



This adventure was originally an AD&D adventure for levels 1-3 by Douglas Niles. Written and published in 1982, it did not get as broad a reception or release as other modules, and faded into obscurity. Now you can download it for free from the Wizards of the Coast D20 website.

It details the sinister and mysterious secret of a small town, perhaps one the PCs wander across in their travels or are alerted to by a friend or employer. The adventure is a smaller one for lower powered characters, and this conversion to Fantasy Hero clings to the sense and mood of the adventure with only minor changes beyond the creatures and treasure.

The adventure has a clever twist and an interesting setting, but suffered originally from an inordinate amount of coin and treasure for the level. Magical weapons and armor are on ordinary farmers, and each house has a huge stash of coins hidden away. That may be fine for some games but it makes no sense for a Jolrhos setting so the money and equipment has been toned down.

Troglodytes are not lizards in Jolrhos (they are fungal) and they have been replaced by Saurian lizard men. Other minor changes can be detected by a discerning eye.

ORIGINAL INTRODUCTION

Terror by night! The village of Orlane is dying. Once a small and thriving community. Orlane has become a maze of locked doors and frightened faces. Strangers are shunned, trade has withered. Rumors flourish, growing wilder with each retelling. Terrified peasants flee their homes, abandoning the farms with no explanation. Others simply disappear. . .

No one seems to know the cause of the decay -why are there no clues? Who skulks through the twisted shadows of the night? Who or what is behind the doom that has overtaken the village? It will take a brave and skillful band of adventurers to solve the dark riddle of Orlane!

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.

GM BACKGROUND

The south center of Morien has been a peaceful area for many years. In the western section of this frontier, occasional raids by Lengoth-Ytame and orc hordes from the south sometimes cause trouble, but in this area war has not reached for centuries. In addition, the nearby marsh and forest tend to keep out intruders; the dark recesses of the nearby forest cause even the most stalwart travelers think twice before entering among the tall trunks and dangling tendrils of moss.

Orlane itself was founded nearly a generation ago, when explorers from the North reported that the land between Treich and the Dim Forest seemed to be extremely fertile. Soon after the arrival of the first farmers, a temple of Harvest was erected, and thus the village of Orlane was born. The land here proved to be very rich, often producing crops half again as large as those grown in more mundane soil. Orlane quickly grew into a thriving community of 300 people. Occasionally, the settlers were harassed by bands of humanoids from the forest, or strange, scaly creatures from the swamp. These farmers were hardy folk, however, and were not intimidated by a few raids. Instead, they organized a well trained militia to meet the assaults of the monsters with cold steel. The humanoids soon learned that Orlane was a village best left alone.

Throughout the past year, the population of Orlane has undergone a steady decline. Many farmers have packed their possessions and, for unknown reasons, migrated to other, less fertile areas. Some homes have simply been found abandoned, with food on the table or crops unharvested in the field. No explanation has ever been offered for these strange disappearances. Sometimes the families have returned in a week or two, and other times they have never been heard from again. The friendly character of Orlane has vanished as those who remain have become suspicious of the strange occurrences.

Families have drawn in upon themselves, rarely conversing with their neighbors. Now, strangers in Orlane are more often met with questions and challenges than friendly invitations.

Something sinister is at work in Orlane!

NOTES FOR THE GM

The **Cult of the Reptile God** adventure is divided into three parts. The first part includes adventures in the village itself, with special maps for the **Golden Grain Inn**, the **Inn of the Slumbering Serpent**, and the **Temple of Harvest**. The second part outlines adventures on the trail to the lair of the reptile god. The third part details both levels of the lair itself.

The village of Orlane is a small community (see the map). The buildings of the village and their inhabitants are described below. The boxed part of each building description may be read aloud to the players by the DM, as they describe obvious features that will be noticeable at a glance. Generally, the players will only learn other information by questioning village residents or by exploring the area. The people living in Orlane will be identified as either reptile cult members or citizens. In general, there will be no visible distinction between the two, but clues are often given in the individual descriptions that will allow alert players to guess the difference.

