

IN SEARCH OF THE UNKNOWN



Way back in 1978, Mike Carr wrote a module for Dungeons and Dragons, the first module ever printed for the game. This classic module was called *In Search of the Unknown*, and it included tips for GMs, sample characters, rules for hirelings and henchmen, and was designed to be as flexible as possible.

In the original module design, many rooms were unstocked with treasure and monster, and a list of suggested monsters and treasure was given at the end for the GM to use to tailor the module to their wishes.

The module is fondly remembered as a great introduction to the game of Dungeons and Dragons, and has been reprinted six times over the years. The only real weaknesses the module has are the lack of a real story and the randomness of the dungeon. That said it's a well-regarded effort and with some minor changes the spirit of the adventure can be retained.

If you have the module conversion for Keep on the Borderlands, this adventure can be placed in that area, where "unknown" is marked on the GM's map.

This module is designed for lower power characters, at most a party of six characters no greater than a total of 300 points, no one character over 75 total points. No character of less than 50 points should be involved, however.

I have redesigned the module slightly, keeping the bulk of it intact, but adding in a consistent theme and storyline as well as set encounters rather than blank rooms to fill in.

Here is a part of the introduction originally in the module (it lacked the typical teaser on the cover most modules later carried):

Some years ago Rogahn and Zelligar apparently decided upon a joint foray into the Barbaric Wastes. Taking most of their most trusted servants and employees in a great armed band. The two personages disappeared into the forbidding southern lands, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the Barbaric Wastes where the pair met their demise. This rumored clash happened so long ago that few even remember the two. Few details were known of the end these adventurers, the only thing certain is that Rogahn and Zelligar have been gone for decades. If only one had the knowledge and wherewithal to find their hideaway who knows what treasures could be found, and what adventure?

Dare your characters face the unknown?

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games.

BACKGROUND

Many years ago, rumor has it, two noted personages in the area pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. It was from there that mage Zelligar and warrior Rogahn the Fearless would adventure, train, study, and rest up.

The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from the traveled routes and high upon a craggy hill the new construction took shape. Carved out of the rock protrusion which created the heavily forested hill, this mystical hideaway was well hidden and its rumored existence was never common knowledge. Even less well-known was its name, **The Caverns of Quasqueton.**

Construction of the complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was erected above ground for lookout purposes, though there was little to see other than a hilly forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

From there they sent word to agents in nearby cities to handle their business, few of whom even knew the location of their employers. The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague evil.

What is known more widely is the reputation of each. Despite their questionable morals and suspected evil, both Rogahn and Zelligar capped their reputation of power when they joined forces to turn back part of an orcish horde threatening the nearby city. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the inva-

sion. Rogahn slew the warchief and many of the orcs singlehandedly and Zelligar's powerful magic was critical in routing the remaining army.

A grateful populace rewarded the pair and their henchmen with labor and goods, and the Baron with considerable treasure. After this, the pair retired from their adventuring, and most of it apparently was used to finance the further construction of Quasqueton, although some of it yet may be hidden somewhere. In any case the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on one more, last adventure.

Now abandoned for decades, the Caverns of Quasqueton are a place of mystery and are fading into myth. That is, until the player characters set foot in them for the first time.

LOCATION OF QUASQUETON

As noted in the introduction, Quasqueton may be placed in the forest surrounding the *Keep on the Borderlands* if you have that adventure conversion. The map has an area marked "unknown caves" which is where Quasqueton can be placed. If the dungeon is placed there, then the surrounding area is somewhat different than described here. There is no local village, only the keep. There are few hunters and trappers, because of the danger of the Caves of Chaos.

The only requirements for placement elsewhere is that the dungeon be in a forested area, under a hill. The climate should be conducive to naturally occurring water.

In the Jolrhos campaign setting, Quasqueton in south-central Morien, in an area not very explored or well known. It is in the region of the *Keep on the Borderlands*.

Wherever the dungeon is placed, it should be within a day's ride of a small village for rest and recovery, and yet not too close to the rest of civilization. Quasqueton is at the fringes of civilization, but far enough out that Rogahn and Zelligar could feel isolated and safe from bothersome visitors.

The fate of these two mighty adventurers is up to the GM, as there is no clue of it in the dungeon.



ADVENTURE HOOKS

There are a lot of ways the GM can get PCs involved in the setting, and they will vary based on the kind of characters they are and the setting and theme of your campaign. Here are a few possibilities that the GM can consider for getting the characters into Quasqueton.

- 1: The Treasure Hunt. Deep in the dungeon is a series of vaults and key systems to guard the best treasures the pair found on their adventures. Somehow the PCs have heard about these treasures, possibly from a descendent of one of the original employees of the adventurers. This can be as detailed as a location or as vague as simply information on the treasure. It might involve a piece of the key sequence or a scribbled hint (possibly a section of handout 2).
- 2: The Old Map. The PCs get their hands on a piece of a map, a partial map depicting the general location, entrance, and part of the first level of Quasqueton (Handout 1). The map promises great treasure and great danger.
- 3: The Explorer. Piecing together clues and bits of information from scattered sources, a scholar believes he's found an amazing site where mighty heroes used to live and keep their trophies. He wants to explore and find the place, but knows it will not be safe for him. So he hires adventurers to protect and guide him, since this is more their business than his. He is not at all capable in combat but has 14- perception and knowledge skills that cover the history of the place and the two adventurers.
- 4: The Heir. A girl claims to be the granddaughter of a mighty warrior named Rogahn from years ago. She knows of a place that her ancestor lived in the woods of a certain area, a hide-away where he kept his trophies and would live between adventures, and wants to reclaim what's hers from the family. In particular, she's after Rogahn's Helm as an heirloom, but won't tell the PCs this. She's an obnoxious spoiled twit who has lived in luxury and wealth her whole life and demands to be tended hand and foot for letting the PCs have some of the loot that is all rightfully hers. She has no combat skills nor any useful skill at all - she's more properly an incompetent NPC with some political clout (a lower noble). The PCs might off her or let her die, but there will be consequences when they get back without her there. She might through the adventure learn a lesson, if you want to have pity on the PCs.
- 5: Discovery. The PCs find a tower in the woods with no roads and the nearest village miles away. What is its history? What lies beneath?
- 6: The Race. A Hunted or enemy of the PCs has found out about the treasures hidden in Quasqueton to use against them or their friends. The PCs find out as well, and it becomes a race to find and acquire the treasure first. Along the way, hired

men, deals with monsters, and the enemies themselves add to the threats of the dungeon.

- 7: By Your Command. The original owners of Quasqueton may have died, but they might still have a powerful influence. The ghost of one of the two owners could show up in dreams demanding the PCs clean out their home, now infested with monsters. Or perhaps one of the party picked up an interesting heirloom enchanted by Zelligar to tell someone of their home after they died, once a suitable and worthy candidate is encountered.
- 8: Last Will and Testament. Perhaps one of the Player Characters is related to Rogahn or Zelligar. They don't even have to be aware of it, but the lawyer that shows up with documents giving them the deed to Quasqueton (and good luck to them) can let them know. The former heir died without child and never touched the place, so now it passes on to a PC, with vague details on how to reach it. This would give the party a nifty base of operations, with some troublesome squatters to deal with.

THE SURROUNDING AREA

The local village is a small one with no market and only a basic smith. Hermac can repair equipment but has only an 11-skill and no ability to work unusual or enchanted ores. The local inn has only a common room but cheap food (5 cp gets a day's lodging and food).

The GM can use any basic generic village of a few dozen families, it is small and inconsequential. The village has no loot to speak of but can do repairs and there is a healer named Voolan there who has medical skills at 12- (and takes extra time to help people in need). If the GM desires, he might have a few healing herbs such as Arfindas, Baicheng, and Ebur. Nothing miraculous but something good for over night healing and recovery.

The locals have no idea what the dungeon is called or even that there is a dungeon other than the village fool who is named Bogwitz and raves about all sorts of things. Between his ranting about bees and onions and eating sunlight he mentions the adventurers who lived under the hill and the word "Quasqueton." How he learned this is anyone's guess but he will confront visitors with his stinking breath and deliver a long and insane diatribe on how the dirt is corrupted by the star people and it's causing children to grow backward and the beer tastes like giggles and beards are actually made from rainbows and so on. He doesn't sound like a goof, he delivers this in the most serious and intense manner like it's of absolute importance for everyone to understand.

The hunters and herb gatherers of the area know enough about the forest that they can guide the PCs to near the tower and point it out, but don't care to go any closer. The problem is that Quasqueton has been partly taken over by goblins and they hunt and raid the forest nearby. There aren't many caravans or travelers past here so the goblins don't prey on them much, and they don't bother the village yet because it's a good ten mile

march through the forest and they don't have good leadership. Still, the area immediately around the hill and on it is dangerous for the locals and they avoid it completely. Nobody will go in willingly because locals who go there don't usually come back.

The local hunters and outdoor types know about the goblins and suspect they have a base near the tower on the hill, but are not aware of the dungeon. They know the area well enough, but Zelligar's old spells have only recently been destroyed and they never saw the entrance to Quasqueton.

THE FOREST

The forest surrounding Quasqueton is a fairly wild area with a plentiful supply of wildlife and average herb content (no modifier to herbalism skill) for forest and fresh water. There are several creeks that run through it for ready water and while the ground is uneven and hilly it is not difficult to cross. The hill with the tower on it and the dungeon beneath is not especially noteworthy or large, which is part of the reason it was chosen for the location.

The forest distant from the tower the land is fairly well traveled and hunted, so there aren't many monsters. When something awful shows up the villagers send out a hunting party with torches and gang up on it. If it's too bad they petition the local nobility, who deal with it. The area that the tower is in is too far away to bother with, although if the goblins start becoming a problem a noble will have to eventually take action.

In the forest near the tower, things get a bit more dark and difficult. The animals are a bit more hunted so it's harder to find food (-1 to survival rolls) and the water tends to be muddied and disturbed. There is a chance of running into a monster as well, the GM should roll on this table at least once for the PCs to have an encounter while getting to the tower.

RANDOM ENCOUNTERS: FOREST		
ROLL	RESULT	NO.
2	Direscale (from the dungeon)	1
3	Wolves	D6
4	Megapede	D3
5	Trapper or hunter	1
6	Goblin Patrol	D6+2
7	Quillrats	D6+1
8	Swarmwings (night) / Goblin patrol (day)	D6
9	Red Bear	1
10	Quill Rat	D6-1
11	Hunter bats (night) / Goblin Hunters (day)	D3
12	Orc Scouts	D2

Druid encounters are made up of one druid and a wolf follower who is visiting the area to examine the extent of the problem that the goblins are causing. Aside from some environmental blight, they aren't significant enough to warrant any druidic intrusion, and he is on his way out. However, if the party is not wantonly destructive or rude, he can heal and cure any illness or wounds the party has. He may even tell them where Quasqueton is if they treat him with respect and seem to care about the forest. He does not give a name, and does not ask for any.

Trappers and Hunters are out doing their job, but are wary. They try to avoid this part of the forest, but the pickings have gotten lean and this one is out looking a bit far afield for some fresh game. They have a bit of food to share and can help anyone who is lost get back to the village, or point out the hill with the tower.

Goblin Patrols are made up of a small group of goblins out looking for trouble. They want loot and a fight, but only if it's easy and fairly safe. They will try to avoid a group of PCs that equals or outnumbers them, but smaller groups they will pounce on with poor tactics and infighting. The GM can throw in a wolf or two with a patrol to make it more challenging.

Goblin Hunters are not out for a fight, but won't turn one down. They seek food and supplies, not loot and fights, but if they come across a weaker or smaller group, they'll pile on.

Either goblin group can tell the PCs where the dungeon is with a presence attack of PRE+10 or a successful interrogation roll—provided someone can speak yrch. None of these goblins can speak the local language.

Orc Scouts are just some orcs out on the lookout for more treasure and a good base. They are unaware of Quasqueton but would certainly like to report about it. If one gets away or is let go, he will follow the party at a distance (shadowing 11-) to see what they are up to.

The dungeon itself used to have a powerful illusion over locked double doors, which hid it from the locals who used to hunt and trap in this area. Just a few months ago, a rainstorm caused part of the hill to slump over the doors, crushing them but leaving an opening big enough for a goblin scout to squeeze through. The destruction of the doors also destroyed the illusion that was tied to them, making the area easier to find.

When the goblins moved in, they cleared the rubble away and dug out the mud, so that now the doorway is just a hole in the back of a shallow cave in the hillside. The entry isn't guarded as the goblins rely on the noisy spell inside to alert them of entry and are not very organized in any case. This entrance to Quasqueton is on the south side of the hill and not hard to spot.

The tower atop the hill is a shell now, the wood floors and stairs scavenged long ago for firewood by the goblins. Even the door was burned. It's a place where bats and rats live, and nothing else of value remains.

There's not even enough shelter to get in out of the rain, but it could provide some cover for characters to hold off a tough group of goblins. Since goblins aren't very smart or well-trained, it won't occur to them to get help from the dungeon which is right underfoot.

QUASQUETON

The Caverns of Quasqueton was originally a series of caves that the pair of adventurers found and stashed some loot in early. Zelligar cast a few illusion spells to hide and protect it, and from that an idea grew. They set up some supplies and would stay there, and over time developed the interior more and more. Finally, using magic and workers, the upper caves were worked until they don't resemble natural stone caverns at all any more.

All walls in this dungeon block teleportation, desolidification, and clairvoyance, except areas 15 and 16.

UPPER LEVEL

The interior walls are smooth stone, like they were grown into place (which, in a way, they were). The ceilings are a uniform 8 feet high except where noted, and decorations are at a minimum. The lighting is by torches, there used to be crystals of little value that were enchanted to light when someone entered a room, but the goblins have pried them out, fought over them, and ultimately lost them all to Sneeksie (see NPCs, page 26) who moves about the dungeon looting. Now the place is dim and smoky with many areas entirely unlit.

All surviving doors are made of stone, the wooden ones having been torn down and burned. Stone doors are carefully balanced and weighted and open easily but have 6 defense and 15 body to break through. Doing so will make a tremendous racket that is sure to attract attention: check for an encounter twice.

All walls are made up of limestone and have 6 PD, 10 ED, and 5 Body. Again, chopping through a wall will make a lot of noise and attract attention. And sound travels very well through Quasqueton.

RANDOM ENCOUNTERS

Sometimes random encounters can become an annoyance, especially as combat in Fantasy Hero is more complex and takes longer than it did in D&D. However, the concept is very much in keeping with In Search of the Unknown and as the area is an occupied goblin base, it makes sense that patrols and wandering creatures might happen by.

While in the dungeon, the GM should roll a d6 each new area the players pass through a new encounter area or each time the PCs do something that would attract attention (such as break through a door). If the players camp in the dungeon, roll a d6 each watch during the night in the same way. If a 1 results from the d6 rolls, roll on the Random Encounter table or choose what shows up.

Orc Scouts found their way to the dungeon hunting for their tribe and are exploring.

Sneeksie encounters will not be combat. He will from that point on follow the party and seek a way to steal from them, not fight them. They may never even spot him, noticing only later that some things are missing.

Named encounters are marked with an asterisk. If that NPC is killed, it obviously cannot show up again. Named NPCs are usually detailed in the NPC section on page 26 and following.

RANDOM ENCOUNTERS: LEVEL ONE

ROLL	RESULT	NO.
2	Orc Delegation	d3+2
3	Cloud Beetle	1
4	Megapede	d6
5	Rattleskull* and d6+1 goblin escort	text
6	Sewer Rats	d6+1
7	Fire Beetle	1-2
8	Swarmwings	d6+4
9	Greatshanks* and D3+1 goblin escort	d3+2
10	Sneaksie	1
11	Whizbang Beetles	d3
12	Shakes the Quillrat*	1

UPPER LEVEL ENCOUNTER AREAS

1. ALCOVES:

This long hallway is lit by a pair of torches set in sconces between the sets of alcoves, for a total of four torches. This makes the hallway quite dim and dark. There are three pairs of alcoves past the entrance, presumably for defense against intruders or invaders. The guard points are all empty and devoid of markings. Upon moving up this hallway you detect the smell of rotting flesh; the smell of old death.

The second pair of alcoves are actually secret one-way doors, but so well-crafted that they cannot be noted from this side with non-magical means. The doors were designed to allow escape or reinforcement behind invaders at this point.

The third pair of alcoves have enchantments in them, a pair of illusions that look like the very stone opens up mouths to shout at intruders. They are triggered as soon as any one over the weight of 30 pounds and alive passes by heading into the dungeon. On each side, in the alcoves the magical mouths appear and shout:

The East mouth booms first:

Who dares enter this place and intrude upon the sanctuary of its inhabitants?

To which the West mouth replies after a short pause:

Only a group of foolhardy explorers doomed to certain death!

