long sword . . .). The chance to find a specific item is 50% +/- any adjustment you see fit.

Of all the items in the display cases, none of them are magical.

There are 22 shields and 12 large weapons (i.e., two-handed weapons) along the south wall, set up between and above the sets of armor. All of these weapons are of a functional nature but three are of superior quality; a two handed sword, a halberd and a two handed ax. Each of these weapons has an extra +1 Wound adjustment due to craftsmanship. One of the shields is magical. It is set apart and obviously was put in a prominent location because of its quality. The shield carries a synergy bonus of 6 points and has a base value of 500 Talons. The character gains the shields synergy bonus at 1 point per day.

The three sets of armor are Plate, Chain and Ring. All are of exceptional quality although having someone polish the piece for 5,000 years has ruined the Torso piece of the plate armor. Due to their workmanship the sets of armor have the following protective values.

Armor	Weight	Base Value
Plate 1d8+5	11 * VL	350 Talons
Chain 1d7+4	10 * VL	400 Talons
Scale 1d6+4	9 * VL	600 Talons

Note: the plate armor does not have a usable torso piece. The value takes this into account. The Protective value of this piece of armor assumes you are using a plate torso of normal quality.

All of the armors are designed for a Relative Size (RS) rating of one (normal human).

In a small box, found near the bottom of the display cases is the businesses till. The box contains 672 Talons worth of Gold and Silver.

Skeletons at work

When the group looks into this area they will see the skeletons performing their jobs. The skeletons will not answer questions or stop from doing their jobs unless they are physically

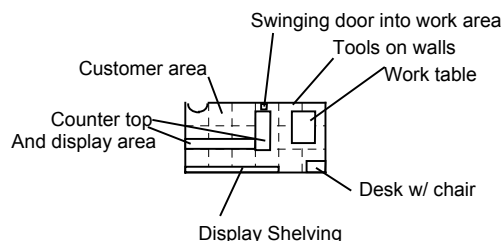
disturbed. This means that the group cannot cause them to stop by shouting at them, they must touch the skeletons.

If the group throws an item at a skeleton the part touched by the item will crumble to dust. While it is crumbling, the group will hear agonized screams coming from the skeleton as it continues to work. Only the section of the skeleton actually touched by the item will crumble to dust. The skeleton's sections are as follows.

- Arm (one at a time unless both are touched)
- Legs (one at a time unless both are touched)
- Torso
- Head

If the torso is disturbed then the arms, legs and head will fall to the ground. These pieces will stop moving once this happens. If a group destroys a skeleton (i.e. by touching its torso), the soul trapped in the skeleton will appear in the skeletons place and continue to the work. The ghost will continue to work forever; nothing may disturb or harm it. The only way to stop what goes on here is an exorcism. See the end of the module and area 14 for information as to how to perform an exorcism on these ghosts.

68- Taxidermist



Before reading any information relating to this area read the description in area 66 and 67. Then continue on by reading what is below.

You look about an obvious taxidermist's shop. You are in the customer area. Cutting off the rest of the room you see display shelving filled with a variety of stuffed animals and birds. Further into the room you see a large case with a glass front. It is also filled with a variety of stuffed animals. To the east end of the room you see a writing desk and to the north of the writing desk you see a worktable. You shudder as you see that two skeletons stand over the writing desk, preparing some type of creature for stuffing. From the looks of the pieces and feathers that litter the area you would think that the creature might once have been a bird.

Room Contents

The room contains 30 stuffed animals. The total base value of these animals is about 550 Talons, although most of this value comes from a single, very rare bird that can be found in the counter display cases. Its base value is 420 Talons.

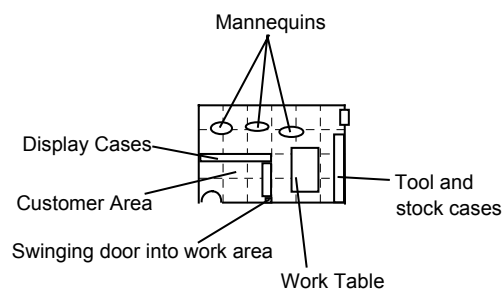
The tools found in the area have a base value of 230 Talons. The desk holds the company's books as well as book keeping supplies.

Skeletons at work

As in area 67 there are two skeletons in this area. They also are condemned to an eternity of performing the jobs they did in life at the time of the great purging. What these skeletons are and what will happen should the group disturb them is found in area 67, under the "skeletons at work".