Citizens are generally decent people, at best competent normals. As with cult members, exceptions to these guidelines are mentioned in the key. They will generally be suspicious and noncommunicative. Most citizens are puzzled and frightened by the change in the character of their community. Any attempt by a party to run rough-shod over the entire village will result in their organized resistance, with the mayor taking charge.

In many cases, people have been described at their daytime locations (children at play, farmers at work, and so on). These locations may be changed at the GM's discretion for evening and night encounters. Remember that people in a farming community tend to go to bed and rise early.

THE CULT

The cult of the reptile god is being spread by a **naga**. Below the fetid waters of the Rushmoors extends a two-level network of damp and dingy tunnels. This is the headquarters of the cult and the lair of the evil naga that has installed itself as a god. Here, kidnapped citizens are brought and subjected to the permanent **charm** of the foul serpent. Charmed persons are returned to the village as cult members, and in this insidious fashion the cult has slowly been growing in size.

Victims who somehow resist this potent charm (due to high Ego or Resistance) remain in the dungeon. They are fed to the many hungry reptiles there, or are turned into zombies by the naga's pet mage and doomed to serve as mindless slaves in the naga's labyrinth. Current prisoners will be released and the charmed victims will be freed if the party can defeat the naga.

First, however, the characters must discover how to get to its lair. This means investigating the local centers of cult activity; especially the **Golden Grain Inn** and the **Temple of Harvest**. The party will probably meet **Ramne**, a local enchanter who can guide them. Otherwise, the DM can guide the player characters along as desired—a map in either center, a kidnapping party to follow, another **NPC** who acts as a guide, or so on.

This adventure should take at least three sessions to complete, with the first taken up primarily with discovering something about what is going on, and at least two in finding the Naga's lair and defeating it.

The GM may have adventures ready for the trip to Orlane if it is a long distance, or make it simply a cut scene, traveling there in a few sentences. Just keep in mind that if a play session does not end with significant, tangible advancement or reward, players will feel aimless and like they're wasting time.

THE ADVENTURE

There are a variety of ways for the PCs to become involved in this adventure. The easiest way is for them to simply travel into Orlane and notice that something is basically wrong with the place. In traveling to Orlane, the PCs will hear rumors and can see that the people are at best worried and at worst in terrible danger and confusion.

For example, they will hear that a sinister and mysterious evil is at work in the village, that the children are stolen in the night, that an evil sorcerer has taken over the Dimwood, that horrible monsters are straying out of the moors, and so on. Some of these are true, some aren't.

Another way the characters can become involved is for someone from Orlane or who has family in it to ask for help. This could be an NPC or simply someone who hires the PCs. It might be the oldest (yet still young) son of a family who left one night then came back... different and he doesn't know why or how.

A third way is for someone who trades with Orlane might hire the PCs to find out why their harvest has begun to lessen, should he find new sources? Is it a blight that might spread? He needs to know, and just wants them to pass through and look around, get back to him with information.

Another way is for the PCs to be hired for 10 silver each to find out what happened to Iggy Olivero, a merchant who vanished in the area months ago. His family got a ransom note, which claimed bandits in the Dimwood had him, and they paid the money but it's been weeks and he still has not returned. They pay 5 silver each to start and 5 more when he's returned.

And finally the PCs could be contacted by a Valkyrie and told to go to the Temple of Harvest in Orlane to discover what has happened there. The Valkyrie knows, but wants the PCs to go and deal with it, to better prepare them for their destiny to fight evil.

However the PCs become involved, it should be a mystery, they should know little to nothing about the true source of the disappearances and changes in town.

ORLANE GENERAL AREA

Traveling on the rutted trade road through the Dimwood you pass through the deep forest, then pass into a flat, grassy plain. Occasionally, large cottonwood trees grow along the stream but in general the plain is unforested.

For several days you pass through an uninhabited region with no adventures. Finally, following a bright creek, the caravan track finally enters a region of prosperous farms surrounded by fields of grain or pastures for cows and goats.