After a short pause, both boom in unison:

*Woe to any who pass further—the wrath of
Zelligar and Rogahn will be upon them!*

Both mouths then boom in raucous laughter which fades as the mouths vanish. This triggers each time a new group of people pass the alcoves heading inward, once per day. It serves as a rather effective alarm, as the voices can be heard all the way to the northern-most part of the level, and with a good perception roll in the second level.

Since Goblins are not interested in standing guard and simply use this for their alarm system. Roll for or select an encounter immediately after the mouths do their little bit: that's what comes to investigate the noise after a delay of $d6 \times 10$ seconds

Just north of the last set of alcoves is a short staircase, two steps up. At the top of these steps is a grisly sight. Here lie five bodies in advanced state of decomposition. Adventurers, explorers who found the place a few weeks before the PCs did. The smell here is horrible, but the goblins left the bodies here on purpose as a grisly warning. Plus, they think it's funny, and Rattleskull has a little surprise for the PCs.

Body 1 is a human warrior, slumped against the wall. His sword is broken in half and his armor has been stripped. Under the body spilled 3 copper that the goblins missed.

Body 2 is a mage of some sort, impaled against a wall. His robes are mageguild, and though he rots, he is held upright by a spear thrust through his body and broken off. If the spear is removed, the body will rump to the ground, revealing a blood-stained word carved expertly into the wall: Quasqueton. This is merely the name of the place, but it might be mysterious to adventurers. Hidden in the breast of the robe is a pouch containing old dry, rotten herbs and 4 silver.

Body 3 is another warrior, this time a Dwarf. He lies face down just East of the intersection. It appears he crawled here, dragging blood, and died as a trail of blood leads from the steps to where he is, and pooled. The blood is now long dried. The dwarf is lying on top of a broken war hammer and beside him lies a money bag, turned inside out.

Body 4 is nondescript, she died on top of a broken shield and three intact broadhead arrows, sprawled against the northeast corner.

Body 5 is small and lithe, with dark clothing and a mask. He has a little pouch hidden in his sleeve with picks and tools in it, and throwing knives secreted about his clothing; a total of 6.

These bodies are lifeless and stinking as they slowly rot, but if the PCs try to move them out of the hallway 20 feet or more (or try to destroy them), or if the PCs pass by them further into the dungeon, each one lifts off the ground with a horrid groan: they are zombies! The goblin shaman Rattleskull enchanted the bodies of slain adventurers to kill any intruders. They only attack non-goblins and only in the above circumstances. Otherwise they appear completely lifeless without some manner of magical detection.

If the PCs are extra cautious and hack up the bodies, subtract some body from them (and a limb or two if they specified anything) from the zombies. If they are hacked to pieces, the zombies just don't rise up.

2. KITCHEN:

This long room is unlit. The skinny room was once a place of food preparation and storage. There are cooking pits, a chimney too small to climb (10" square), long tables with scattered and spilled materials such as flour, and various cooking utensils like spatulas and spoons. Hanging from the ceiling in the Southwest corner near a cooking pit is a cast iron kettle two feet across. It is hung from a chain near the ceiling and shows signs of regular use.

Within the kettle is a small black waxen plug on the bottom. This looks like the rest of the kettle and without a -2 PER roll it will not be seen. Under the wax plug is a small depression with a bronze key in it. This is the first key to the vault sequence, as detailed at the end of the encounter areas. The room is otherwise unremarkable.

3. DINING ROOM:

This room is unlit and has no torches. Across the hall from the kitchen is a dining room, a very large area that holds a few broken benches and shattered remains of chairs. There are metal hooks in a few places on the wall.

At one point the wall held trophies and displays, and there were grand tables with rich chairs for the rare occasions in which the pair would have guests, but most of the furnishings have been broken apart and burned for firewood.

Two chairs, however are distinct from the rest and still remain. They are on opposite ends of the main central table and are ornately carved, large throne-like chairs. Each has special carving on them, the East one has a Z and magical symbols, the West one has an R and martial symbols. They are affixed to the floor and made of fine wood. The goblins haven't touched these for fear they are magical or trapped.

In the arm of Zelligar's chair there is a compartment that can be opened. The mechanism to open the compartment takes a -2 PER roll to spot, if it is being looked for (a -6 roll might spot this if not looking and the GM is feeling generous). Within the compartment is a *Wand of Dazzle*

The seat of Rogahn's chair lifts up, and within it is a light crossbow (the string worthless now), 10 quarrels, and two daggers. They are of no special quality, but useful in an emergency.

4. LOUNGE:

This room has no light. There are a pair of large stuffed chairs next to a circular table with a chess board on it, but no chess pieces. An empty keg stands in one corner with a rack of mugs by it, and the wall is fitted with recessed shelves carved from the stone, but they are empty and lightly coated with dust. A fireplace stands on one wall, cold and empty. Two life size statues of a man and a woman stand opposite each other in the room, carved of what appears to be marble.

After dinner, when entertaining guests, the adventurers would retire to this room. An empty keg stands in one corner with a rack of mugs by it. Sneeksie took the chess pieces, but left the board not knowing it is worth 12 silver on its own. There were once books and scrolls in the shelves, many of which were burned for fuel before Rattleskull arrived and took the rest. The fireplace flue is large enough that a small race such as Ratman could climb up if he wanted. It comes up under the tower and runs up the side of the tower and exits at the top of the crumbling upper wall.

The two statues of marble, a man and a woman, stand beckoning to each other on opposite sides of the room. Each is worth a fair amount of money (at least 75 silver if a buyer can be found), but each also weighs 1700 pounds and stands over five feet tall.

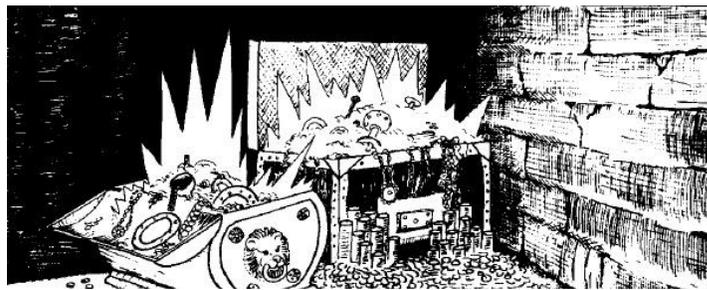
5. SHAMAN'S CHAMBER:

The door to this room may be locked (see below). If so, then there are bluish glowing hands like goblin hands holding on to both sides of the door and the doorframe. These hands are a 36 active point spell which acts to hold the door closed with 18 strength. This can be broken either with a dispel of the active points, or main force beating the strength check of the hands.

If the party is stealthy or has not alarmed any goblins, then they will catch Rattleskull unaware, lounging in his hammock with a goblin girl. If, as is likely, they make a lot of noise opening the door or have otherwise given Rattleskull reason to expect trouble, only the goblin girl is there. She is lying on the hammock trying to look alluring to distract the party while Rattleskull lurks at the side of the door with Pestilence breath ready to cast. See area 25; the Goblin Chieftain may be here also.

This is what the party sees when the door is opened:

This room is lit by several reddish glowing wicker woven cages hung from the ceiling. The length of the north wall depicts a wizard on a hilltop casting a spell over a valley below while an army routs in confused panic. There are pegs on the south and east walls with garments hanging from them. In the Southeast corner is a large, ornately carved bed frame which has a hammock incongruously slung in it. A large chest sits at the foot of the bed made of dark wood.



The room generally will be empty, as Rattleskull spends most of his time in the library (area 12) or workshop (areas 8-9). If Rattleskull is present (8- chance or GM choice), he will be attended to by a goblin girl and the doors will be locked.

This used to be Zelligar's primary chamber, where he slept and worked although his main workshop is elsewhere (areas 8-9). Each of the four wicker woven cages hung from the ceiling contain very minor elementals (Mere Fire Elementals). If the cages are broken or cut free, the elementals escape and disappear. The mural is a rather stylized and self-aggrandizing version of Zelligar's contribution to defending the valley. However, closer examination reveals that this mural actually reveals the sequence and devices needed to open the vault.

There are six symbols along the bottom of the mural, but they will only be seen by This is detailed on Handout 2.

The shaman Rattleskull is rather vain and likes to change clothes a lot, so he has many different robes and cloaks hung on the wall. The bedding was taken and burned, but the impressive wooden bed frame was too solid and looked too important to be destroyed. When Rattleskull arrived, he hung his hammock in the frame because he thinks it looks impressive. The bed frame weighs 850 pounds total but would sell for 50 or more silver, if the thing can be moved.

A large chest is at the foot of the bed, made of the same rosewood as the bed frame. It is closed and nobody has opened it because it has a trap. The handle of the chest has a pin trap on it that also has a wax-based poison which paralyzes the appendage that it hit, causing the limb to be crippled for a full day (unless a disabling wound is cured).

There is a lock under the handle, but you have to lift it to see the lock (and thus suffer the attack, although any hard armor protecting the area or a lever of some sort will ignore the needle). The lock is -2 to pick, since the key has long since been lost. Within the chest is a shallow wooden drawer that sets inside the chest, dividing it into two sections.

In this top drawer is a small flat circular iron container with D6+3 doses of this waxy poison (called *Eskand*). Also there is an 18" brass rod with one end flattened, part of the vault sequence.

Lying on the bottom of the drawer flat is a *Scroll of Assay*. Lifting out the drawer portion reveals a set of folded robes of fine quality but non-magical design and other pieces of clothing such as sashes, cloaks, gloves, boots, hose, and so on worth a total of D3+2 in D6 silver. Under the neatly folded clothing (fits any normal sized human comfortably) is a statue of *Mirond* rolled in black velvet of a beautiful nymph worth 3D6+3 silver and a pair of matching wands that have not been enchanted but are ready to be. The wands are also rolled in velvet and are made of what looks like the forelegs of an eagle, with clutched talons.

Lying on the hammock is a book. Rattleskull cannot read but likes to be seen with a book, as it makes him look terribly magical and educated. The book is a historical work regarding a kingdom that used to stand in this area back in the Elven days. It has nothing of any immediate use or detail, although the GM might use it in the future for clues or details regarding an adventure set in this area.

6. CLOSET:

The closet is unlit. This room is very large for a closet, but that is how it served for Zelligar. The room is almost entirely barren because the clothes were mostly removed for the long trip south by Zelligar, the remainder later stripped by marauding goblins and Rattleskull for his wardrobe. All that is left are a few poles for holding hangars, hooks on the wall, a scattering of broken shelves. Most of the shelves were taken and burned.

7. ANNEX:

Dominating the center of this room is a spider, the size of a bed. Its long legs spread three times the height of a man and its many malevolent eyes gleam slightly red in the dim light. The rest of the room seems empty and cleared out, with spider web strands festooning the walls and ceiling. A few ominous looking webbed shapes hang from the ceiling.

The spider is an illusion, an 8d6 mental illusion cast by Rattleskull using a magical item he once had. The magic was used up, but it placed a powerful ward here to keep out intruders. The spider will leap on someone and bite, then when they are disbelieving leap to another. Since the illusion is not very strong, it isn't likely to do very much damage. It must reach EGO+10 worth of effect to fool anyone; with EGO +20 of effect, it can do 8d6 of normal damage (stun only) with a knockdown charge and at EGO +30 it can bite for 3d6-1 damage. However, as soon as the victims recover from the illusion, all body damage vanishes.

In the actual room is a set of shelves and a large stuffed chair. The walls are hung with dark neutral colored hangings that lend to a contemplative atmosphere. The chair is odd in that it has no legs or arms and is designed for sitting in cross-legged, leaning back. On the shelves are four well-bound books., the rest are too decayed from moisture in the air or misuse by goblins to be readable.

Zelligar used this room for study and meditation, and it is unlit. The door to the annex is held by Rattleskull's goblin-hand hold door spell. Only Rattleskull has easy access here, as the goblins have a holy fear of magic and won't mess with anything obviously enchanted.

The first is a treatise on local plants written about 100 years ago but is still quite valid. It gives a base KS of 8- regarding forest plants of temperate Jolrhos if a week is taken to study the text. If the character has herbalism, they gain a +1 bonus to forest herbalism skill as well. If they already have a forest plant KS, then the book is too rudimentary to learn much. This book

could sell for 7 silver.

The second book appears to be a series of hand-written scribbles of nonsense or code, unreadable. Zelligar wrote his diary in this book, and cast *Encode* on it. Now dead, only he knew the key to decode it, but a cryptography roll at -3 and a week's study can pick out the code, or the proper spell can. This book would sell for 1 silver, or if decoded, for 50 or more silver. The diary has no real secrets in it, but is full of biographical and historical information about the heroic pair.

The third book is not a book at all, but a wooden facsimile that is attached to the wall by a metal bar. When tipped forward, the first step of the vault sequence is triggered with a distant grinding a clanking sound that might alarm players but is harmless.

The final book is a study on magic theory with Zelligar's notes in the margins and on ever blank space. The book grants +1 magic skill after a month's study, and when used with magic research gives a +1 bonus as a helpful tool. This book would sell for 15 silver.

8. WORKSHOP:

This room has several large wooden tables in it, and both sides of the door on the north wall have long shelves along them. . A large slab of stone stained with various unknown materials and blood is in the center of the room. On the north shelves is a variety of mundane objects such as paper, dry ink wells, quills, empty (cracked and ruined) scroll tubes, straw, folded dirty cloth, and 40 jars. Each jar has odd stuff in it, such as spice, fungus powder, salt, wood chips, hardened sap, metal filings, oil, insect bodies, salt, sand, and so on.

Entry to this room requires discovering the secret door in the corridor. The corridor in question is wide and painted with a variety of different figures, a mage and a warrior at different stages in their life. The secret door is -2 sight PER to find even if someone is looking, however, a luck roll will show Rattleskull walking into the room and the door's existence. The door is opened by pushing the eyes of a painted wizard on the wall. This room is lit by a two blue crystals set in the ceiling that glow when someone enters. The goblins feared this room's obvious magical content and did not loot it at all. Rattleskull likes to spend time in here and in area 9, so there's a 14+ chance he's in either room. Otherwise this room will be uninhabited.



The jars were used in Zelligar's potion-making practice, something he was never very good at. He would collect pretty much anything he found and tried to make potions but was rarely successful. Still, each bottle sells for 2d6 copper to an alchemist. One jar on the shelf is unusually large, and contains a black cat floating in some clear liquid. If the stopper is opened, the liquid evaporates and the cat comes to life, leaps out, and runs away if it can. It is just an ordinary cat, preserved in an extraordinary way. Hidden behind the jars is a plain brass ring with a broken arrow etched into it. This is a magical charm called the *Broken Arrow Ring*.

9. LABORATORY:

This room has several large wooden tables and a heavy stone table. The tables are bare, except for a single stoppered smoked glass bottle on one of them. Several logs are piled under the nearest table. On the south wall is a stretched leather skin of some sort that looks very old and has some strange runic writing across it. A sunken firepit is in the middle of the room, cold and empty. Over it hangs a large iron kettle.

Dominating the room is a large orc skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. In the southwest corner are two very large copper vats. A stone block table is standing between the vats. Six earthenware containers like urns stand against the west wall. Various pieces of glassware are stacked on the stone block and on the floor. An upright, empty wooden coffin stands in the northwest corner.

This room is also accessible by a secret door. This door is -2 PER to spot as well, and a luck roll again can spot this (but only if it has not found room 8).

The orc skeleton hanging in the room is the remains of the orc warchief that the pair defeated. It hangs over the tables horizontally and is wired together.

The stoppered smoked glass bottle on the table has gas in it. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within three meters may be affected by laughing gas. The gas acts as a CON-based mind control of 7D6, to force everyone to laugh uncontrollably.

Characters afflicted by an effect equal to CON will find everything terribly funny and tend to laugh rather than talk. CON+10 effect causes characters to helplessly laugh and need a DEX roll to keep holding or carrying any items or engage in any activity other than walking. Any higher effect will cause characters to rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. They will be able to take no other action than laugh and stagger about, hold their gut, and so on.

CON rolls can be used like EGO rolls to break free over time, as usual.

The noise of those under the effect of the laughing gas will necessitate a special additional check for wandering monsters being attracted to the ruckus. Clever characters may not open the bottle, but instead take it with them to use elsewhere.

An alchemist can determine the effects of the gas without releasing the entire batch with a straight Alchemy roll, and with a successful roll by -5 will be able to recreate the stuff. The glass bottle has 1 body and 1 defense, and weighs .4 kg. It has a size of 5 due to bulk.

There are a total of eighteen logs under the table, and if these are moved a shiny "gold" ring will be found. Although it appears brilliant and valuable, it is worth only d6 copper. However, d6 pieces of the wood are actually *Helvorn*, each worth 3d6 cp.