In a small box, found near the bottom of the display cases is the businesses till. The box contains 189 Talons worth of gold and silver.

69- Leather Worker Shop



Before reading any information relating to this area read the descriptions in area 66 and 67. Then continue on by reading what is below.

You enter a leather working shop. You enter by the southwest corner of the room. To the North and East of you are display cases cutting off the retail part of the room from the work area. North, within the work area you see 3 mannequins complete with sets of leather armor. To the east of you see a large worktable, behind which is a large cabinet filled with material, tools and supplies leather goods. To the north edge of the east wall is another exit from the room.

The last thing of note in the area is the skeleton, standing by the worktable. From the looks of things he is making the motions of someone sewing a piece of leather. You can see from here that his hands are empty.

Room contents

The room contains 3 sets of leather armor as well as numerous leather items. These items include good sturdy leather gloves, boots, belts, coats, shirts, pants, backpacks and belt pouches. Between the shelves and the display cases the group is able to find any object normally made from leather. Total base value of the merchandise is 450 Talons. All the items in this shop are well made. The backpacks range in size. Any sized character will be able to find a backpack he / she can use. Belt pouches will hold anywhere from a Very Small item up to a medium sized item.

In addition to the normal leather items the group will find 3 sets of leather armor. One is sub-standard (for the cheep crowd) giving a total protective value of 1 point). One is of standard quality giving a total protective value of 1d2+1 points. The third set is of such quality that it carries an APV of 1d4+2. All are fitted for a RS rating of one.

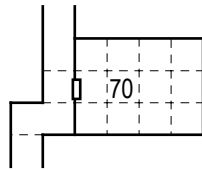
The tools found in the area are worth 1,700 Talons.

In a small box, found near the bottom of the display cases is the business's till. The box contains 312 Talons worth of gold and silver.

Skeletons at work

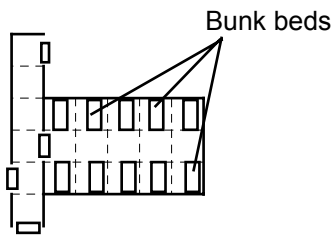
As in area 67 there is a skeleton in this area. It is also condemned to an eternity of performing the jobs it did in life at the time of the great purging. What this skeleton is and what will happen should the group disturb it is found in area 67, under the "skeletons at work" and under the.

70- Small Empty Room



This is an empty room begging, just begging to be filled . . . Have at er (as they say).

71- Empty Barracks



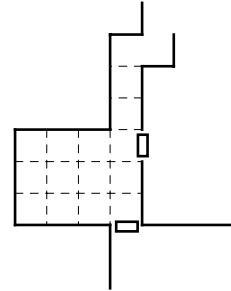
The room is empty. Read the boxed information below once the group opens the door.

You enter a small barracks. Ten bunk beds line the north and south walls, five against each wall. At the foot of each bunk bed are two small footlockers. To the right side of each bed is a set of hooks for hanging clothing.

This was a small barracks. Each man has a bunk and a locker and two of the four pegs found on the wall by the head of the bed. All that was here during the purging is still intact. The group may open any of the footlockers but will find nothing exceptional, just clothing and other personal belongings. Some of the beds are made while others look as if they had someone in them that simple disappeared. With these beds, group members are able to see that swords and other

pieces of clothing hang from the pegs at the head of the beds.

72- Empty (secondary) Guardroom

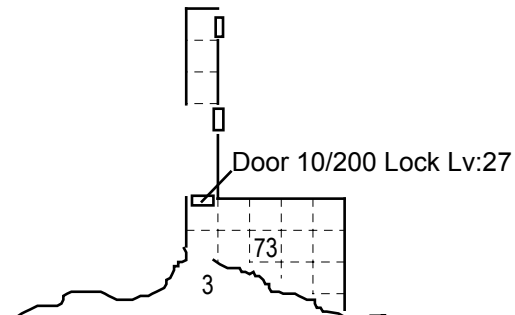


Read the boxed description to the players when they enter this area.

With a start you realize that this was a guard post of some type. You cannot imagine what happened to the guards since the equipment that they had lies in piles on the floor. You count 8 piles of equipment, each of which is positioned as if the individual wearing the equipment vanished to leave what he wore in a pile on the ground.