Early on the fourth afternoon of the trip, a cluster of buildings and trees becomes visible ahead, with the stone walls of a temple beyond on a short hill. At the outskirts of this town, a large grove of elms is visible to the left, while several wooden buildings border the road to the right. A large stone marker has the word ORLANE carved into it.

The characters here enter the West edge of the village map on the main road. Orlane lies on a plain with small hills and dales, by a winding creek. Small clumps of trees like islands in the grain are scattered around the town, and short stone walls divide fields and yards. The land is fertile and green and healthy, but seems largely untended.

If the GM wishes he can add in some encounters and events that take place outside Orlane before the PCs arrive to add flavor to the adventure and set the stage for the mystery. A family fleeing because “things have changed” but without any knowledge of why. A merchant that is leaving Orlane who seems strangely distracted and inattentive (he’s been charmed and sent out to spread the word). A hunter who avoids Orlane even though it used to be a good place for an ale and a night in a real bed.

The PCs might run into the Moors Saurians, attacking fanatically and crying about the reptile god, bathing in blood for her name, etc.

There might be a few abandoned wagons or burnt caravans just off the road: merchants attacked and taken into the cult. The PCs shouldn’t learn anything from this except that something is wrong and that there is some mysterious evil in the area.

ORLANE

Most of the buildings in Orlane have not been mapped. If the party chooses to enter one of them the GM should describe a typical interior. Houses and shops will be one story in height and will have both front and back doors unless otherwise mentioned. Many buildings have porches but are quite simple.

1: PEASANT FARMHOUSE AND BARN

This wooden house is surrounded by attractive flower gardens and a small barn stands beyond. A teenage girl is churning butter on the porch, but as she sees your group she runs into the house. Shadow forms are visible behind closed curtains.

The farmer, Hewitt Twaine, and his two grown sons (normal villagers) will watch strangers suspiciously through the windows, while the wife and daughter hide in the kitchen at the rear of the house. If anyone stops, Hewitt will do all of the talking. He will be polite, but quiet. He will never allow strangers inside his house. Hewitt understands that his town has changed drastically, but he does not know why. His barn is well-stocked with corn and wheat, and a dozen goats are penned in the back. Beneath the planks in his bedroom floor he has stored a sack with 54 cp in it.

2. CONSTABLE’S QUARTERS

This nondescript square wooden building has heavy shutters closed over the windows. The door looks stout, but stands open. No people are visible. Behind this building is another long, low structure.

Inside, the constable Grover Ruskadal is a cult member. He has been for eight months, and with him are two other men who have recently arrived, ostensibly to visit him. They are also cult members: Donovan Allard and Hulbar Onfre. Both are Capable Villagers, and Donovan has a suit of plate mail and a spear of Dwarven Steel.

If they are hailed, Grover will do most of the talking. He will try to find out what the characters are doing in town, how long they plan to stay, and so on. He will try to disarm their suspicions and warn them to stay out of trouble. His friends will support him.

Later, if these three become aware of a group asking “too many questions,” they will attempt to intimidate the party into leaving town.

Grover keeps a sack in his desk that contains 21 copper and a silver ring he confiscated worth 8 silver.

3. EMPTY BARRACKS

The building behind the constable’s quarters is the barracks that used to be occupied for the caravans traveling through the Dim Forest. When the Baron’s Verderers travel through here they stay at this location as well. It is presently empty.

4. DAIRY FARM

This house and barn are clean, whitewashed wooden buildings. Several cows stand around outside the barn and three little girls playing in the yard of the house stop to gawk at your group. Their older sister peeks out and sees you, rushes out, and hustles the children into the house.

Nowell Graven (normal villager), the dairyman is in the barn. He has been blessed with five daughters, who share the house with him, his wife, and his mother-in-law. He is a kindly man, and if his judgment tells him that the strangers are friendly, he might even invite them in for tea and cheese. He is concerned about matters in Orlane, but can offer no explanations. He has 35 cp hidden in a milk can in the barn.