The old stretched leather skin is undecipherable without magical aid. The legend, if interpreted, will read:

"What mysterious happenings have their birth here?

Only the greatest feats of wizardry, for which every element of earth, water and sky is but a tool!"

The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

The firepit and pot are unremarkable. The kettle is cast iron and weighs 250 lbs. Brownish residue clings to the sides and bottom. The stoneware urns contain various potion making materials like next door, of no special value except to alchemists. The room is otherwise unremarkable.

10. STOREROOM:

This irregularly shaped room, hidden by a secret door (-1 PER to spot, opens by sliding a dusty cloth covering aside revealing a wooden door with a hole in it to grab and swing open), contains a small number of supplies compared to how much the room could contain. The contents are not spoiled but are very old, musty, and dusty tasting. They contain such things as candy, rye flower, raisins, brined fish, wine, soap, and so on. Each keg is marked with a different symbol denoting its contents.

11. SUPPLY ROOM:

The door to this room is partly open. A Rust Beast has found its way into this room, chewing on metal supplies. This room is the stronghold's supply room and is rather empty, containing mostly construction supplies. The shelves and boxes contain dried glue, 10 foot 6x6 wooden beams, sacks of mortar, boxes of nails, boxes of iron spikes, 20 foot lengths of heavy rope (200 pound test, but weighing 8 kg each) and other hardware such as door knobs, hinges, and such. Much of the room's contents have been corroded and devoured.

The Rust Beast is not hostile and has plenty to eat, so it won't bother anyone if it is not bothered. It will dislike anyone getting within a meter, however, and might back away slightly, hissing, or even attack if they do not move away.

12. LIBRARY:

This room is unlit and has no torches. The room is well stocked with shelves and has red tiles inlaid on the floor with a pattern in the middle you cannot quite see due to the shelves. Wall sconces are mounted around the room and from each hangs a black iron cage the size of a basketball. Each glows a bright reddish light. Three large wooden tables are in the room against three walls. In two corners of the room are dusty, dingy, and long-abandoned, but comfortable stuffed chairs.

Quasqueton's library lies behind a pair of ornately carved doors. In the very center of the room within the floor surface are blocks of white granite within the red stone forming the letters "R & Z."

In each wall sconce is a fire beetle, glowing redly. They illuminate the entire room well, and the insects seem to be thriving in their cramped captivity, although if the sconce or cage is removed or opened, the beetles die. They give enough light to read comfortably in the room with a reddish colored light.

The library is modestly supplied with books, tomes, volumes, pages, scrolls, and booklets of various sizes. They are not magical and although the books are somewhat valuable (d6 worth of d6 copper each, a total of 3d6 books), they are of topics such as botany, winemaking, poetry, account keeping, histories of metallurgy, and so on.

13. IMPLEMENT ROOM:

Another storage room, this one smaller and more filled with tools. There is nothing of particular value to the characters other than a few mining picks, pry bars, and iron spikes and hammers.

However, on the north wall, fairly well (-2 PER to spot) concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two characters at a time can attempt to use the lever to raise the portcullis. The second character adds 5 strength to the highest strength. The lever has 30 strength due to rust and age, and the characters must beat it in a strength vs strength contest to open the portcullis. Each attempt uses up one long-term endurance due to the heavy exertion, if the GM is keeping track.



The trap itself is in the corridor outside the door of the room, just beyond it to the east. It will spring when one or more PCs reach a point ten feet in front of the dead end wall, falling at the point indicated with a dotted line on the map, ten feet further back.

The trap is difficult to spot (-3 PER, -1 to traps skill), and makes a terrific crash when it falls: the GM should check immediately for a random encounter. The bars of the portcullis are rusty and weak; it only has 5 defense and 7 body. Some of the tools in the store rooms may be used to hack or pry the portcullis apart.

14. AUXILLARY STOREROOM:

This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

15 & 16. TELEPORTATION ROOMS:

This simple rectangular room is unlit and is empty and bare stone save one feature: a stone outcropping of crystalline rock that refracts light against the walls in interesting patterns.

A powerful spell has been permanently placed upon these two rooms of equal size and shape. There is no indication of any spell or magic unless some sort of detection ability or spell is used.

Both rooms function in the same manner once their doors are opened. Once adventurers enter the room to investigate this, the entire party is instantly teleported to identical locations at the other room -whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurer noticing that it has occurred; that is, they have no way of "feeling" that anything unusual has happened. Their relative facing and positions are identical, rotated to reflect the layout of the other room they have been sent to.

To reflect this fact without tipping off the players, the GM should adjust directions and mapping information. Thus, If a player character thinks they are headed north when they are actually going east, they should be told it is north until they know otherwise.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. Then it will trigger again once the room is entered, as above. Both rooms will magically have their doors in exactly the same position the players left it when they are teleported. Once all the players are out of either room, both doors close automatically after ten seconds.

17. CHAR STORAGE CELLAR:

This twenty foot square room is stacked with wood and what appears to be rough coal. The room is lined with blackish soot and dust, but there is only a small pile of coal against the north wall. It has no lights or torches. A blank wooden door with no handle is set into the western wall.

The western door cannot be opened, although it does seem to rest in a frame, and will even rattle slightly if great strength is applied. The door is an ordinary door, it just will not open and nothing is behind it, until the vault sequence reaches a certain point. The door can be destroyed, it has only 4 PD/ED and 4 body.

Once the vault sequence has been started in area 7, then this door will pop slightly open, and behind it are three small levers. All three must be facing down for the next lock to open in the vault, which will be audible as machinery clanks and rumbles somewhere when it happens.

However, the switches cannot be moved singly, nor all at once. Two of them must be thrown at the same time, and they start with the center switch (B) down and the others (A and C) up. The PCs must find a way to get all three facing down, using two levers at once.

If the party does not care for this sort of puzzle or is having no fun with it, have them roll an INT check and the best roll figures out how to do it right. After all, this is a role playing game, and the test should be of the characters, not the players.

The fastest sequence is to throw C and B opposite, then A and B at the same time downward. If all three switches ever are pushed all up at the same time, the entire Vault sequence resets, which means starting from the beginning. This allows the entire sequence to be reset if the party wishes for it to be.

No matter how the party left the levers, when the door is opened again, they will be in their starting position as described above.

18. SMITHY:

There is no light in this room. You can hear an eerie whistling and moaning sound that rises and falls irregularly somewhere in the room. This area has three firepits and a huge anvil visible in it, and hand bellows hang on a wall.

The Smithy is an irregularly shaped room which actually seems to be almost two separate areas. An eerie wind whistles through the upper areas of the room near the ceiling, a natural effect which was used to vent exhaust fumes out of the room. Three fire pits lie dormant in the northeast 20 foot square portion of the room, located on the north wall, northeast corner, and east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although there is space and hanging hooks for various tools which are all vacant.

19. ACCESS ROOM:

This room adjoins the nearby one. Along the north and east sides of the room are stacked pieces of wood in various sizes. On the floor in one section are smaller cut pieces of wood lying side by side in a square pattern.

Close examination of the wood reveals that it is largely made up of hacked apart furniture and shelving.

In the southeast portion of the room there is a large hole in the floor about three feet square. Over the opening is a single layer of longer sticks of wood stacked on top of it like a lid.

If light is held from above, it is impossible to see how deep the opening is, although a torch dropped below will show a rough stone floor forty feet down. The goblins use this room to dispose of lawbreakers or troublesome visitors, as they fear what lives beneath. They are the ones who stacked the wood atop the opening.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however is a bit loose, and it has an 8- chance to come free when any weight is put on it. This chance is increased by 1 for every 25 pounds over 100, so a 200 pound person would give the ring a 12- chance of coming free.

Check once for each person who climbs down; if the ring gives way, it does at a random distance, causing the character to fall for d6 of d6 (1-6d6 total) normal damage. Each time the rope is used and the ring holds, everyone watching gets a hearing and sight perception roll at -2 to notice the strain and weakness.

Once the ring has torn loose, obviously it cannot be used again in this manner.

A clever player could use a few of the longer logs to place over the opening and suspend the rope from them, and this will hold up to 500 pounds safely. While the party is in this room, check twice for an encounter, as it is visited more often for fuel.

20. GUARD POST:

The long L-shaped hallway here is lit brightly with torches every twenty feet. At the end stands an open door.

Within the square room is a low wooden table and two long benches on either side of the table. Three doors lead out of the room, including the one to the lit hallway.

This spot is where two goblins stand guard, wearing leather armor and bearing a spear, a small shield, and a dagger each. They are watchful and vigilant, the door is open and they can see down the hallway easily. The whole hallway here is lit with

torches that are renewed regularly. The guards change shift every three hours, swapping with a group from within area 21.

The guards here respond to the magic alarm in the areas marked 1 by moving swiftly to the secret doors and readying to move out into the hall behind any intruders. They will have light leather armor on them (locations 8-15) as well as a small shield. The guards are armed with a spear and dagger.

21. GOBLIN APARTMENTS:

This long room is has rough cloth and leather hangings all down it except at the very end. These sections are hung from the ceiling by ropes and leather thongs and each has a split door. This effectively creates a narrow pathway about four feet wide down the length of most of the room. Some of the doors are more open, revealing a small dwelling inside. Torches burn on the walls and at the far end of the room is a 20 foot section without hangings that holds a large chair on a large stone slab like a stage flanked by two fire pits.

This long and narrow room originally served as some kind of auditorium or meeting room. A large stone slab at the north end of the room serves as a sort of stage, rising ten inches off the floor to accommodate speakers.

Now the room is cleared of benches (most have been burned for fuel) and is set up with small partitions created by hanging cloth from the ceiling. The cloth is old and rotting, but serves to separate each section from the others, creating twenty foot wide by eight foot deep partitions. Each partition has a split in the cloth that allows entry, but are otherwise hanging the length of their section. This leaves a four foot wide passage down the middle of the hall to the end, in which the last ten feet is unpartitioned. There the goblin chieftain will give speeches and various events are held such as dances, torture, and so on.

A total of five goblin families live here, consisting of one adult couple, one teen aged (treat as mature) goblin, and three young that are non-combatants, although they will fling debris, feces, and anything else they can reach at any intruders). All the goblins here are armed with spear and dagger, but have no armor.

The goblins living here will respond with hostility and anger at any intruders, attacking on sight unless clearly outnumbered or obviously outclassed. Once half the goblins are defeated, the rest will try to flee or surrender. If anyone can speak yrch, they will offer eternal servitude and loyalty, which will last until they can run away or stab their masters in the back.

There is a chance that the Goblin Chief Greatshanks is in this hall, see area 25.

22. GARDEN ROOM:

The floor of this unlit room is covered with a carpet of olds, mosses, and fungus in a rainbow of colors and shapes. The planters stand with huge fungus and plants rarely seen, the walls are painted with swirls of molds and plant life, sprouting with shelf fungus and various protuberances. The ceiling hangs with fungus as well, some so large they might brush the head of an unwary traveler.

Once the showplace of the entire stronghold, this garden has become a botanical nightmare over the passage of time. With no one to tend the gardens, molds and fungi have grown out of control. Overhead a strange greenish light emits from what parts of the ceiling not obscured by plant growth.

Each of the planters was once well tended, but now have become overgrown with various plants, presenting an eerie and even forbidding sight. The plants are now growing on every surface, even under the doors and out into the halls slightly.

Any character with botany or herbalism skill will notices that some of the plants have been cut or harvested, and anyone with tracking will spot trails and footprints in the room where goblins have passed. The goblins use this room as a garden still, choosing the edible plants for dinner and the dangerous plants for the shaman's experiments.

The room may be passed through, but unless the characters are stealthy, they will disturb the various plants and cause small clouds of spores to rise. These spores are not toxic, but will be problematic. Should any character cause a cloud, they will have an 11- chance of any food they are carrying becoming infested. The food will be edible for one day, then after that will turn strange gray and yellow colors and sprout mold, causing it to be ruined and inedible.

If more than one character causes the spores to rise, they both suffer the above effect, and the air becomes difficult to breathe and see in. Any combat that is fought in this room always causes this effect. All sight and smell perception rolls are reduced by -2 and each phase a character spends more than 1 END they must make a CON roll or spend half a phase coughing and choking. If the roll is failed by 3 or more, they lose an entire phase. Any life support that purifies air or removes the need to breathe entirely negates this effect.

Living in the room are a few fungal creatures. One of them is the large puffy fungus called *Coflosen*, also known as Puffbladders. If disturbed, there is a 14- chance that it bursts in a 3 meter-wide cloud of spores centered on the puffy fungus.

A dexterity roll (intelligence roll complimentary) will prevent breathing any of the spores, as will any appropriate life support - assuming the characters did not previously state any protective measures, such as holding their breath. The spores cause itching on whatever they settle, armor notwithstanding, which results in a penalty of -1 to OCV and DCV, and dexterity rolls. If the spores are breathed in, they cause a 1/2d6 Killing Attack (NND (immune to disease), full damage, +2 stun modifier). This also causes a 9d6 CON-based mind control:

paralysis as the character is doubled over coughing and gagging which fades at 1 level of effect per phase. Any spores that settle on food spoil it over night, ruining it visibly as described above.

Behind one of these *Coflosen* is a metal bar shaped like a large staple. Pulling this upward will cause it to lift and click audibly, causing machinery to rumble somewhere else, this is the next step of the vault sequence.

Also in the room is a Dusky Polyp, looking like a very large shelf fungus of dark gray with lighter gray and yellowish veins shot through it. It grows in the far north semicircular planter and will immediately fire off a bolt of electricity against anything larger than a rat that draws within twenty feet. The Polyp only has 12 endurance in its reserve, so it cannot use its powers very much and can easily be avoided.

Scattered among these plants are many edible fungus, several poisonous toadstools and growths, a few herbs, and a few unpleasant surprises. Any character who makes an herbalism roll will find D6 doses of herbs per point the roll is made by (starting with 3 for the base success). Roll on the table below for which herbs are found:

ROLL	HERB	DOSE
2	Ceel (AP on weapon)	d3
3	Mithyave (LS: bad air)	d6
4	Heth (harden defenses on metal)	d6
5	Sfalen (Random effect)	d3
6	Casrath (+8 paramedic roll)	d3+2
7	Lammang (food)	d6+2
8	Tseath (glows for 1 hour as candle)	d6+1
9	Pech Alar (D6 recovery aid)	d3
10	Madarkh (regen 1 bod/hour)	d3
11	Klathull (IR Vision)	d3+1
12	Carsath (hard defenses)	d3

If someone has a Poison skill, they can find poisons in this room as well, D6 total doses, +1 per point they make their skill roll by. Roll on the table below for what sort of poison is discovered:

ROLL	HERB	DOSE
2	Black Cap (3d6 KA)	d2
3	Celadine (3d6 1Def paralysis)	d3
4	Black Mead (1d6 DEX Drain)	d6
5	Haress (1d6 KA)	d3+1
6	Delesgal (2d6 CON drain)	d6
7	Veinfire (drain 3d6 DEX and 2d6 CON)	d6
8	Magewort (1d6 drain magic roll)	d3
9	Lothgalen (1d6 drain DEX, STR)	d6
10	Bistort (2d6 STN Drain)	d6
11	Xomarti (prevents eating)	d3
12	Joeft (5d6 Drain STR and CON)	d3

23. GOBLIN ARMORY:

The door here is securely locked, and there are nasty and lurid symbols on the door painted in rusty red material like old blood. Within the room are scattered wood chips and pieces of broken old wood. Along the walls are stacked boxes and bundles as well as shields, axes, spears, and daggers.

The door is shut and locked, and the lock causes a -2 penalty to any lockpicking attempts. This room was once used for furniture storage, and there are still woodchips and a bench for working wood on the north wall, but now it has been converted into the goblin armory. Here the chieftain keeps the weapons and armor of the goblins locked away safely until needed, and he alone has the key. Along the walls are stacked spears, axes, daggers, shields, throwing axes, sling stones in bags, slings, and suits of goblin-sized leather armor. There are 3d6 of any given piece present, plus three times that in sling stones. The Goblin Chieftain Greatshanks may be in this room, see area 25.

24. MISTRESS' CHAMBER:

This room was probably once lush and rich, but is now spoiled and ravaged by time and misuse. There are formerly beautiful canopy beds with the mattress on the floor inside the frame and spilling its stuffing out. Torn hangings are only partly on the walls, furniture is broken and strewn around. Hammocks are slung about the room. A large mirror is hung by the canopy bed and a battered bedstand is under it.

Part of the wall on the northwest corner is carved not squared off but into a stone basin with a drain carved in the bottom.