The original guards of the dungeon vanished with the great purging, leaving what they owned on the floor. Since that time nothing has disturbed this place. The guard's normal equipment is leather armor, long sword and shield. These guards carried belt pouches and other pieces of clothing. Nothing found here is exceptional. The long swords and armor has been built to fit a creature with a Relative Size (RS) of 1 (normal human).

73- Entrance to dungeon



The fairly young chimera that lives in this area has stopped the Orcs from exploring the top half of the dungeon. The first time the group enters the area the chimera will be out. Thereafter, there is a 20% chance the chimera will be here, if the area is entered during the day. If the area is approached during the night the chimera will be here. If here, there is an 80% chance it will be sleeping. If asleep there is a 10% chance it will be a deep sleep. If not in a deep sleep any loud noise will wake the creature.

If the group spends a day watching the entrance they will see the monster.

Recommended Monsters:

Chimera, Very Young

If the group meets this monster while it is awake it should prove a very difficult fight.

The area is filled with tree limbs and smaller bushes held together by mud. The area has a strong animal smell. It is obviously the nest of a large creature.

The group may see the door in the Northwest corner of the area. Two hours of work will clear the nest from in front of the door and allow the group to enter the complex, if they are able to pick the doors lock or break the door down.

Performing an Exorcism

Area 14 has a magical book on exorcism. The book says it is a one shot affair. What the book does not say is that it will exorcise any spirit within 250 feet of the caster, when the ritual is completed. This means that the group can actually free all of the spirits within the dungeon if they use the book in area 44. The clue to how powerful the book is lies in the alchemist's papers (area 23) and may in fact be guessed at by any magic user that makes his *Arcana Skill* check. The papers (a personal diary) should read something like "I'm sure the books power is vastly understated. I'd bet a years wage that it will effect all spirits within 300 feet. I don't know why the hell he keeps it. It is worth a small fortune to the right people."

If the group figures out that the book can be used to exorcise all of the spirits and does so, each group member will gain 200 affinity points. However, this is cut in half if the group only exorcises the spirit(s) from the statue(s) in area 28. The book will not exorcise the soul from the statue found in area 63. This statue is too close to being a living being to be affected by the book.

Magic Items

The following describes special magic items that are found in this module.

Gem: Seedling

There are fifteen different types of these gems, each the size of a small valuable pearl. Each type radiates strong magic and has a different power. Between 2-8 gems of the same color will usually be found. All may be used but once and where stated specific stones may be used against specific types of creatures. Unless otherwise stated the effects of the gems will last 2d6+2 combat rounds. Two gems may be used at the same time so long as their powers are non-contradictory (i.e., red and blue or white and black are contradictory).

To use any gem you must first throw it. Roll your to-hit using the character's best weapon skill. Upon hitting its designated target it will "explode" into action. This explosion does no damage but any gems that fail to hit their designated targets are forever useless. In the following descriptions, if no specific target is needed then the target may be anything that the wielder feels like throwing the gem at. Colors and powers are as follows.

Roll 1d20 Description

1- Red Brown

When thrown this gem bursts into a pile of raw meat. It is enough to feed 20 people (if that's all you want to eat).

2- Red

When thrown the gem will burst into an intense ball of flame that will stick to any surface that it touches. The fire will ignite any combustible materials within a 3-foot radius, as well as burn through

2 inches of wood in 4-5 combat rounds. If it is thrown at plate metal armor, it will superheat the metal for the spell's duration. Damage Time is 1d3 combat rounds with 3d6 wounds per roll.

Against chain or less Damage Time is 1d4 combat rounds with 2d6 wounds per roll. Against flesh damage time is 1d6 Combat Rounds with 1d6 Damage per roll. Effected creatures do not get the benefit of their armors protective value but do gain the benefit of their own Wound Resistance. The fire generated from the burning stone may be put out by total submersion in water.

3- Blue

When thrown this will act as a red stone only damage is from freezing. Of coarse, it will not burn through wood but it will cool metal and freeze 10 gallons of water in 3d6 combat rounds. Jumping into a pit of fire will negate the stones magic but may result in fire damage to the character. A character could make an *Escapist Skill* check to avoid the burn damage.