5 WEAVER’S HOUSE AND SHOP

A sign with a spinning wheel and a loom hangs outside this newer building. Several bales of wool are stacked on the wide porch. No people are visible.

The front part of this building contains a shop. Here Galen Weaver (normal villager), the weaver (AC 10; hp4), runs his large loom while his young wife works a spinning wheel. Many piles of wool, yarn, and cloth lie about in a state of confusion. A small bell will ring if the door is opened, bringing the weaver from his home behind the shop. He is a young man, newly married and moved to Orlane, trying to make a go of his first business.

Both are friendly, but if questioned, they will respond that “people are strange hereabouts,” and they know of no reason for their neighbors’ aloofness. They will welcome the chance to talk to outsiders, even inviting a small group in for a glass of wine if the time of day is appropriate. If the conversation continues for awhile they will warn strangers that the Golden Grain Inn is a strange place, to be avoided if at all possible.

6. GOLDEN GRAIN INN

This is a large wooden inn. It is decorated with carvings of sheaves of wheat along the eaves of the roof, painted yellow. The inn was white-washed at one time but it is weathering badly. A sign picturing a cluster of wheat and a pitcher hangs over the door. A corral and table, apparently empty, are off to the side.

The full description of this place and the events that take place in it follow the Orlane description. A map of the inn is at the end of the adventure.

7. WEALTHY HOME

This is a larger and finer home than the rest in the town, save the Mayor’s (area 10) The foundation is laid with stones and carefully fitted with mortar, and the yard is surrounded by a fine stone wall with a metal grating at the top. The gate is of metal and is closed.

This is the home of Haskal Roclyn (Normal Villager) . He is the local money changer, banker, and owns much of the town. He owns several of the more prosperous farms and rents them to poorer farmers for a lion’s share of their harvest. He has been a cult member since quite early, but leaves his home rarely.

The doors and shutters of the house are locked tight from inside (-3 to pick the locks) at night, and even in the day the front door is guarded by his son Eroll. Eroll Roclyn is a Capable Villager in leather armor and armed with a short sword and dagger.

In the home Haskal has considerable wealth for the village, although most of his money is actually in the nearby city. In a metal box in the front business area, he has 15 silver and 180 copper. The box is not locked, but it is behind the counter and the money is in marked bags (25 in each bag). In this front room is another guard named Wylie Dunn (identical to Eroll Roclyn).

Upstairs in his bedroom, Haskal has a small chest hidden under the floor. The hidden trapdoor is under his bed, about a foot square. It is triggered by moving the sconce on the wall which has no oil or light in it unlike other ones in the room. Inside the box are 250 copper and 50 silver in bags, plus a pair of rings worth 5 sp each.

8. LIVERY STABLE

This is an exceedingly run-down structure of wood. Faint traces of a former paint job cling to small parts of the walls, but in some places the bare wood has started to rot. A fenced walkway leads from the road to the back of the house, and horse manure is scattered liberally about. A little boy, his face covered with dirt, is playing on the front porch. As you approach, he toddles out to the road, smiles, and says "hi!"

This is the village stable, as the characters' noses will already have suggested. Much of the ground has been trampled into mud. The front of the dilapidated house is sheltered by a wide porch. All appearances to the contrary, the liveryman is quite well-to-do. He is simply not concerned with presenting a front of wealth and polish.

The liveryman, Kilian Gade, his wife (both normal villagers), and their three small children live here. The wife is timid, but there is an 14% chance that she will see her son talking to strangers. If so, she will rush out to collect him, staring at the party with fearful eyes as she snatches him up. If a character makes a friendly comment, she will stop, embarrassed, and mutter some explanation about "mealtime." She will then dash into the house with the child.

Kilian is at work in the stables, but his wife will call him after any encounter with strangers, and he will hurry to the house. If the party is still in front when he gets there in a couple minutes, he will step outside to apologize for his wife's hastiness. "These are strange times, you understand ...". Unlike many Orlandians, he is affable and willing to carry on a conversation. He will, however, keep his guests on the porch.