This room was originally the chamber for Melissa, Rogahn's sweetheart. However, it is now housing the chieftain's harem, such as it is. At any given time there are D6+1 female goblins lounging in the room, bathing, applying makeup, sewing, talk-

ing, and so on. The goblin girls will raise a storm of noise and shouting, throwing things at anyone who intrude, but are not combatants and are effectively trapped in this room by the arrangement of corridors. They will bite and kick and throw objects at anyone who loots the room, but will not be a real threat. The room itself was once rich and lush but now is spoiled and ravaged by time and abuse from goblins.

The finest bed, similar to the one in area 5, is now in sad shape, broken down with the mattress box on the floor and the canopy missing setting on the far south end. The foremost wife of the goblin chieftain sleeps in this bed, with the others making due with hammocks slung around the room.

The stand beside this large bed is in better shape, but still worn and old. The mirror is worth 3 sp but is affixed to the wall and atop the stand is an assortment of combs, brushes, and an old and stained lace cloth. One of the combs is silver, worth 5 sp. An old perfume set is inside the bedstand in the drawer, but the scents have long evaporated. The four bottles are well made, and worth 25 cp each.

The basin is empty, but an old cask of dusty, stale water stands beside it and an old wooden plug is on top of the cask.

There is a chance that the Goblin Chieftain Greatshanks is in this room, see area 25.

25. ROGAHN'S CHAMBER:

This room is well lit and has rich wooden panels on the walls covering the stone. The floor is tiled with deep red stone with white inlaid patterns and rugs lying on it. In each of the four curved corners of the room are brackets, but only two on the east hold tattered, decaying tapestries portraying battle scenes.

A large and unusually preserved bed stands on the east, with battered tables on either side of the bed. A large chest stands at the foot of the bed, and a cabinet is on the north wall.

Rogahn's personal quarters are oddly shaped and protected by a set of secret doors leading to areas 27 and eventually 24, above. The curving walls of the room are immediately noticeable as different from the others in the stronghold not just for their construction, but their covering. The walls are covered with vertical sections of rough-finished fir wood, each narrow plank running from floor to ceiling. If any of the planks are removed (and several have come loose) they reveal only stone and remnants of cement to hold the plank in place.

In the large bed on an 11- chance there is a goblin girl, hiding under the covers and peeking out, hoping not to be seen. She will not be hostile, and in fact maybe entirely too friendly to any man she deems sufficiently tough and manly. She is very unattractive and smells awful.

Worked into the head of the bed is a letter R, which can be rotated 90 degrees to the right, triggering the next section of the vault sequence.

Normally this room is empty, as the chieftain is busy elsewhere, but there is a small chance the chief might be met here. Roll on the table below for where the chieftain is when the PCs arrive at this room. He will remain there until the party finds him or he is called upon:

ROLL	LOCATION
1	Room 25, Chieftain's room
2	Room 5, Shaman's Room
3	Room 27, Throne Room
4	Room 21, Goblin living quarters
5	Room 24, Harem
6	Room 23, Armory

The Goblin Chieftain is named Greatshanks, and he is unusually big for a goblin. Greatshanks is always accompanied by two goblin guards (shield, leather armor, spear, dagger) and his pet Quillrat Shakes. When he is in the Harem or his own room, the guards stand outside the door to area 25 in the semicircle and Shakes sleeps on the floor nearby.

Inside the chest is the goblin treasury, kept for paying off troublesome intruders, buying goods, and tribute to the orcs in the nearby caves. Greatshanks has the key to this chest around his neck on a cord at all times, and the lock is -1 to pick. Within the chest is 87 copper and 15 silver in two bags, a set of candlesticks and dinnerware of silver worth 125 copper total, and a *Cloak of fenen* that is too big for anyone but Greatshanks and he doesn't like how it looks.

Greatshanks will try to kill parties that look weak, negotiate with parties that look strong, and betray either one at the first opportunity.

To this end Greatshanks may use the teleporter rooms of 15 and 16 if possible, setting an ambush in the other room and telling the party there is treasure hidden in the room. He may also try to get the characters to go into the pit in area 19 and consider them dealt with. He might try to get the characters to try to drink some of the more lethal liquids in the pool room of area 31. Mostly he wants the PCs dead and their gear in his hands, but he's willing to part with their equipment if it means they are dead.

The main door to this room is concealed as part of the stone wall; the hall appears to end in a curved niche but upon closer examination (-2 sight Perception roll or a successful mechanics or trap roll) reveals a tilting stone set in the wall that opens the door.

The southern secret doors are worked cleverly into the wooden paneling and are visible with the same skill checks as above. One piece of the panel next to the door opens like a little panel and a lever is revealed behind it to open the doors.

26. TROPHY ROOM:

The area here is unlit, but torches are set in regular intervals on the wall and a chandelier is held by a chain that can be lowered by a lever on the north wall. The room has various stands, shelves, chains from the ceiling, and pedestals, each displaying different items. There is a large statue of an eight legged lizard near the west wall, a sagging and decaying skin of what looks like a dragon hung along the whole north wall, a collection of different skulls displayed about the room, and a huge stinger from some creature. Near the east wall is a seven foot tall monolith carved with intricate linework, moss and lichen dried on it.

The stronghold's trophies from various adventures and travels were kept in this room. Some of them are still here, but most have been looted or destroyed. Still here is the statue of a basilisk (actually a basilisk who was tricked into using its gaze on a mirror), the large standing stone that was critical in the defeat of a shaman but is just an ordinary rock, and the skin really is from a small red dragon.

The scales have been removed, but the skin remains, still a brassy golden red color, but much dulled over time. It has lost any of the usual properties that make such a skin useful for armor and is a decaying wreck now, but still quite impressive.

The room now has Greatshanks' skull collection on the pedestals set evenly through the room. These skulls include several humans, elves, and dwarves, a huge sewer rat's skull, several wolves, a deer with a very impressive rack, the lower jaw of some fanged beast (alisaur), and the stinger of a wyvern.

None of these remains are in very good condition, and few were actually killed by Greatshanks, although he'll claim he even killed the dragon if asked.

27. THRONE ROOM:

This room is lit by a pair of very impressive crystalline chandeliers. The floor is polished black and white tiles and the 15 foot ceiling is held up with red stone pillars. There are two throne-like seats on a raised dais of 3 steps carved of red stone as well.

Brackets for tapestries are set along the walls, but aside from a few tattered shreds and ragged threads, none are present.

This area was mostly for show when the two heroes lived in this complex, but it doubled as a ballroom which is what it was most often used for. In all the stone in this room is worth hundreds of gold, but is effectively immobile.

The tapestries were all burned or use for clothing and bedding by the goblins. The two huge enchanted chandeliers are made of cut glass (each ten foot wide fixture weighing 350 pounds, but worth 45 silver intact). When anyone enters the room the lights will illuminate the area, they can be commanded

to extinguish, dim, or light, and can be set to not light when someone enters the room, but there's no one alive who knows how any more.

The goblins use this room for celebrations, meetings, and Greatshanks uses it to impress visiting orcs and other creatures with its grandeur. It does not get a lot of use because there is not much reason for these goblins to celebrate and they have few visitors. There is a chance that Greatshanks will be in this room brooding on a throne, see area 25.

28. SHRINE:

Neither of the heroes were particularly pious, but they had a priest friend so they built a very simple shrine here. The goblin

The floor of this dark room is gray slate and carved with a design that is difficult to discern. The walls and ceiling are a mottled filthy grayish color. In the center of the room is a block of white marble with black and gold streaks through it. Upon this is built a structure of bones, leather, rocks, and blackened wood like a primitive shrine.

shaman Rattleskull has set up a shrine to his demon in this area in the place of the old shrine of light. The floor is carved with a sun design, although dirt and dust have filled in the lines and it is difficult to discern. The walls were limed white, but over time that has faded and corroded.

The structure on the stone block is a shrine at which Rattleskull sacrifices small creatures, infant goblins, and goods he finds on visitors to his demon god.

The shrine has an unpleasant, dark feel to it and the shrine itself is cold and casts heavy shadows. There are blood stains on the stone block and scratches like fingernails dug along the top and side. Any spells cast here have an 8- chance of their side effects going off even if cast successfully, and any spell without a side effect has an 8- chance of summoning a Lemure if the magic is failed.

Should the shrine be destroyed, the stone block cleaned up, and the floor swept out revealing the sun symbol, the person or persons doing so will receive a blessing of one overall level for 24 hours.

30. THE POOL ROOM:

This room is unlit and has no torches. It is so large that your light barely shows the far walls. Set at regular intervals in the floor are wide circular pools, some filled with liquids and some apparently empty. The air here smells acrid and unpleasant, as if many powerful scents are mixing in an unhealthy miasma. The walls of this room are covered with small geometric mosaic tiles.

Zelligar did a lot of experimenting with alchemy and potion making, and he kept large quantities of various strange liquids on hand for his work. He also intended to use them for experimental elemental spells, but once the room was completed, he did not actually use this room very often.

This room has a secret door that is difficult to spot (-3 PER roll or -1 mechanics or traps roll), but when the door is opened, there is nothing in the room. It appears to be an empty, slightly dusty twenty by thirty foot room. The goblins aren't even aware it exists.

A mechanics or traps roll by 3 will spot that the door indicated in the northwest by north section exists and can be opened somehow, but there is no way it can be opened from this room. When all the vault sequence on this floor is finished, this door opens and the stairs to the lower level is revealed beyond a short hallway.

Each pool is three feet deep, shaped like a wide shallow bowl. Each one has different contents in it, labeled A through N:

- A: Pool of Healing - the pinkish liquid in this pool heals D6 body when ingested, one per day. However, if someone is immersed in the pink goo, they are healed for 5D6 as if normal damage once per three phases for a full turn. This effect will work on any character who is dead but has their soul intact (died within an hour or has been *lifekept* with some herb or spell). The goblins know of the first property, but not the second.
- B: Acid Pool - The liquid here is clear and slightly fizzy, giving off a metallic scent.

Anything immersed in the liquid or splashed with it suffers a 1D6 armor piercing defense drain and a 3D6 penetrating energy attack per phase of immersion. When immersion ends, the effects are halved and take effect in four seconds once more, then in four more seconds a 1D6 penetrating attack takes place. A very large ceramic key, eight inches long, is lying in the center of the pool, barely visible through the liquid. It is unharmed by the acid, as is any glassy substance, but anything else poked into the pool will suffer its full effects.

D: Crystal Sludge - A large, weak and hungry crystal sludge lies in this pool, looking like slightly opaque clear goop that lines the pool, but does not fill it, a uniform foot deep. The Sludge is enchanted so that it cannot leave the pool, but it will attack anything that touches it or is poked over or into the pool area. In the center of the pool is a large keyhole which is the last part of the vault sequence on this level. Once the key from pool B is used on this keyhole, a distant grinding and mechanical sound is heard. The party has two minutes to get from this pool to area 30 and past the now-open door to where a lever is set in the wall which will force the door to stay open until it is put into the lower position again. Once two minutes is up, the door closes and the vault sequence resets.

E: Drinking Pool - This pool is continually refreshed with crystal clear icy cold spring water of wonderful flavor and refreshing character. Even if something filthy is thrown in, within a day the water is pure and clean again.

F: Pool of Wine - This pool is filled with deep red wine of very fine quality. It smells and looks like wine, and tastes like the very finest of wines. Unlike most other pools here this wine may be bottled and removed, retaining its virtues. There are twenty gallons of wine in this pool.

G: Dry Pool - This pool appears to be dry, but is in fact filled with water that has been enchanted to be invisible. It is water in every other way, it simply has no smell, taste, or appearance. If removed from the pool, the invisible water becomes normal water within a minute.



H: Hot Pool - This pool also holds water, but it is boiling hot.

The pool steams and rolls with heat, although the steam dissipates magically and the room is not affected by it. There is a whitish crust of minerals built up around the edges of the pool from minerals in the water. It is heated continually to boiling temperature, and if removed will cool down normally but will not change from being water.

I: Aura Pool - This pool of shimmering water seems to have a slightly rainbow sheen on the surface, but not as pronounced as if it were oily. If drunk, the water grants Aura Vision for a full day. Each person will only gain this magical effect once in their lifetime but the liquid retains its magic even if removed.

J: Pool of Sleep - This pool is a purplish liquid, its depths slightly swirling with streamers of darker color. The liquid has no smell or taste, and if any is drunk it will cause the character to fall asleep. They will stay asleep for 24 straight hours regardless of any treatment or magic used on them, minus 1 hour per point of Ego the character has.

K: Fish Pool - This pool has several small colorful fish in it, and its only magic is that the pool stays clean and the fish stay healthy without food or attention. If a fish is caught or scooped out, it vanishes after thirty seconds and reappears in the pool.

L: Ice Pool - This pool steams constantly and the air nearby is very cold. The liquid inside appears to be solid underneath very light, almost gaseous liquid; like a whitish rock that constantly emits cold vapors. It is dry ice - frozen carbon dioxide - and is very dangerous to anything placed in it. Any object introduced to the liquid CO2 immediately suffers a 2D6 NND full damage killing attack and any rigid or hard object suffers a further 3D6 defense drain. It also feels hot, although it is in fact extremely cold. The dry ice can be broken off and carried away in chunks but it rapidly melts into gas when distant from the magic of the pool.

M: Treasure Pool - This basin is filled with normal water, and appears to have piles of cash on the bottom, mixed with sparkling jewels. However, the loot is not real, it is an image of the treasure vault below.

N: Pool of Muting - This pool is almost empty, only a small amount of water remains near the bottom. If any is drunk, the victim becomes completely mute, unable to make any sounds whatsoever with their voice for D6 hours. While this is in effect, the GM should remember that character is unable to communicate normally.

Unless specially noted, all liquids presented above lose their magical properties when moved ten feet from their pool of origin

32. DESIGN ROOM.

There is no light in this room. Within this room are tables, chairs, and a shelf with scrolls and stacks of old paper. The tables are covered with dried ink wells, pencils, dried erasers and ink pens, as well as papers. Scribbles are all over papers stacked everywhere and clinging to the wall with nails and tacks.

The door to this room is hidden, discernable only with a -1 mechanics roll or a -2 sight perception or traps roll. It is opened by pressing two mosaic tiles on either side of the door at the same time. The floor and walls of this room are the same tiled mosaic pattern as the Pool Room.

Most of the papers are of geometric patterns and sketches of rooms, but a few have pieces of maps, different suggested layouts and tunneling designs for Quasqueton. As a result they will not look like the present layout of the complex, and characters might have a difficult time understanding what they are looking at. An INT roll at -2 will piece the sketches and schematics together as being proposed expansions, changes, and additions to the dungeon by some designer named Marevek, whose signature is at the bottom of several.

Under one of the tables is a strongbox that is set into the floor. It is locked (and the key is long lost) and trapped. Unless the trap is found and disarmed (-1 to traps roll), the device within fires off a powerful electrical charge, causing anyone touching the box with a conductive item (such as a hand or lock-pick) to suffer 5D6 normal damage and incinerating the contents.

The lock of this box is -3 to pick, but within is a full map of the a nearly identical copy of the present upper floor of Quasqueton (handout 4) and a sheet of paper giving basic clues to the vault sequence (handout 3). Also inside are bank notes that would have allowed someone hundreds of years ago to draw money off the accounts of the two heroes, but those accounts have long been closed. At the bottom of the chest is an unrolled and flat *Scroll of Decipher*.

The box its self is secured to the floor with heavy bolts and has 5 defense and 3 body, hardened. Any damage to the box will set off the trap.

33. BARRACKS.

This room is unlit. It is filled with dozens of beds and tables, a scattering of chairs and stools, tables, and a few chest of drawers and footlockers.

This room once held the men at arms and guards of the strong hold, with forty common beds twenty tables. It now serves as one of Sneeksie's hidey holes. The room has been emptied of nearly everything but furniture, but it contains as well, concealed to be -6 PER to spot. Again he will try to follow the group once they leave and rob them at his first opportunity.

Under a pile of junk and broken furniture is a pile of 17 bluish crystals that are worth only D6 copper each but look valuable. These once were set in various key points in the dungeon and gave light.

34. ARMORY:

This room is unlit and has no torches. It appears empty save for an assortment of stands, pegs, shelves, and brackets. The floor is dusty and does not look like it has been disturbed for a long time.

This irregularly shaped room was originally where the arms and armor were stored. It has been cleared of weapons long ago, and all that is left is the furnishing to hold the various equipment long removed. The room was designed to double as a hallway, so that the soldiers from 33 could equip on their way out to face whatever they needed to during the day.

35. GUEST CHAMBERS:

This room is unlit but has a lantern hung by the door. There is a single bed, dresser, mirror, chair and a table and a wardrobe set up. A bear rug covers most of the floor.

All three of these rooms are identical, set up to accommodate a guest or pair of guests in style. The furniture is in fairly good shape, although anything small enough to move out has been. The only difference between the three is that the northmost room's door is locked (-1 to pick) and has its furniture intact. The bed has a feather mattress, the table has candles and dinnerware on it, and so on. Sneeksie uses this room to sleep in and is here on an 8- chance, hiding with a -6 PER roll to find him. He does not have a key to the door, he just picks it every time he wants in or out.