4- Green

When thrown at a patch of grass the stone will burst and cause all small plants, bushes and grass within 30 feet of the impact area to wind up and ensnare whoever is standing in the area. Potential targets receive an *Escapist Skill* check to avoid the plants. Creatures on the edge of the area of effect may make a *React Dice* roll to avoid the plants (target creatures only get one chance to avoid the plants). Creatures that fail to avoid the plants have a 50% chance of having their arms caught by the plants as well as their legs. Creatures who have their arms free may cut themselves free (if they have the appropriate weapon) but it will take 3d6 combat rounds. Creatures that have a Relative Size (RS) of 2+ may free themselves using brute strength but this will take 5d6 combat rounds (minus 1d6 for each half point of RS rating over 2).

The plant growth is permanent and will not go away with a dispel magic.

5- Yellow

This gem will purify the air within a 30-foot radius circle as well as negate the effects of any poison if someone is standing within the gems area of effect when the gems magic is released.

6- Orange

This gem purifies all water within a 30-foot radius. This one must be swallowed in order to work upon a creature (i.e., to use it as a cure poison). If swallowed, not only will it instantly remove all poisons from the eaters system and will also make the imbiber immune to all poisons for a period of 1d6 days.

7- Purple

When this gem is thrown, all beings within 30 feet of the point of impact will become enraged unless they make a Spell Resistance dice roll (they must make a roll each time they step out of and back into the gems area of affect). The affects will last for as long as the creature is within the gems area of affect (2d6+2 Combat Rounds). Enraged creatures will attack the closest creature and will not try to defend themselves from the enemy's blows (they receive no defensive adjustments for weapons, shields or nets). Note that a creature will only leave the area if the nearest creature is outside the area (i.e., they leave the area to go and kill it). Once out of the area the creature returns to normal.

8- Brown

When striking the ground this gem will remove 1000 cubic feet of earth (dirt and loose ground). The gem's magic will dig a hole that is 10 feet to a side. It will not disintegrate the dirt; it will merely throw it from the hole. This digging takes place at such speed, that if the gem is thrown to land at the foot of a

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creature, the creature will suffer 1d4 wound roll from his fall into the pit (if the character makes an escapist roll he will avoid the fall). Creatures that are 10-20 feet from the hole cannot fight on the round that the hole is being dug. If the gem is thrown at and hits a creature made of dirt or clay, it will do 3d10 wounds worth of damage.

9- Pink

When this gem is thrown then all within 30 feet of its point of impact will become placid, unless they can make a *Spell Resistance* dice roll. While within the area no creature can lift a hand to fight. However, if they are attacked then they may run out of the area to escape harm. Other creatures that have watched their friends being attacked may also run out of the gems field of influence, although left alone, everyone inside the sphere will be content to stay there until the spell wears off.

10- Ivory

When this gem is thrown down a hallway, it will completely fill a 10' by 10' by 10' area with thick strong webs. The webs are very sticky and may not be broken by any creature whose relative size is under one and a half. The webs will not burn and any edged weapon that tries to cut through them has a 10 percent chance per round of itself being entangled and made useless. The webs may be cut at 1 foot per combat round.

If the gem is thrown so as to hit a flying creature it will completely entangle the creature in webs (an escapist roll is permitted to avoid the effect). A flying creature entangled by the webs will fall from the sky. A sling or similar instrument may be used if attempting to hit a flying opponent, although any to hit roll against a flying creature carries a penalty equal to the creatures flying speed (plus a bonus equal to the creatures RS rating). Thrown against any other type of opponent will render

the gem useless. Flying creatures whose relative size is 5+ will have a base 25% chance (+ 25% per each additional point of power) of making a controlled landing. The webs do not affect a creature whose relative size is 8 or greater.

11- White

When thrown this stone will burst with a brilliant flash of such intensity that all within 30 feet must make a successful react roll or be blinded for 2d6+2 Combat Rounds. Those that make their react roll are partially blind for 1d6+1 Combat Rounds. The only way to negate the effects of the blinding is to have the eyes completely covered (a great helm does not do this). The entire area is filled with light so it is impossible to 'face away' from the flash.

12- Gray

When striking the ground this gem will remove 1000 cubic feet of stone. The gem's magic will dig a hole that is 10 feet to a side. It will not disintegrate the stone; it will merely throw it from the hole. This digging takes place at such speed, that if the gem is thrown to land at the foot of a creature, the creature will suffer 1d4 wound roll from his fall into the pit (if the character makes an escapist roll he will avoid the fall). In addition to the fall damage creatures at ground zero suffer a 1d8-wound roll. Creatures that are 10-20 feet from the hole will suffer from a 1d4-wound roll. A dwarf is hit by the stone it will do 2d6 wounds. APV and WR rolls do not apply to damage from this stone. If a creature of stone is hit the damage will be 4d6.