Kilian cannot explain the forces at work in the village, but he is very observant. After some small talk, he will begin to share his knowledge. He is suspicious of the two strangers who moved into the cottage across the road (area 9) several weeks ago. "They don't seem to be interested in mixing with anybody." He shares the weaver's apprehensions concerning the Golden Grain Inn, and will recommend the Inn of the Slumbering Serpent for its superior wine and friendly atmosphere. After an hour of conversation, he will mention his neighbors at the general store: "They up and disappeared a couple months ago; gone for nearly a fortnight, then the whole family came back. Didn't even leave one of the boys to mind the store!"

His stable contains 4 light horses, 2 draft horses, 3 mules, 2 oxen, and 2 small carts. His life savings (95 cp and a 20 sp gem) is buried in a wooden box in the farthest stall of the stable.

9. SMALL COTTAGE

This small square building has been freshly white-washed. There are visible signs of recent repairs and improvement, but heavy curtains hang over the windows and the door is shut. There is no sign of movement inside.
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The townsfolk are suspicious of the pair. Only the mayor knows why they are here, since he has asked them to investigate the strange occurrences in Orland. The elves have learned that an evil cult is somehow controlling the minds of certain citizens, including the two clerics of the temple (area 21), the proprietor and regular customers of the Golden Grain Inn (area E;), the constable (area 2), and the blacksmith (area 15). The elves are careful, however, and will not reveal this information unless they are absolutely certain that the party is opposed to the cult.

Any elves present in the party will cause the pair to feel a natural affinity toward their cousins, but this will in no way lessen their caution. In general, the party will have to engage in combat and capture or slay some of the known cult members to win the trust of these elves.

When Dorian and Llywillan are convinced that the party is an ally, they will share their information. They will not join the group for exploring either the town of the dungeon, preferring to work on their own.

The elves will remain in their cottage during the day, but at night it is a 14- chance that they will be out observing either the temple or the Golden Grain Inn. They have a small metal box in a cupboard. It is stoutly locked, and Llywillan carries the key at the bottom of his quiver. A thief can try to pick the lock at -10%. The box may also be pried open, but this will release a sleep gas that will affect everyone in the cottage. The result is a 4D6 stun drain that lasts a full minute. The gas fills the entire cottage. Using the key or picking the lock (-1 roll) will bypass the trap. The box contains 20 sp, 25 cp, and a note (Handout 1).

10. MAYOR'S RESIDENCE

This house is set well back from the road, and is partially screened by a pair of medium-sized elms. This is by far the most imposing house in the village. The walls have been regularly white-washed and the roof gleams with new wooden shingles. A wide porch crosses the entire front of the house, and columns of wood support the overhanging roof. The columns have been carved into leafy patterns by a skilled craftsman.

This is the home of the village mayor and his family. The mayor is Zakarias Ormond (competent villager), a retired but still capable warrior. He keeps his weapons and armor - chainmail and an enchanted longsword - in a bedroom closet but does not wear them around unless there is significant trouble. The mayor's cheerful wife and two daughters live here (normal villagers), as well as two older sons (Competent Villagers) who have longswords at the ready. The mayor's personal bodyguard is also concealed in the house.

Zakarias is polite and curious with strangers, and is willing to spend hours conversing. Always, however, he is discreet, seeking information more readily than giving it away. He is an astute leader and has recognized that something is warping the people of his village. He has associated the changes with recent midnight disappearances, noticing that the folks who return are in a somehow altered state. He is convinced that the storekeeper, the smith, the carpenter, and the clerics are all members of this secret order. He has formed the false hypothesis that the old hermit in the grove west of town is behind the whole thing. Lack of proof has kept him from acting on this assumption, however.

Hiding inside the mayor's house is his old bodyguard, Traver Stoutheart (competent villager). Traver will stay concealed in a curtained alcove until needed. He is a gruff, uncommunicative old soldier, who will spring from his hiding place in a curtained alcove at the first sign of an overt act against the mayor. (Traver's interpretation of an "Overt act" may be taken very loosely - the sight of a person who might have placed something in the mayor's wine, or a hand suspiciously concealed under a table, could bring him charging into the room with a bloodthirsty challenge, The mayor will be quite embarrassed if this occurs.)