36. UTILITY ROOM:

This room is unlit and seems empty.

This extra room was unused but it has special features. The first is that Sneeksie has hidden anything he's stolen from the party in here. He has a stash hidden under a loose stone in the floor in the eastern side where the room narrows. It is visible with a -2 sight PER roll or a level of luck roll, and opens easily. Within the hidden stash are a bag with 3d6 copper in it and a garnet worth d6+6 silver, a silver chain worth 4d6 copper, and a dagger that used to be used by Rattleskull in his sacrifices until he killed one of Sneeksie's pet rats with it. The dagger is not very useful in combat (it is more like a fancy letter opener than a weapon) but if cleaned up would sell for 15 copper.

The other feature is a pit trap at the end of the nearby hall to the east. There is a false door set in the north wall above the pit trap, and when the knob is tried, the pit trap triggers. The trap is visible with a -3 sight perception roll or a -2 mechanics or traps roll. It consists of a 20x10 foot section of the floor that splits in

half and swings downward, dumping everything on that area into the area beneath (see illustration on page 2). The bottom of the pit is 40 feet below but is full of water; room 50 of the lower level. The pool is deep enough that no one will hit bottom, but all will take 2d6 normal physical damage from the fall because the water is still rather hard from that height.

Once the trap has triggered, it closes again after thirty seconds, leaving the floor appearing solid and safe once more. The door at the end of the hallway is cemented to the wall and does not open. It can be opened from beneath only with some way of chiseling or enchanting a grip and exerting 25 STR.

37. RECREATION ROOM.

There is no light to this room. Two heavy benches are set along the north and south walls. A heavy woven mat of reeds lies across part of the room, and on the west wall are wooden targets jutting with old, broken arrows. A few empty quivers are hanging from the walls, as are brackets that appear to have once held weapons.

The door to this room is also locked, -1 to pick it. This is another of Sneeksie's rooms, and he may be present on an 8-roll.

There is a line drawn on the floor just west of the door where archers could stand and fire at the targets, a short distance, but good for friendly competition. There were once weapons hung on the walls but they have long since been looted or taken away by the men who once worked here.

Sneeksie has another stash hidden in here, behind one of the targets. This target can be swung away from the wall after a catch is pulled behind the wood, revealing a small pocket carved out of the wood containing 28 chess pieces of white and black stone worth 1 sp each (4 of the pawns are long missing), and a *Potion of Health* all wrapped in a dirty piece of tapestry.

That's it for the upper level. The lower level is accessible only at three points: the pit in area 19, the trap at area 35, A cave leading outside from area 56, and the vault door in area 30. The vault itself is isolated from the rest of the bottom level. It may not be initially obvious that there even *is* another level to the complex at first.

Once all the goblins are dealt with in the upper level, its pretty clear and safe to travel around in. There's only one real trap which can be circumvented once the area is known, and PCs may wish to move in without even knowing about the second level.

THE LOWER LEVEL

The lower level of the dungeon is about the same size as the upper level, directly underneath it. If you line up both maps, the exits to the lower level on the upper level will match their entry points on the lower level.

Unlike the upper level, almost all of the lower level is made up of limestone caves that are rough and unfinished. A crew went through and smoothed and cleaned the caves up so they are not as ragged and spiked with stalagmites as they once were, but there was no other work done except in the vault area. And after the decades since then, new stalactites are starting to form.

Although the floors are not marked with elevations, they rarely are flat and even, sometimes varying as much as several feet in a single room. The whole area is natural cave and is slightly damp and dank. There are no lights except as noted in the text. Any encounter marked with a * is unique and can only be met once (either in its lair or randomly).

RANDOM ENCOUNTERS		
ROLL	RESULT	No.
2	Direfang*	1
3	Venom Hopper	D2
4	Allisaur*	1
5	Megapede	D3
6	Swarmwings	2D6
7	Junk Flies	2D6
8	Spiderling	D3
9	Cloud Beetle	1
10	Hunter Bat	1
11	Troglodyte	D2
12	Goblins	D3

The second level is divided into two sections: The Vault, and the Caverns. Each is separate from the other, and have no connection. The Vault is accessible only by finishing the sequence to unlock it in the various rooms of the first level.

THE VAULT

This entire area is only accessible by a complex series of separate devices activated in order on the upper level. Once they have all been activated, the stairs to this area are revealed and the vault can be reached. This is where the greatest treasures that Rogahn and Zeligar left behind on their final adventure have yet to be found. Of course, they took their most powerful and useful items with them, but what is left behind is a nice haul.

38. VAULT ENTRY AREA:

This room is painted with murals and has items set in closed glass-lidded cases on small tables along the walls. The west wall is a sectioned fresco showing several scenes: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing scenes from the life of a wizard boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician summoning a small elemental before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall appears unfinished, but shows the pair shaking hands in younger days, winning a great battle against orcs in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping.

The room shows signs of construction, as if it is unfinished. The tiles on the floor end further to the south and there are supplies stacked about the room, mining equipment, rock carts, wooden supports, and such stored in the room.

This area is a museum of sorts, set up to commemorate the lives of Zeligar and Rogahn. The frescoes are of course a stylized life of the two. They weren't lacking for ego.

The final fresco shows the pair meeting, fighting the horde, and finding the location for their base, which might be familiar to someone who explored the hill well (-2 INT roll to recognize it).

Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, an orcish curved sword, and a skeleton of an orc shaman (so identified by a wall plaque in the Morianic). There is more blank space on the wall, apparently for further additions to the room's collection of items. The frescoes are painted and they cannot be removed. None of the mementoes are of any particular worth or value save to the pair.

The room shows signs of construction, The room is clearly unfinished, as there are large spaces with nothing in them and the tiles on the floor are not completely covering the whole room. The southern area is not fully visible from the entryway, and the

undead giant crayfish cannot be seen at first.

On the wall next to the opening leading to the stairs is a large iron lever that is up. Pulling this lever down forces the exit to the main floor above to remain open. Pushing it back up resets the timer on the door, so that it closes a minute after being reset.

The room area to the south is where the last vault protection is built. Against the far west wall is the apparently dead husk of a huge lobster, over ten feet long from claw to the tip of its tail. The eyes are clouded over and empty, and it is motionless. In each claw, barely visible, is a large key. A -1 sight perception roll will spot the keys.

The door to area 39 is closed and made of iron. It has two conspicuous key holes in it and no handle or any visible means of opening. The keys in the lobsters' claws alone open the door, the lock cannot be picked. The lobster, however, is undead and as soon as anyone draws within ten feet will immediately attack. It will follow the party anywhere they go, but will not leave the dungeon's two levels. Once the creature is dead, it falls to component chitinous parts and the keys can be taken from its motionless claws. The undead Brawn Lobster can be found on page 30 in the NPC section after the encounter areas.

39. THE VAULT:

This is a large stone room without decoration or detail other than white marble tiles set floor, ceiling, and walls. Two levels of marble shelves line the walls lined with various items of value. A raised area in the middle of the room holds four iron boxes

The iron boxes are not locked and each is filled with small bags of coins: three boxes of copper containing 250 copper total, and one box of silver containing 25 silver total.

On the shelves are the following items:

- A golden medallion worth 20 sp
- A Star Iron *Dagger of Accuracy*
- A pouch with 4 moonstones worth 5D6 sp total
- A scroll with *Dervish*, *Airy Warding*, and *Breathe*
- A *Ring of Warding*
- A silver medallion and chain worth 15 sp
- An Onyx statue worth 20 sp
- A Beasthide medium shield
- A crystal goblet inscribed *Quasqueton* worth 12 sp
- A hauberk of *Felstone* chainmail
- A *Wand of Dazzle*
- 3 Healing Potions
- A *Throwing Hammer of Leadership*
- A *Mithril* and *Naurithil* hand mirror worth 15 sp

The Vault has crystal lights which light up as anyone enters, giving off a slightly bluish but pleasant glow. If any of these are removed they lose their enchantment and become simple blue crystals worth 1d6 copper each.

THE CAVERNS OF QUASQUETON

These areas were not worked or explored very carefully even when Rogahn and Zelligar were present. Now they have been taken over by various monsters who came for shelter, food, curiosity, or just for a place to live through the cave in area 56 and from the pits above.

40. SECRET CAVERN:

Within this cave are a few loose rocks, some piled timbers and mining equipment, and dirt. The walls of this cave are striped with a bluish stone on the southeast corner and part of the cave floor.

This area has been closed off and hidden, the rock cleverly formed and designed so that it looks like an ordinary cave wall without a successful sight perception roll at a -2 penalty.

Within this cave Rogahn found silver veins and had the hope of finding *Mithril*, but he did not want any of the workers in the complex to be aware of the lode. Working with Zelligar, he concealed this area, and now it can only be opened with a mining pick pushed into a small gap and levered which releases a catch. The door opens easily from the inside.

Any character with mining or geology skill will recognize that there is ore in the south wall, but it will take a lot of work to get it out. The lode here will produce 75 sp worth of ore before tapering out to nothing, taking 6 weeks of hard work to dig out. There is no mithril present, only silver.

41. CAVERN:

The passage widens here, and the floor sinks in a V-shape splitting the length of the open area. The center of the cave is at least twenty feet deep. The floor looks slick and shiny in the V-shaped section.

The floor of this cave is slick and coated with soap-like minerals, which makes it difficult to cross safely. Any attempt to cross through this room requires a DEX or climbing roll (whichever is better). This roll is penalized by 1 for every 3m speed of movement the characters travel.

Failure results in the character falling and sliding to the bottom of the room and suffering d3+1 (2-4) of normal, physical D6 damage. This damage should also be assessed to any brittle objects in the character's possession (such as potion bottles).

The GM should check for an encounter again if anyone falls into the bottom of the slick area, as it is quite noisy.

42. WEBBED CAVE:

Loose, old cobwebs cover the entrance to this cave. Through them you can see a large cave hanging with webs like streamers and coating the floor. A large hunched figure bigger than a cart is on the middle of the cave. A few webbed lumps are lying on the floor.

The entrance to this cave is sealed off by loose, old webs that still are quite sticky. The webs act as a 4 defense, 1d6 entangle to anything that touches them as can be seen by the desiccated husks of a Sewer Rat and a Megapede stuck in the strands. The webs burn easily, having half the defense vs fire.

Beyond the webs are older cobwebs that are not sticky and are covered with dust. These webs do not hinder movement, but hang as streamers from the ceiling and coat the walls in loose strands until the larger cave is reached. There the webs coat the floor in thick patterns that rise toward the south until they reach the ceiling. In the middle of the cave is a huge figure, a spider that almost is the width of the entire cave. The spider is dead, but that will not be initially obvious, and it will do a 5D6 passive presence attack just by shaking slightly when the players bump webs.

However, although the mother spider is long dead, her progeny are not. They live *inside* her abdomen, and when characters come close enough to tell that the gigantic Cave Spider is dead, the children emerge from between plates and sections of her exoskeleton (some from her mouth). There are 2 Spiderlings here for each 3 characters present, and they attack immediately with ravenous hunger.

Behind the webbing, under the large spider web in the back of the cave is the web-wrapped skeleton of an elf. This elf has a *Robe of Protection* and two scrolls on him: *Greater Heal* and *Travel-hut*. If the webs in the cave are burned, it will do significant damage to and likely kill the spiderlings, but it will also destroy the skeleton and all his belongings.

43. WATER CAVERN:

The passage to this cave slants downward rapidly, and ends in an area that widens and is filled with water.

The dotted line on the map shows the point at which there is no air in the cave. This water slowly replenishes from a deeper water source seeping up from cracks in the bottom of the cave. This water cavern serves as the water source for the southern caves, and the GM should treat a 1 or 2 as an encounter in this cave due to the traffic it gets from thirsty locals.

Within the water cave is a set of mineral crystals that have formed over the centuries from the water, extruded and grown from the cracks that supply water to the cave. These crystals will sell for 4d6 copper each to any alchemist, painter, or glass worker, and there are 3d6 of them on the cave floor. However, divers will have to brave the amazingly cold water (temperature level -1) and lack of air to harvest them, and each crystal takes d3+3 turns to recover, assuming the characters have a pick or

similar mining implement. Also on the floor of this cave are various bones from creatures that died in the water or fighting over it.

44. LIZARD CAVE:

Scattered near the entry of this small cavern are feathers, bits of bone and shreds of fur and leather. The cave is made up of step-like low tiers that rise to a sort of platform in the back.

If the Alisaur is present, read this:

On the platform is a low-slung lizard with armor-like bony plates on its back, jutting fangs, and spikes on the end of its tail.

This cave is where an Alisaur lives. This creature is usually encountered only deep in the earth, but it was captured as a young lizard in an adventure by the elf who died in area 42 and while it escaped the spider, it was trapped in these caves and grew up here. It wanders looking for food (and can be met as a random encounter), but if the Alisaur has not been encountered yet, it will be in this cave. If present, the Alisaur will be asleep on an 11-roll, but it has lightsleep and will awaken rapidly with the approach of anyone who is not stealthy.

Should anyone come as close as area 45 and the Alisaur is awake it probably will hear them (-3 hearing perception, plus any bonus for the noise characters are making such as armor, talk, spells, etc). It will crawl out and investigate, hoping for a more solid meal than spiderlings and megapedes. The Alisaur is able to cling to walls and will use that to gain surprise or a tactical advantage if possible. It will use its roar if it hears something it cannot see.

If any of the characters speaks elental to the Alisaur or nearby it, it will hesitate a half phase the first time from an old familiarity, and will only attack that character if they first attack it.

In the back of this cave is a jeweled leather collar that is broken and so old the leather is cracked. Long ago it was around the Alisaur's neck. The old collar is ruined, but the small gems are worth 33 copper.

45. CAVERN OF THE MYSTICAL STONE:

This cave has symbols painted on the walls in a strip circling it. The symbols are painted in red and orange and are not any alphabet or language you know. In the center of the room is a faintly glowing crystalline structure tall as a man.

This strange stone predates the arrival of Zelligar and Rogahn, and it was left alone because of its unpredictable nature.

The stone is a faintly glowing crystalline structure of a stone that is most similar to mica, in brittle layers jutting from the harder stone. It is somewhat purple or pink and seems to be lit

from within. The stone is part of the cave and cannot be moved (if somehow it was removed, it would lose its magic). One chip of the crystal can be broken away at a time, but one a piece is broken off it is impervious to further damage until that chip is used. Only ten pieces of the crystal can be broken free per day in any case.

Once a chip is removed, it begins to lose its internal glow and in a minute it becomes a simple piece of mica (at which point another piece can be broken off). Each person can only be affected once in their life by the crystal, and it takes effect by placing the chip in their mouth, at which point it dissolves. Roll on the table below for the exact effect on the PC:

ROLL	RESULT
3	Teleports character to area 42 beyond barrier
4	Drains 3d6 from one random stat, recover/5 min
5	+1 OCV and DCV, permanently
6	+1 Dexterity, permanently
7	+1 Constitution, permanently
8	+1 Strength, permanently
9	Heals all damage, impairment, disabling, etc
10	+1 Presence, permanently
11	+2 Comeliness, permanently
12	+1 Intelligence, permanently
13	+1 Ego, permanently
14	+1 Body, permanently
15	+5 Stun, permanently
16	+1" running speed permanently
17	Curse: 1 month of x2 effect from presence attacks
18	Blinds character 1d6 hours

46. SUNKEN CAVERN:

The passage to this cave slopes downward steeply and the ceiling lowers as you travel until it is barely four feet high. At the end is a cave that is sunk below the passage level at least the height of a man. You can hear scratching and scribbling noises inside and see long figures moving in the cave.

Within this cave live Megapedes, and while many are out looking for food (and thus can be random encounters), there are as many Megapedes in this room as there are in the party of PCs.

47. HERB CAVERN:

The walls of this cave have veins of bluish minerals shot through them like streaks. The cave appears empty.

The minerals in the walls here look different than the silver in area 40. An herbalist will recognize the mineral as Horlost with a successful herbalist roll (at -3 if they are not familiar with cave herbs), a very rare mineral-based herb. There are only 2 doses of the mineral here.

48. ARENA CAVERN:

The troglodytes from areas 49-51 will settle disputes in this room, so on an 8- there will be two unarmed troglodytes beating on each other with their fists in the pit area.

This cave has been heavily worked on and expanded compared to the rest of the caves. It is unfinished but the step work carved into the sides and the pit area are clearly marked out and started: this was to be an amphitheater or arena.

The troglodytes have their weapons set aside on the stone step above the pit on the far side from the entry. They will be so engaged with their combat that they are -2 PER to spot intruders.