13- Black

When thrown the gem will burst into a 30-foot radius sphere of darkness. The sphere will center on the point of impact but will not move if the original point of impact moves (i.e., if thrown at a person

it will detonate when hitting the person but will not attach itself to him). All special forms of vision are negated by the blackness, except for All Sight. The area is also filled with a powerful smell as well as a high frequency sound negating the "sights" that rely on these things.

14- Violet

This gem cannot be thrown against a living or animated creature. When it is thrown against a solid object (wood or stone) then it will explode. Any creature within 20 feet of the blast will be affected by the blast. Those within 10 feet of the blast's center suffer 2d8 wounds. Those that are between 11 and 20 feet from the center suffer 1d8 wounds. All creatures within the blast area are thrown 1d10 feet from the blast's center. If on the edge of the blast (15-20 feet from the blast's center) a creature may avoid the blast's effect by making an *Escapist Skill* check. Any creature that makes its *React Roll* stays on its feet.

15- Ash

When this gem hits its target it bursts to cover the area in a fine gray powder. The powder settles in a sphere with a radius of 20 feet. All items within the area become super slippery for the duration of the spell effect. No weapon can be held or grasped. A character will fall if he / she fails to make a *Balance Skill* check when moving through the area.

16- Bone

This gem must be thrown at a solid, inanimate object. When it hits it will burst into 3d4 lightning bolts. The bolts will spread out from the center hitting the nearest target first, the second nearest second, the third nearest third, until all the bolts have found targets not hit by other bolts. If two targets are at the same range, then it will go after the one with the biggest weapon or most

armor first. A lightning bolt that has been generated from a single gem will hit any one creature once. Range limit on the bolts is 100 feet. Each Bolt does 2d10 damage. Targets receive an APV and WR roll against the bolts. Targets in full metal armor (Brigandine and above) have their Armor's Protective Value (APV) doubled.

17- Translucent

When this gem bursts it acts much like the ash gem. With this gem all things in the area of effect are covered and made visible. The effect lasts (the items are visible) until the ash comes off (about 4d6 combat rounds of activity).

18- Pale Green

This gem's magic will affect a circular area with a 20-foot radius. Any spell cast in the area has a 25% chance of failing. This only affects spells that are cast from within the gem's area of effect. It will not affect innate spells or deity granted spells or affects or Psionics based magic.

19- Crystal Clear

When this gem is thrown it will burst and cover an entire area in holy water. All creatures within 20 feet of the gem's point of impact are hit by the holy water. The holy water will damage each undead creature for 3d6+6 wounds.

20- Gold

When this gem is thrown it will hit the ground and explode in a small shower of gold Talons. 50+1d100 coins are created. The coins will not do damage.

Generation Sword

A generation weapon is a weapon that has been bonded to a family line. The weapon will only work if in the hands of a family member. It thus becomes an heirloom that is passed down through the ages.

The generation sword for Christeen Bailer is a powerful weapon. Its power is matched to the wielder's own level of competence in Long Sword, so the better Christeen is, the more powerful the sword becomes. This particular sword carries a synergy bonus of 50%. That means that for each 2 points of trained synergy bonus Christeen has, the sword gives her another one point. For each 2 points of synergy bonus Christeen has in Long Sword, it gives her +1 damage bonus. Thus when Christeen has a long sword skill of 18+10, the sword will have a 5-point synergy bonus and a 7-point damage bonus.

Generation swords are very jealous weapons. Once it has bonded with someone, other members of the family cannot use it. It will only every re-bond should its original owner die. In addition to this, the generation sword will destroy the magic in any weapon used by the character. Thus, once the character has the sword, he cannot use other magic weapons. The good thing to come of this is that the character will always know where the sword is. He or she must merely think about the sword and will know in what direction it lies.

This gives you the bare minimum of what a generation sword is. The sword's true power is not realized until Christeen develops her own synergy bonus to 18 + 20. At that point the sword becomes intelligent. If Christeen adventures with the group long enough, you will have to roll up the sword's characteristics. Weapon creation is coming but is not yet currently available.