Behind the mayor's house is his woodcarving workshop, with tools, woodshavings, and some fine pieces of hardwood lying about. He did the carvings on the columns before his house. He is half-finished with a remarkably lifelike bust of his wife Beneath the floorboards in the shop he stores a small chest, keeping the key in a secret pocket of his tunic. The chest contains 364 cp, 75 sp, his wife's best pearl necklace worth 12 sp, and three gems worth 10 sp apiece.

11. TAILOR SHOP

A sign crudely depicting a needle and thread hangs before this establishment. The building is a small, ramshackle structure in need of considerable repair: a shutter hangs loosely, shingles are missing from the roof, and the walls show signs of rot in several places.

This is the shop and home of the village tailor, a meek bachelor, Myron Tweed (incompetent villager). He is terrified of strangers and will answer no questions. If asked to do some tailoring, he will allow only one person at a time into his shop and will be nervous and fretting about the whole business. He has a sack containing 56 cp, 9 sp and a golden thimble worth 12 sp hidden among the bundles of cloth at the rear of his home.

12. VILLAGE STORE

This is a fairly well-kept establishment with an assortment of farm implements, cooking utensils, and chairs on the porch. The door stands open, and above it hangs a sign depicting a pot, a plow, and a lantern hangs over it.

This family is all cult members, converted about three months ago. The husband, wife, and three grown sons (all normal villagers) will all fight if necessary using shortswords. The sons remain screened by a curtain leading to the back room, aiming crossbows at strangers while the husband Oran and wife Tilde greet customers. If the visitors are hostile or too curious, the sons will step out and demand the PCs leave over loaded crossbows. If the PCs get violent, the sons will fire and leap into the room with drawn swords. Oran and Tilde get theirs from behind the counter and attack as well.

The storekeeper and his wife put on a friendly front with customers, knowing their sons are backing them up. Mundane village items are available (roll 14—chance for any basic village or farming implement), but the only weapons or armor that can be found is a few leather hauberks and ten daggers.

There is a table and several benches in the store. When the strangers visit, Oran will invite them to sit and try some wine (very fine quality). It comes from the local winery behind the Slumbering Serpent. He'll try to get as much information from the PCs as he can,

Without revealing anything he can about himself and his family. In the cashbox is 10 silver, 50 cp, and 76 ip.

Their house is 40 feet behind the store. It looks very run down as opposed to the store, and it is devoid of valuables as everything worthy was donated to the cult.

13. RUNDOWN FARMHOUSE

This house is in desperate need of repair. The front door, porch steps, and visible roof supports are missing. The roof has obvious gaps in it and the nearby barn is in worse condition, but chickens running about the place suggest it is still inhabited.

A farmer and his adult son live here (competent villagers). They are cult members, six months ago they were all taken but the wife refused to submit and was eaten. The two men are rude and untalkative and claim to be busy with work around the farm. In fact, only small crops of corn and oats are in the fields. These men are miserable, dirty wretches with teeth missing and nothing in the world of value, having given all their money to the cult.

14. CARPENTER

A wooden board in the shape of a saw hangs before this well-constructed building. The front part of the structure is unwallled, and inside of this breezy area the carpenter is at work. Many tools (saws, hammers, nails, prybars, etc.) are scattered about, and some boards are mounted on sawhorses.

The carpenter and his wife (normal villagers) are very recent cult initiates; in fact, their teenage son and daughter may still be alive in the snakepits of the reptile god! (The latter pair, of course, resisted the naga's charm.) The carpenter serves as a furniture maker as well as a builder, and numerous examples of his handiwork are placed around his shop. Tables, chairs, and desks—all of exquisite craftsmanship—may be seen in a casual inspection. The table that is presently under construction, however, is much more shoddily put together, as are the pair of chairs he has just completed. The latter await a coat of stain, whereas all of the other furniture is finished.