Each step of the cave floor is five feet wide and three feet deep, and a rough slope from the entry provides access all the way to the pit, which is five feet deep and filled several inches deep with sand. The GM can add a few troglodyte spectators, if so they will be audible in the passage outside.

The 'door' indicated on the map here is a piece of tanned hide hanging across the opening.

49. PHOSPHORESCENT CAVE.

There is a slight purplish glow in this cave on the walls, in streaks like it was painted there. There is a strange shrine of sorts built in the eastern section made of rocks and skulls with bits of things surrounding it.

This cavern has an odd purplish mold in streaks on the walls and ceiling that interacts with the local minerals to produce a natural, dim glow. The glow is especially pronounced back in the secondary cave to the east, which is liberally coated with the slightly slimy mold.

This mold is harmless, and will retain its glow for an hour after being rubbed from the wall. It is treated with religious awe by the troglodytes, however, and they have set up a shrine in the eastern sub cave. Around the shrine are shiny stones, bits of food, bones, and a few copper coins (2D6 total). A few of the shiny rocks are actually semi-precious stones, which someone with the appropriate skill would recognize as 2d6 gems worth 3d6 copper each. The air in this second cave is very clean, fresh, and sweet.

Also in the sub cave behind the shrine is a Cloud Beetle, which makes its presence known immediately by the pleasant air. The beetle is happy here, but it won't attack anyone if moved and fed. If the beetle is not fed regularly with pieces of meat, it will wander back to this cave on its own as soon as it can.

If any troglodyte sees the Cloud Beetle with anyone they will attack with furious rage (+1 OCV, -1 DCV) at their shrine being desecrated.

50. WATER CAVE:

A large, deep pool of water fills half of this cave, including the entry. To the west is visible a dry portion of raised cave floor, and something is moving in the area. In the ceiling is a carved square opening leading upward.

This cave is the water source for the northern caves. It also is where the large pit trap in area 36 on the upper level drops any characters unfortunate enough to be caught. The pool is eight feet deep and filled with very cold water, -1 temperature level. Anyone immersed in the cave suffers these temperature effects for a full hour after getting out. It is fed by a spring from beneath and continually is refreshed.

The GM should always check for a random encounter in this cave, with a 1 or 2 resulting in an encounter. If the roll is 2, then it is always 1-2 troglodytes. A Trogg Ball calls this area home and always is present. It will attack anything climbing out of the water but will not attack anything entering the cave unless it is disturbed or its lair west of the pool is entered.

Since most people who fall into this area will have no light source, it may be confusing and disorienting what is attacking and what is going on.

51. TROGLODYTE CAVE.

This irregularly shaped cave curves to the north. A leather hide of some beast hangs over the entrance and within are several oddly glowing fungi on the walls giving off a purple light. Other fungal growths form stool-like shapes risen from the floor of the cave and bone implements lie on these growths. Also in the cave are a number of humanoid figures with large eyeless heads. A strange musty smell is in the air.

Some might ask how Troglodytes got in here, but they are fungal creatures and their spores can be carried on the wind or fur of other creatures until they reach an area that is suitable for their growth. A small colony of the creatures lives in this cave, a total of 8. However, at any time some are out gathering water, hunting, or at the shrine, so only d3+2 will be present when the PCs arrive. These troglodytes have managed to obtain stone spears, daggers, and small shields from the first goblins who explored the cave, and will use them against intruders.

The same goblins had some treasure, which has been piled up on a raised mineral deposit in the south of the cave. Much of the copper has been sacrificed to the shrine at area 49, but d6+1 still remain here. Two of the blue crystals (worth d6 copper each) from the upper area's lighting system are here as well.

The glowing fungi here are Tseath herbs, and the scent is fascinating to the Troglodytes like lovely music, so they cultivate the fungus.

52. RAISED CAVERN:

This raised cave has a low, irregular ceiling; barely five feet at most. It is home to a very large bat which hangs in the center and the floor beneath it is spattered with guano. Bones, fur, and guano are piled in the back of the cave, and from the mess are growing strange mushrooms with caps big as your hand. From these caps droop striped tendrils like thick hairs.

This cave is actually twenty feet off the floor of the Bat Cave (area 53) and is difficult to spot without being within twenty feet of the entrance (-2 sight PER rolls). It is a shallow cave with a ceiling only 5' in height, and within it lives the Hunter Bat of the caves. This bat is the king of the Swarmwings in area 53, and it fears nothing. Fighting in these quarters does not concern the agile and mobile bat, but it is considered Fairly Cramped for weapon modifiers (-1 OCV for short weapons, -2 for medium, and -3 for long. Very long weapons are unusable, and unarmed takes no penalty).

Some characters, unhappy with the cramped quarters of the Raised Cavern might retreat to the Bat Cave to fight the Hunter Bat, but that is not tactically sound. With the first scream of the Hunter Bat, 2d6 Swarmwings will also attack the party from the ceiling nearby, reducing their DCV for the Hunter Bat (which is immune to their cry) to take advantage of. The mushrooms are Sfalen herbs, d6+2 doses worth.

53. BAT CAVE.

This cavern is so huge you cannot see the far side, and even some of the ceiling is difficult to see in its irregular contours. A layer of guano is across the floor like matting, making the air thick with its scent. Something is crawling about on the guano and you can see small flying bugs pass through your light as you look around.

Growing from the guano are several huge mushrooms. One type has strange hair-like structures sticking up from the top and the other has a more conical cap and the stem has deep crevices like thick bark. Both stand from four to seven feet tall.

Thousands of bats hang from the ceiling, of various sizes and types. A few have been disturbed and are flying about in the cave.

This cave is huge, with an arching, high ceiling twenty five feet up and a layer of guano on the floor almost a foot deep. The cave is so huge that characters cannot see the sides except near where they are, it is wider than two city blocks.

There are hundreds of bats living here, including scores of Swarmwings mixed in the midst. Megapedes feed on the bats, and ordinary rats feed on the castoff from the Swarmwings and the insects that feed on the guano. It is a self-sustaining ecosystem as the ordinary bats eat the flying insects and leave each night to hunt outside.

The enormous mushrooms are easily identified by an herbalist as Madarkh and Lammang, both medicinal herbs. There are 2d6+2 doses of Lammang and d6 doses of Madarkh mature enough to harvest growing in the guano here. The guano is mostly dry and while spongy and crunchy is not muddy or difficult to walk on.

The bats keep to themselves, although any disturbance such as light or movement and sound will cause a few to dislodge and flit about in the cave. Any very loud noise, such as combat, an area effect spell, or any side effect involving loud bangs will dislodge scores of bats and attract the attention of 2d6 Swarmwings, who will come and attack the party.

The ordinary bats are not much of a threat, although they will act as a continuous 5 strength pressure that must be defeated each phase to move or retain held objects. Their swarming will last one turn per PER Modifier the event that stirred them up has for being heard.

There is a secret door to the west set up by Zeligar to protect their old vault (the treasure cave) and it is difficult to find now because of all the guano. The wall here slopes heavily inward, almost gradual enough to climb, and it is heavily streaked and deposited with bat poo. Thus, the door is -4 sight perception to find, but still opens easily even after all these decades by twisting a stone projection.

The southwest section of the cave with multiple stone pillars is remarkable for its lack of bats and thus guano. However, this is where 2d6 of the cave's Megapedes live (the rest are out eating or exploring). The Megapedes live on the stone pillars, twining around them and will drop from the fifteen to twenty-five foot ceiling onto intruders.

54. TREASURE CAVE:

This cave has two very life-like statues in it, one missing a head, and the other missing an arm. The head and arm are lying on the floor as if discarded. Scattered over the floor are coins of silver and copper and the colorful glint of what might be a few gems.

This was where the pair of heroes kept their treasures before the vault was installed. It still has a few items but has been abandoned as insufficiently secure after it was robbed by an audacious thief who they later hired as a member of their adventuring band.

The secret doors to areas 53 and 55 are easy enough to spot and open from the access corridor here, but the one that leads to 54 is not as easy to find. It is not actually a door, it is a portion

of rock enchanted to allow someone to step through it like thin clay or some odd stony membrane. If anyone leans on or pushes on the wall, it will be initially hard, then give way, allowing the stone to be penetrated. Thus someone can push themselves through and step beyond the barrier. This is difficult to sense, requiring either a level of luck or -2 touch perception roll at the point of the doorway.

Inside the Treasure Cave its self are two statues as shown on the map that were once enchanted to come to life and attack intruders and thieves. One is missing a head, the other an arm. The enchantment is now long dissipated, but they still look very lifelike.

On the floor are scattered 3d6+6 copper, d6+2 silver, and seven gems worth 2d6 silver each. This is all that remains of what treasure was once stored here.

55. CAVERN OF THE SCALES:

The cavern here is very large, but the ceiling is at most just over six and a half feet, so it feels low. The room reeks of snake, and scattered on the floor are many broken and scraped scales the size of the palm of a man's hand. A breeze can be felt in this cave.

This very large cavern is quite low for its size, the roof an average seven feet, but as low as five in some places and as high as eight feet. The entire room reeks heavily of snake and the floor is littered with broken and scraped scales as big as the palm of a man's hand.

The reason for this is that Direfang the giant serpent lives in this cave. Direfang is a mutant two-headed snake of fearsome power that the goblins encountered and decided was a good reason to avoid the caves entirely. It will be sleeping most of the time, so if it has not been encountered already it will be here in the north-most projection of the cave, curled up and asleep on a 14- chance.

Direfang can smell intruders, but asleep its perception roll is reduced by 5 and it will likely not notice anyone until they draw very close. For Direfang's stats, consult the NPC section on page 26. When the goblins made one effort to kill the beast, they had help from some orcs and a shaman, with a few enchanted items. These items are still in the cave, crushed into the sand beneath where Direfang sleeps.

The treasure consists of a breastplate of scale mail made from Urgash hide and star iron, a *Targeting Blood Iron heavy mace*, and a *Mage Charm*. There are other, broken and torn mundane pieces of armor and weapons here, but they are destroyed and of no use.

The secret door leading to the Treasure Cave is easier to spot here than in area 53, because the thief jammed a chip of quartz into the joint where the stone projection you turn to open the door and it is a straight perception roll to find and spot the doorway.

There is fresh air and even some sunlight (in the day) coming in from area 56 to this cave, so the smell of snake is not overpowering.

56. EXIT:

The air in this cave is sweeter and fresher than the rest of the dungeon and light filters through from outside, to the north. A few small ferns grow near the light and mosses are on the nearby rocks.

There is a cave exit here that leads to the outside. Here the bats leave to hunt and eat, here fresh air enters the caves, and here several of the creatures entered to live in the caves, such as Dirand leads to a two foot stone ledge over a thirty foot drop to the wilderness. A very large Elm tree grows in the hollow of stone here, blocking all view of the cave from the outside, and from below the ledge blocks off any view of the cave as well.

Standing on the cave reveals that this is a northward facing cliff as part of a massive stone outcropping that forms part of the hill which Quasqueton's efang. The exit is small, only three feet high by five feet wide, tower was built upon and the complex was built within. The stone is +2 to climbing rolls to go up the twenty feet to smoother grassy hillside or down to the forest floor.

57. LAIR OF THE FLIES.

In the passageway to area 57 from the south, there is a turnstile. This old metal device was part of an earlier effort to add security to Quasqueton that was later abandoned. It is rusty and pitted, but still functional. It takes 15 STR to turn the metal bars, and it only turns counter-clockwise, making so much noise that the GM should roll for an encounter when it is used, each time. The turnstile has 6 PD, 7 ED, and 4 Body. Weapons not designed to damage this sort of thing (like swords or arrows) do half damage to the turnstile.

This room reeks of refuse and dung. It has a high curved ceiling and a humanoid figure stands not far from the entry in the passage; an unfinished statue. Chips of stone are around the statue on the floor, and it appears that this work began as a natural stone pillar in the passageway. The surfaces of this cave appear to have been worked to smooth them and make them more regular, but the work is incomplete.

Here is where the pit in area 19 of the first floor exits. The cave is fifteen feet tall, so the exit of the pit is high above the cave floor. The door here has been covered by wood that looks like the remains of a rotting table top. This "door" its self is merely leaning against the entrance, and provides no hindrance to entry.

The cave its self is very rounded and smoothed, showing a great deal of work and effort. Although the walls are irregular, the floor and ceiling has been smoothed and are relatively flat. This room stinks, as it is used as a refuse dump by the goblins (they toss stuff down the pit) and it has been infested with Junk Flies. Two of the flies per player character in the party are present, and they attack as soon as any light or sound enters the room (such as someone climbing down the hole from area 19 above).

THE VAULT SEQUENCE

Opening the treasure vault of Rogahn and Zelligar is a complex and time consuming process. The exact sequence and location of each of the parts is scattered through the upper level of the complex and can be a bit of trouble to dig out, so here is the entire sequence in order:

1. Tilt the third book in the Annex (area 7)
2. Correctly put all switches at the lower position in the Char Room (area 17) - door will not open until the sequence is started
3. Pull up the metal bar in the Garden (area 23)
4. Rotate the R set in Rogahn's bed in his room (area 25)
5. Use the key from the acid pool (B) in the keyhole in the sludge pool (D) in the Pool Room (area 31)
6. The vault access opens for 1 minute (area 30)
7. Use the keys from the undead lobster in the Vault Door (area 39)
8. Profit

There is a mural in area 5 and a detailed set of instructions in area 32 that can help the players work out how the vault works. If the option "Treasure Hunt" from the Adventure Hooks on page 2 is used, then the players will at least know there is a time limit once the final step is completed, and the mural suggests time is significant.

The GM should not help the party in any way to figure out this puzzle, as it is a fairly safe and easy manner to obtain a great deal of treasure. There are only two battles that must be waged with monsters in order to get the vault open (the sludge and the undead Brawn Lobster), which means the challenge must be the difficulty of the puzzle. If characters are perceptive and clever enough this will not be a terrible challenge, but if they are sloppy, unobservant, and disinterested they may never get in the vault, nor should they.



NPCS OF THIS ADVENTURE

Most of the encounters in this adventure are standard monsters and require no special information to run beyond what is given in the bestiary used (preferably the Jolrhos Bestiary, available online for free).

The goblins are standard goblins, although a bit more brutish and crude than most. These goblins paint their faces with lurid colors and designs, wear furs and feathers, and use stone weapons. Where most goblins are bronze or iron age, these are stone age and very primitive, except for Sneeksie who is not from their tribe.

The GM should take care to give encounters some character beyond yet another fight. The more personality and individuality you can give a monster, the more interesting the game becomes for the players. For instance, perhaps a group of goblins are not initially hostile and are instead interested in trading for those nice weapons the characters have. They won't have much to offer (stone weapons, shiny rocks, mouse skulls, or one of the lighting crystals), but they might try.

Perhaps one goblin is a clever tactician and uses the others for cover, stabbing from behind a rank of his fellows with the extra reach his spear gives. Maybe that spiderling is a leaping spider, so it can jump further than the others.

Any monster that is memorable (the characters keep missing him, he hits the vitals several times in a fight, etc) should be kept alive by the GM if possible so he can show up again and be recognized by the characters. Monsters don't have to fight to the death, in fact most will try to flee if heavily damaged, hoping to survive for a later revenge.

All creatures in the NPC section that have any special treasure will have their gear detailed in the treasure section following it.

DIREFANG Giant Animal, Snake

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600kg: 6d6
14	DEX	8	12-	OCV: 5 DCV: 3
23	CON	13	14-	
18	BOD	8	13-	
5	INT	-5	10-	PER Roll: 11-/13-
5	EGO	-5	10-	OMCV: 2 DMCV: 2
23/28	PRE	13	14-	PRE Attack: 4 1/2d6
10	COM	0	11-	
8	PD	6		Total: 13 (5 rPD)
6	ED	4		Total: 9 (3 rED)
3	SPD	10		Phases: 4, 8, 12
7	REC	3		
46	END	6		
38	STN	9		
				Total Characteristics Cost: 94

Movement: Running: 18m/36m
Leaping: 0m
Swimming: 8m/16m

Cost	Powers	END
15	Bite: HKA 1d6 (2d6 w/STR) vs PD	1
15	Second head Bite: HKA 1d6 (2d6 w/STR) vs PD	1
5	Two Heads: 360 degree sense (sight)	--
6	Slither: Running +6m (18m total)	2
12	Scales: Resistant Protection 5 PD, 3 ED	--
6	Giant: Knockback Resistance -6m	--
5	Strike: Stretching 4m	1
2	Swimmer: Swimming +4m (8m total)	1
5	Heat Sight: Infrared Vision	--
5	Keen Tongue: Discriminatory Sense (smell)	--
3	Keen Senses: Enhanced Perception +1 (all senses)	--
4	Keen Tongue: Enhanced Perception +2 (smell)	--
2	Fearless: Presence +5; only for defense	--
-2	Leaping -4m	
Cost	Skills and Talents	
4	Combat Skill Levels: OCV +2 with Grab Maneuver	

Total Powers & Skills Cost: 94
Total Cost: 188

PTS	Complications
-15	Physical Complication: Animal Intelligence
-15	Physical Complication: No Fine Manipulatory Ability
-15	Physical Complication: Enormous (Frequently, Slightly impairing)

Total Complication Points: -45

Direfang is a gigantic serpent with two heads. It has no poison and cannot constrict to crush foes, but it will grab a foe with one head and bite it into submission with the other, then swallow the dead prey whole.