The Carpenter (Zell) will be unfriendly and unattentive to visitors, hoping they just go away. His wife Yenny will spy upon strangers through a small hole in the door of the house. She carries a longsword that has been smeared with snake venom, and will attack hysterically (-1 OCV, but with +1 damage class) if her husband appears to be in danger. The serpent's venom has suffered somewhat from exposure to the air, so it only has a 11- chance of taking effect and has but 2 hits left before it is no longer potent enough to be noticed. The venom does a D6 Strength and CON drain that recovers per week if the sword does any Body damage.

The carpenter has designed a clever secret panel in his bedroom wall that will slip aside to allow access to a compartment beyond (treat as a secret door). Here he has hidden a wooden box, elaborately carved with intricate leafy patterns. The box is worth 40 sp intact. Only the carpenter knows which combination of leaves to press or twist to open the box (a thief may try to open it at -2 lockpicking, but it will take at least a minute of work). The carpenter's treasure, soon to be donated to the cult, is 47 cp, 17 sp, and a 5 sp piece of jewelry.

15. BLACKSMITH

This is obviously a smith, though no sign hangs here. The shop part of the building is unwallled, and two brawny lads operate a bellows while a giant of a man hammers thunderously upon a piece of metal that will soon become the blade of a shovel. Soot and smoke abound.

The smith, his wife, their two sons and daughter have been members for nearly a year. The man still does his work with the mechanical precision that has allowed him to maintain the quality that he has always been known for. The smith (named Bron; competent villager) has a 13- roll but can work no enchanted materials. Formerly a short-tempered and irritable man, the charm of the naga has unbalanced his mind slightly. There is an 8- chance that the mere approach of strangers will cause him to fly into a violent rage, threatening them with the wrath of the gods if they do not flee at once. His sons will attempt to restrain him, but if an individual or group continues to approach, the smith will break free and attack.

Even if he does not fly into a rage, the smith is unpleasant and rude in conversation. Any slightly aggressive or faintly insulting comment will probably (12-) cause him to become enraged. His sons will be unable to hold him as he rushes forward. If combat begins they will support their father. Because of their size and strength, all three are formidable foes, though they are untrained (Competent Villagers).

The smith will use his hammer as a weapon and the sons will grab shortswords that they have hidden in the shop. Because of their leather aprons, all three have an effective leather hauberk. All of their valuables have been donated to the cult.

16. WEATHERBEATEN STRUCTURE

The doors and windows of this large building are boarded up. A sign lies face-down in the weeds before the porch, which may be reached by climbing three broken steps. The roof has several gaping holes, and the general appearance of the place suggests that it has been long abandoned.

The sign in the weeds, if looked at, reads in faded paint: FOAMING MUG INN. This establishment has been abandoned for nearly a year, following an attempt by the cult to kidnap the proprietor and his family.



The attempt was foiled by the courage of several citizens, and a fierce fight followed, during which all of the citizens at the inn, as well as several cult members, were killed. The battle remains a mystery to the rest of the village, and has been dismissed as just another aspect of the mysterious problem besetting Orlane.

The front door is boarded up and villagers tell people to stay out of the building. The *Foaming Mug* is not really abandoned, however. If the party should break in, or discover the secret door in the rear wall, they will find the ground floor in a state of total disarray, left as it was following the fight. A cellar door is visible, hanging on one hinge, and a creaky staircase leads into darkness.

The cellar is a gloomy place and smells musty and rotten. A smell perception roll at -2 will also note the smell of rot. Most of the cellar is one large room, containing several crates of spoiled food stores and three kegs of wine (still good). Two doors lead to a fruit cellar and stairs down to the basement.

The former is empty. In the latter awaits the source of the smell-zombies! The zombies will have heard the party descend the stairs, and will be awaiting visitors eagerly. They are the remains of the people who resisted the cultists, thrown in the basement and forgotten. However, they rose again as weak undead seeking vengeance on all who live. If anyone enters the room, rotting shapes shuffle out of the shadows with ragged, horrible groans and attack with their fists. There are a number of zombies here equal to the party plus one.