In combat, Direfang will tend to attack the same target with both heads, being somewhat stupid, although it could in theory hit two people at once if they stood close enough together.

Direfang is much like any normal serpent except for its size and dual heads. He is forty feet long and three feet across with a viper-like snubbed head. Direfang's scales are a dull gray and brown mottled color without notable pattern. His hide provides 2 full suits worth of beasthide armor if properly harvested. Direfang's four main fangs (2 per head) can be preserved and used as piercing weapons, they are too curved to be useful as arrowheads but could be used as spear heads or daggers. Doing so would create a weapon that does 1 damage class greater damage, but with 1 less body than normal.

GREATSHANKS

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 320kg; 3 1/2d6
14	DEX	8	12-	OCV: 5/6 DCV: 5
15	CON	5	12-	
11	BOD	1	11-	
8	INT	-2	11-	PER Roll: 12-
8	EGO	-2	11-	OMCV: 3 DMCV: 4
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-1	10-	
6	PD	4		Total: 8 (2 rPD; 14/8 with armor)
4	ED	2		Total: 6 (2 rED; 10/6 with armor)
3	SPD	10		Phases: 4, 8, 12
7	REC	3		
40	END	4		
30	STN	5		

Total Characteristics Cost: 73

Movement: Running: 16m/32m
Leaping: 7m/14m

Cost	Powers	END
4	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
6	Tough: Resistant Protection 2 PD, 2 ED	--
5	Night Eyes: Night Vision	--
4	Swift: Running +4m (16m total)	1
3	Hardy: Life Support vs temperature extremes	--
10	Hardy: Power Defense 10	--
3	Keen Senses: Enhanced Perception +1 (all senses)	--
2	Strong: Leaping +3m (7m total)	1

Cost Skills and Talents

3	Combat Skill Levels: OCV +1 with axes
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: Morianic (basic conversation)
4	Weapon Familiarity: Common weapons

Total Powers & Skills Cost: 53

Total Cost: 131

PTS Complications

-10	Psychological Complication: Bully and brute (common/moderate)
-10	Psychological Complication: distracted by beautiful women (common/moderate)

Total Complication Points: -0

Ecology: Greatshanks is the leader of the Quasqueton Goblins, although they refer to their tribe as the Gashfang Goblins. Greatshanks is a huge goblin, standing over six feet tall and with greater build and muscle than any ordinary one. He actually has an orcish father, and while usually such children are killed by the male goblins of a tribe (too big a competitor when he grows up), Greatshanks' mother hid him away and lived by herself raising the young goblin until he could care for himself. Greatshanks repaid her kindness by beating her to death in an argument.

Yrch

Personality/Motivation: Greatshanks was once a brute, but has since calmed over time. Among orcs he's just a funny looking fellow orc, but among goblins Greatshanks is a powerful and feared leader, so he prefers goblins. If possible, Greatshanks likes to avoid a fight because his tribe is still small and he cannot afford the casualties (and he's lost many trying to explore the lower level caves). Although not very smart, Greatshanks is fairly clever and will try to find solutions that don't endanger his tribe for any problems he faces.

Powers/Tactics: Like any orc, Greatshanks is tough and can fight without tiring long after other races have collapsed. Greatshanks also has resistance to cold and heat, and are protected from draining magics. He speaks a little bit of Morianic, and some of the local trade tongue unlike most of his kin.

Greatshanks wears a suit of armor and wields a powerful weapon and can be dangerous to the player characters at this power level. When he is with his bodyguard goblins and his pet Shakes, the encounter is significantly more troublesome.

Shakes is an ordinary Quill Rat that is very loyal to Greatshanks and has learned to attack specific targets on command. It also will come when called and roll over on command. Greatshanks has been trying to teach it to stand on two legs but it is not agile enough.

Campaign Use: Greatshanks is the boss of the upper level, the most dangerous encounter. He commands the goblins, and if Greatshanks dies, the goblins will be demoralized, frightened (fleeing combat rather than fighting back) and within weeks will have all left Quasqueton.

Appearance: Although not completely an orc, Greatshanks looks much like one. He has huge, broad shoulders, shorter legs, a large jaw with sharp teeth, and a beetling brow. His skin is a grayish green light color and his fingers are long and clever like a goblin's. His ears are longer and more pointed like goblins as well.

Equipment:

Chain mail shirt
Rogahn's Crown
Greatshanks' Axe
3d6 copper
d6-1 silver
3d6 copper worth of cheap jewelry (armbands, earrings, rings, pendant)
Key to area 23
Key to chest in area 25

RATTLESKULL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100kg; 2d6
13	DEX	6	12-	OCV: 5 DCV: 6
10	CON	0	11-	
8	BOD	-2	11-	
14	INT	4	12-	PER Roll: 12-
11	EGO	1	11-	OMCV: 4 DMCV: 4
13	PRE	3	12-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		Total: 2 (0 rPD; 6/4 with <i>Bone Armor</i>)
4	ED	2		Total: 4 (0 rED; 8/4 with <i>Bone Armor</i>)
3	SPD	10		Phases: 3, 6, 12
5	REC	1		
20	END	0		
20	STN	0		
40	MAN	4		

Total Characteristics Cost: 60

Movement: Running: 14m/28m
Leaping: 4m/8m

Cost	Powers	END
2	Swift: Running +2m (14m total)	1
5	Night Vision: Infrared Vision	--
5	Hardy: Power Defense 5	--
2	Keen Nose: Enhanced Perception +1 (smell)	--
20	Journeyman Necromancy	--

Cost	Skills
11	Magic Skill: 16-
2	Familiarity: Goblin weapons
2	KS: Demonology 11-
3	Survival 12-
7	Herbalism 12- (caves, forest, fresh water)
3	Poisons 12-
3	Alchemy 12-
2	Language: Morianic, (fluent conversation)
3	Persuasion 12-
5	Concealment 13-
5	Stealth 13-

Total Powers & Skills Cost: 80

Total Cost: 140

PTS	Complications
-10	Physical Complication: Small (Infrequently, Slightly impairing)
-15	Psychological Complication: Greedy for power (Common, Strong)

Total Complication Points: -25

Ecology: Rattleskull is a fairly typical Goblin Shaman, trained by an older shaman before he left his tribe to join Greatshanks in his Gashfang tribe because it promised greater riches and status. So far Greatshanks' caution has not led them to great glory but he did manage to find a great home for the tribe so things are looking up.

Rattleskull runs the tribe as Greatshanks' lieutenant and the goblins are all terrified of his magical ability. However, they are contemptuous of his relative weakness and show him no respect or honor.

Yrch

Personality/Motivation: Rattleskull is mostly motivated by a desire to gain ever greater power. Ever since he sold his soul to a demon lord for power he's become more sinister, cruel, and treacherous even to his own people.

Powers/Tactics: As much as possible, Rattleskull prefers to stay out of combat. Rattleskull is very skilled and powerful with magic compared to most Goblin Shaman, but is not any sort of warrior and without his magic is very weak and no match for any adventurer. Thus, he will always have guards with him; at least 2 armed with spear and shield and wearing a full suit of leather armor (+2 PD, ED all locations).

Rattleskull keeps *Bone Armor* on him at all times when awake and uses his magic to keep enemies away and disoriented, killing them while they are weak and helpless. If he must flee, he will cast *Bonewall* (2 PD, ED, 5 Body opaque barrier up to 8m by 2m in size) between himself and pursuit.

Each spell Rattleskull casts costs him 2 body from his Hand of Glory, and he is careful not to use too much. If the hand goes below 10 body, he will try to flee or negotiate. Each spell requires a full phase of activity on his part to cast. If miscast, they age him a few years.

Campaign Use: Rattleskull is a more significant threat than the average goblin, adding magic into an encounter. Most characters at this power level will not have run into many spellcasters, which will make a shaman a more significant encounter.

Appearance: Rattleskull is even more skinny and has even more pointy and exaggerated features than ordinary goblins. He wears a very tall pointy hat to seem bigger and robes that are too big for him but tied and hitched up to fit, decorated with skulls, feathers, leaves, dried paws of animals and goblin fingers. He uses a tall staff that is similarly festooned with various primitive items and capped with a crescent moon of silver that he found in Quasqueton and jammed into the top.

Equipment:
2d6 copper
Potion of Healing
Hand of Glory (20 body for casting necromantic spells, does not recover)

Magic: Rattleskull will cast the following spells in combat. The GM should either roll for or select a spell each phase:

ROLL	SPELL	RESULT
2	Evil Eye	Drain all stats, CV 1d6
3	Eyeblight	Flash vs sight 3d6 explosion selective
4	Feeble	Drain STR 2d6
5	Muscle Cramp	Entangle 1d6, 3 PD vs con
6	Pestilence Breath	Blast 4d6 NND disease based cone
7	Rain of Spiders	Drain 1/2d6 body and KA in 2m radius
8	Curse of Vulnerability	Drain all defense 2d6 ranged
9	Painstorm	Ego att 2d6 AE mental
10	Plague of Terror	(-2m run, -1 OCV, -1 DCV, 4m radius); Drain PRE 1/2d6
11	Fear	Mind Cont 8d6 fear only, telepathic
12	Screaming Eyes	Darkness vs sight, 2m radius

SNEEKXSIE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100kg: 2d6
17	DEX	14	12-	OCV: 6 DCV: 7
11	CON	1	11-	
8	BOD	-2	11-	
10	INT	0	11-	PER Roll: 11-/12-
10	EGO	0	11-	OMCV: 3 DMCV: 4
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
3	PD	1		Total: 3 (1 rPD)
4	ED	2		Total: 4 (1 rPD)
4	SPD	20		Phases: 4, 8, 12
5	REC	1		
25	END	1		
20	STN	0		
Total Characteristics Cost: 76				

Movement: Running: 14m/28m
Leaping: 6m/12m

Cost Powers

Cost	Powers	END
2	Swift: Running +2m	1
3	Swift: Improved acceleration/deceleration	--
5	Night Vision: Night Vision	--
5	Hardy: Power Defense 5	--
2	Keen Nose: Enhanced Perception +1 (smell)	--
8	Jumper: Leaping +2m (6m total)	--

Pts Skills and Talents

2	Familiarity: Goblin weapons
3	Survival 11-
7	Stealth 14-
5	Concealment 12-
3	Climbing 12-
3	Contortionist 12-
5	Lockpicking 13-
2	Language: Morianic (fluent conversation)
1	Literacy

Total Powers & Skills Cost: 56

Total Cost: 132

PTS Complications

-10	Physical Complication: Small (Infrequently, Slightly impairing)
-15	Psychological Complication: Loves a challenge (Common, Strong)

Total Complication Points: -15

Ecology: Sneeksie is a clever thief and survives by his wits and stealth. He is a fairly capable fighter, but is even weaker than goblins and had to make a life on his own. He is part of no tribe and serves no master, but tends to follow other goblins around and robs them, then trades with still other groups for better gear and food.

Personality/Motivation: Sneeksie is a coward and a sneak. He prefers to avoid combat and will usually surrender if threatened in a way he cannot elude. He loves to steal, particularly from bigger people, and loves a challenge.

Yrch

Powers/Tactics: Sneeksie will avoid combat if at all possible, and will only fight as a way to get to a position he can flee from. However, he is a very stealthy little creature, and will use that plus his other skills to go places and get things no one else can.

Sneeksie will stay hidden if the PCs enter an area he is in or he is resolved as a random encounter. Then he will follow the party as they move on, relying on his ability to see in the dark, stealth, and superior knowledge of the complex to stay close but not be discovered. Then when the party rests, sets down their gear to fight, or camps, he will sneak up and try to steal what he can. He will only take smaller things he can access without making much noise or disturbing anyone. Sneeksie especially likes to rob guards, and will always try to take something from the character that is supposed to be on watch if he possibly can.

Anything that Sneeksie steals will be hidden away in area 36 as that is his primary stash. If captured, Sneeksie can easily be persuaded to give up treasure he's found, even act as a guide in the complex. He is confident he can steal back anything the characters take from him, as long as he's still alive. Sneeksie's ability to slip ropes and escape capture will allow him to get away very easily if tied up or captured.

END

In particular the GM should note that the vault sequence has him stumped and once the PCs seem to be on to how to open the thing, Sneeksie will not bother them until they get the vault open.

Campaign Use: Sneeksie is an alternate threat to the monster that kills: he is the monster that robs. If the GM is unhappy with the amount of loot the party has recovered or is carrying, or needs a lesson in caution and security, Sneeksie is a very useful device. He also can be at least a temporary ally and guide through Quasqueton.

Appearance: Even smaller and skinnier than ordinary goblins, Sneeksie is a brighter green color than the Gashfang tribe. His ears and nose are pointy, his eyes bulge, and his fingers and toes are long and clever like any goblin, but he wears soft, dark clothes, including a hood that he can pull over his head to help hide.

Equipment:

Snake Pendant (defenses increased in stats)

Lockpicks

4D6 copper

D6 pieces of jewelry worth 4D6 copper each

2 daggers

4 throwing knives

Pouch of ground pepper (4 charges of no range 3d6 flash sight, 14- activate)

UNDEAD BRAWN LOBSTER **Giant Animal, Undead**

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800kg; 5d6
14	DEX	8	12-	OCV: 5/7 DCV: 3
0	CON	-	-	
15	BOD	5	12-	
3	INT	-7	10-	PER Roll: 10-
0	EGO	-	-	OMCV: n/a DMCV: n/a
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-1	9-	
8	PD	18		Total: 14 (6 rPD)
5	ED	9		Total: 9 (4 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	2		
0	END	-4		
0	STN	-		
Total Characteristics Cost: 75				

Movement: Running: 10m/20m
 Leaping: 0m
 Swimming: 8m/16m

Cost	Powers	END
15	Undead: No Hit Locations	--
35	Undead: Life Support (full)	--
45	Undead: Cannot be knocked out (loses powers)	--
15	Undead: Does Not Bleed	--
17	Undead: 0 END Cost Strength	0
10	Undead: 0 END Cost Running	0
2	Undead: 0 END Cost Swimming	
8	Huge, Many legs: -8m Knockback Resistance	--
45	Chitin: Resistant Protection 6 PD, 4 ED	--
7	Claws: Strength +10; Only for grab maneuvers	1
15	Claws: HKA 1d6 (2d6 w/STR)	1
5	Many Legs: Extra Limbs (10 legs)	--
5	Sense Life: IR vision	--
2	Swimmer: +4m (8m total)	0
-2	Running -2m	
-2	Leaping -4m	

Cost Skills and Talents
 4 Combat Skill Levels: OCV +2 with multiple power attacks (both claws)

Total Powers & Skills Cost: 226
Total Cost: 301

PTS Complications
 -20 Physical Complication: Instinctive Intelligence (Frequently, Greatly)
 -10 Physical Complication: Limited Fine Manipulatory Ability (Infrequently, Slightly)
 -5 Susceptible: 1d6/turn in holy areas
 -5 Vulnerability: x1 1/2 effect from presence attacks by holy men
 -10 Vulnerability: x1 1/2 Body from holy attacks

Total Complication Points: -50

Ecology: This Brawn Lobster was a creature killed by Rogahn while fishing in the ocean. He towed the body to shore and was going to use it for chitin armor, then Zelligar thought of a better use for the remains. Now it is the final guard of the Quasqueton Vault.

It exists only to guard the keys and entrance to the vault and while not doing so is inert and motionless.

Personality/Motivation: Never intelligent when alive, now the lobster is a zombie with no mind and only is motivated by simple commands: defend yourself, stand guard, kill anyone who tries to take the keys, do not leave Quasqueton.

Powers/Tactics: The thick chitinous shell of the undead lobster is no longer is as tough as it once was, but it still is very protective. Although the lobster is not as aware of its surroundings as it once was, it is much harder to stop as it feels no pain, never tires, and does not need to breathe or eat. The powerful claws of the lobster have not lost any of their former strength, either.

This monster attacks by running at enemies and clasping them with its claws. It will try to grab two foes each phase and crush them for a killing attack or bash them against the ground for a normal attack.

Campaign Use: This is the final guard of the Quasqueton Vault, holding the two keys needed to open the vault. When the heroes were present in the complex, they had one key each on their person and the lobster was just ordered to kill anyone who didn't have a key. When they left, the pair ordered it to guard the key as well.

Because it is so old and rotted, the chitin of the monster is no use for any crafting or armor making.

Appearance: The Undead Brawn Lobster is about ten feet in length and weighs around 400 kilos. It is a dark greyish green mottled color with brown spots and has 7 legs and two claws, one having been hacked off in its death. The creature may appear to be alive at first, but upon closer examination it is clearly deceased. Spiders have even built webs on its legs while it sat motionless.

TREASURES OF THIS ADVENTURE

Any special treasure listed in the encounter areas will be written in *italics* and detailed here. A section after this has stats of unusual weapons and armor that may be encountered in *In Search of the Unknown*.

BROKEN ARROW RING: This magical charm is a brass ring with the design of a broken arrow on one side. Once per day, with an Ego roll at a -1 penalty, the ring will cause all PD and resistant PD on the wearer to become hardened versus any missiles for one turn. The ring will sell for 8 silver.

CLOAK OF FENEN: This elegant silken cloak is green with a silver repeating geometric pattern around the edge. The cloak is enchanted to grant anyone who wears it +2 PD, ED resistant protection on locations 9-16 for their back only. The cloak will sell for 125 copper.

DAGGER OF ACCURACY: A Star Iron dagger of plain design, this weapon is enchanted to be an additional +1 OCV. It will sell for 15 silver.

ESKAND POISON: This green liquid is slightly thick and tacky like glue. It clings to weapons well and if it is introduced into a wound, the victim must make a successful CON roll or suffer a D6 drain to DEX and STR that recovers once a day. There are 3 doses of the venom in the bottle found, and when used to coat a weapon, each dose lasts either 1 hour or D6 successful hits with the envenomed weapon, whichever comes first. Each dose of the venom sells for 7 silver.

GREATSHANKS' AXE: This blood iron battleaxe is enchanted with a Wintery proc: on each successful hit (whether it does damage or not) there is an 11- chance that the weapon will do a linked 4d6 energy based cold Blast to the victim. This will sell for 40 silver

HEALING POTION: This peach colored potion tastes like metal and sugar, but when drunk heals 4D6 damage as if it is a normal attack. There is only one dose per bottle. Each potion sells for 7 silver.

MAGE CHARM: This is a brooch that is in the shape of a set of concentric rings with a star over the top. Made of silver, this Mage Charm reduces concentration requirements of spells by 1/4 limitation. Thus a 1/2 DCV concentrate is eliminated, or a 0 DCV concentrate is reduced to 1/2 DCV while the charm is worn. This charm will sell for 35 silver.

POTION OF HEALTH: This potion tastes like pure clean spring water and has a slightly bluish tint, but it smells like daisies. When drunk, the potion heals 3D6 stun and END (count the roll as a normal attack the "stun" on the dice heals stun; the "body" on the dice heals END at 4 END per body rolled). It takes a half phase to drink. Sells for 75 copper.



PRE-ENCHANTED WANDS: Each of these wooden tapers is created to be made into magical wands. Any mage can enchant one of the wands with a successful Magic Research skill roll and casting the spell they want to be in the wand. The mage must expend as much personal mana as they wish to be stored in the wand, which becomes the set pool of mana which it draws on to cast the spell it is enchanted with. These wands can hold at most 50 active points in spells. The mana used to cast the spell is included in this pool.

For example, Mhyrdynn casts Fire Bolt on a wand, and puts the remainder of his own mana and his Magestaff spell's mana into the wand (totaling 50). Each time the wand is used to cast Fire Bolt, it uses 2 of the stored mana.

Once the mana in the wand is expended casting the spell stored in it, the magic is used up and the wand is no longer enchanted. Using one of these enchanted wands requires a magic skill roll at the same penalty as the original spell. Each pre-enchanted wand will sell for 10 silver, or if enchanted sells for 1 silver per real point of the spell put into the wand.

RING OF WARDING: This plain silver ring has a strip of brass set around the middle of the band so it looks like three strips of metal make up the ring. While worn, the ring grants +1 DCV and 1 PD, 1 ED resistant protection. The ring will sell for 15 silver.

ROBE OF PROTECTION: This is a black, red, and white robe of impressive design made of fenen and linen woven together in layers. It is a bit dirty and abused from its storage in a web cocoon for years, but still has its enchantment and can be cleaned up. Anyone wearing the robe gains 2 PD, ED armor and +1 DCV. This magic does not add to any other magical or mundane armor worn. The robe will sell for 25 silver

ROGAHN'S CROWN: This is little more than a well-crafted plate helm that has a crown-like top which looks very impressive when worn. Anyone wearing the crown gains +3 presence. Rogahn's crown covers locations 3-4. It sells for 52 cp

SCROLLS: All scrolls found in this adventure are the same basic sort, each one parchment or vellum and scribed with special inks in *Arcanium*. They must be read out loud by the person using them, taking a full phase of no other action at 1/2 DCV. Obviously this requires the ability to speak and light enough to read in.

The spell then takes effect immediately as the reader commands, using no mana for the initial casting, but any spell cast from a scroll that persists must be paid for by the reader's mana. Each scroll casts a single spell unless otherwise noted in the adventure, and each spell may only be cast once. A scroll can be used to learn the scribed spell, reducing the time to learn the spell by half, negating its cost, and adding +3 to the magic research roll. Any scroll is worth 1 sp per real point cost of the spell scribed on it.

SNAKE PENDANT: This pendant is a copper serpent coiled and hung on a leather thong. It is enchanted to grant the wearer 1 PD, 1 ED resistant protection, but this protection will not add to any normal or magical armor.

THROWING HAMMER OF LEADERSHIP: This hammer grants the wielder +5 Presence while it is worn or held. It sells for 75 copper.

TARGETING HEAVY MACE: This two handed mace is made up of pitted star iron, which still somehow looks well crafted and solid. The mace is enchanted to grant +3 OCV to any “called shot” or attack that targets a location on the enemy. It sells for 20 silver

WAND OF DAZZLE: This slim wand is a foot long and made entirely of one piece of solid ivory, carved so delicately it almost looks like it is made of a tube of lace. The wand has 20 Mana left in it, and can cast *Dazzle* (a 2d6 sight flash) for 1 of the mana and an invocation or magic skill roll at -1.

This wand can be recharged by any mage who knows the *Dazzle* spell by casting it at the wand at double Mana cost, recharging the wand for 1 mana per casting. This sells for 15 silver.

ARMOR AND WEAPON SUMMARY TABLES

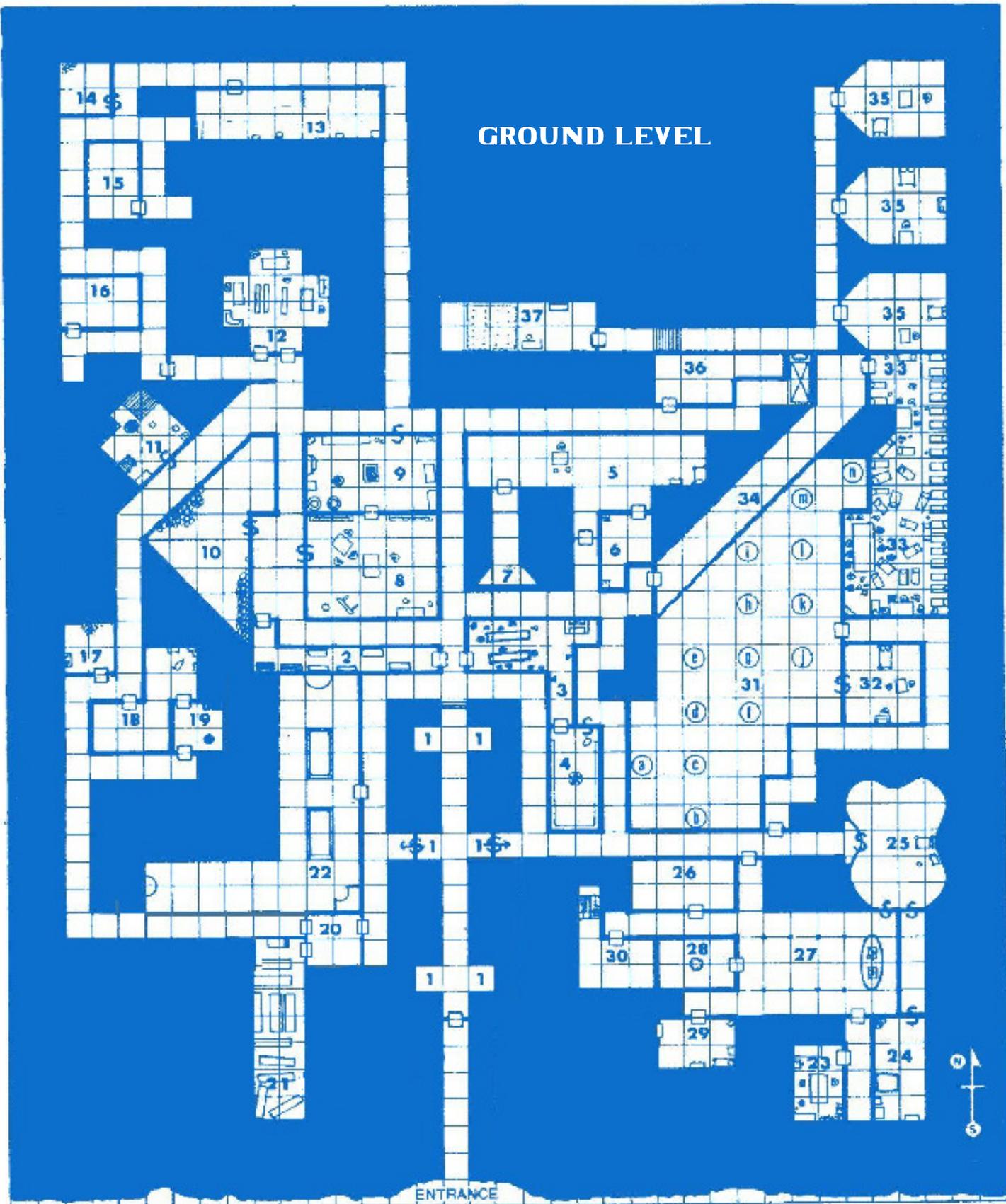
WEAPONS												
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	PD	ED	BOD	SIZE	BULK	KG WT	CP VALUE
Dagger of Accuracy	+2	--	d6-1	--	5	6	8	3	S	-1	.85	150
Greatshanks' Axe	--	--	1½d6*	--	9/11	7	9	5	L	-3	2.02	400
Stone Dagger	+1	--	d6-1	--	5	5	8	2	S	-1	1.0	25
Stone Spear	--	(1m)	d6+1	--	10	5	7	6	L	-3	1.5	50
Targeting Heavy Mace	(+3)	--	1½d6	+1	11	7	10	5	M	-4	2.47	200
Throwing Hammer of Leadership	--	--	d6-1	+1	8	5	7	2	M	-3	.85	75

*Weapon gains +1 damage class damage for a turn when it draws blood (deals body damage past armor).

SHIELDS								
SHEILD	CV	PD	BOD	BULK	KG WT	STR MIN	NOTES	CP VALUE
Beasthide medium shield	+2	5	M	-7	3.6	9	Leather and Iron	45
Goblin small shield	+1	3	2	-5	1.5	4	Leather and wood	15

ARMOR								
ARMOR	rPD	rED	PD	ED	KG WT	Amr DEF	BOD	CP VALUE
Hauberk of Felstone Chain	8	5	8	7	12.22	10	12	570
Rogahn's Crown	8	6	8	6	1.67	8	4	52
Star Iron and Urgash Scale Mail	7	6	7	6	14.6	9	14	88

GROUND LEVEL

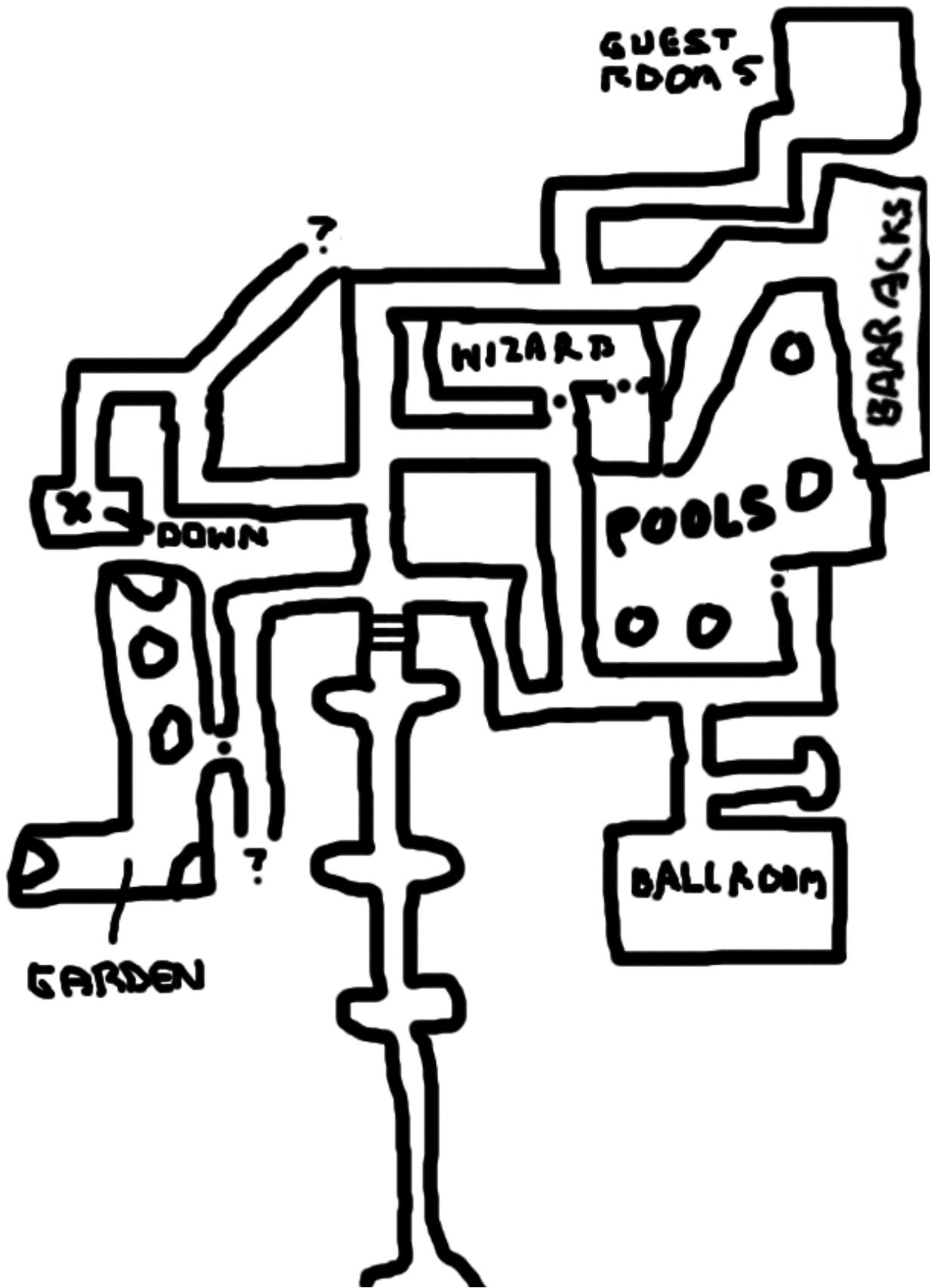


-  DOOR
-  SECRET DOOR
-  FALSE DOOR
-  ONE-WAY SECRET DOOR

-  STAIRS, UP
-  STAIRS, DOWN
-  STATUE
-  PITS, COVERED

LOWER LEVEL







HANDOUT THREE

The vault continues to be an engineering challenge but I believe I have it finished. The time limiter on the vault access door on the upper level was easy enough to build but the sequence between the key being turned and the door opening required significant rebuilding.

So far, the sequence is working well although the mechanism in step two sticks, something to do with limiting it to two levers at a time. Perhaps a larger gear wheel might make it smoother.

The first step bothers me, it seems so obvious: a tilting book?. It works smoothly but I'm concerned the security is not great.

I am not sure the garden device will hold up over time, its so wet in there all the time. I used the best materials I could but the need to make the metal lever look rusted and old meant I couldn't use anything non corrosive.

Rogahn's bed, the rotator gears work smoothly at least. I still think the chances of it being moved are too great for the location.

I am certain that key will survive long submersion in the acid, but the key hole might become gummed up with a sludge piled over it, maybe something else would work better.

All that's really needed at this point is some kind of guardian in the vault its self. Something that won't need food, water, even air or companionship. Zelligar can probably provide that.

-Marevek

HANDOUT FOUR