The basement also contains hammers, nails, some long timbers, and a saw.

17. DECREPIT FARM

Doors and shutters swing freely here. The whole appearance of this farm, home and barn, is of abandoned desolation. A plow stands choked by weeds in the field, an oxeye lies in the yard in tall grass.
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Inside the house, searchers will find articles of clothing, cooking utensils, and moldy scraps of food in closed cupboards. It is obvious that the residents left suddenly. There are two bedrooms in the house, one with a double bed and the other with two small beds.

The house looks like everyone who lived here just left one night, and as far as anyone in town will say or is aware, that's what happened. They just left, without their clothing. This place is spooky to the locals, and they leave it alone.

A family of four lived here until the troglodytes and cult members dragged them off to the dungeon of the reptile god nine months ago. The evil will of the naga was unable to corrupt any of them, so shortly thereafter some of the crocodiles ate very well...

The unfortunate farmer's treasure remains in a hollow beneath the rear porch steps. Several leather sacks there contains 2 2p, 250 cp, and a jade statuette he dug up in his field worth 20 sp.

18. FARMHOUSE AND BARN

This farm looks moderately prosperous. The house and barn are in good repair, although several flower gardens that used to bloom in the yard have become choked with weeds. A strapping youth is splitting wood in the yard beside the house.

This is the home of a woman and her three grown sons (normal villagers). Her husband died many years ago, but the four of them have managed the farm quite well. They have been cult members for nearly a year, and the men are quite active in recruiting new members; i.e. they help the saurien subdue captives of the cult, and use the farm cart to transport the prisoners beyond the boundaries of Orlane. They have become very good at this, each with 12- stealth, shadowing, and concealment skill rolls. They also have +1 OCV to hit from surprise.

If the mother's suspicions toward the party are aroused, she will detail one or two of her sons to spy on the group and report on its activities. She, in turn, will keep the clerics informed. All of her possessions of any worth have been donated to the cult.

19. FARMHOUSE AND SMALL OUTBUILDINGS

The smell of this area identifies it as a hog farm. In addition to swine, many chickens scratch about the yard, while a rooster and several turkeys strut regally. A teenage boy watches from the porch of the house.

If anyone approaches the house, the lad will run inside, returning shortly with his father. This proud farmer (Goran, normal villager) has been disturbed by changes in his community, and will send visitors on their way quickly. He will answer no questions, and if a group persists in trespassing, he will display a loaded crossbow that he has concealed on the porch, ordering them off of his land. The son and wife will have hidden in the house. The boy (Urlan, incompetent villager) will have another crossbow aimed out of a window, while his mother (Sera, normal villager) waits behind the door with a poised spear.

The farmer has made a decent living-his savings of 13 sp and 132 cp is concealed in a wooden box in the chicken feed.

20. SMALL, NEATLY KEPT COTTAGE

Brilliant flower gardens surround this quaint little home. Clean shutters flank several large windows, and fancy curtains are visible inside. The building is sheltered by several large elm trees.

This is the home of Vilma Merridie, an elderly widow. She is physically weak and unable to walk more than a few feet between rests. She is an astute observer of occurrences in Orlane. She and her husband moved to the village 50 years ago, occupying farm 24 together until his death. For the last eight years, she has lived in this cottage, doing small mending and tending chores for her neighbors to earn a few coppers. Mostly, she lives off the rather considerable sum that the couple accumulated over forty years of farming. She wears a number of jeweled rings.

Vilma will welcome visitors and invite them in for tea or wine. She is willing to talk and has much information to share, but if not questioned, she will ramble through an animated dissertation about “the old days.” She will tend to return to this topic with regularity, even when specific questions are being asked, but will supply answers in a roundabout way. The GM should prepare a few details of her rambling before play.

She strongly suspects the carpenter (area 14), the smith (area 15), the farmers at areas 18 and 19, the clerics and temple servants (area 21), the farmer at area 22, and the two people (she does not know they are elves) living near the mayor (area 9). Admitting that she has no factual basis for her suspicions, she will state that the family across the road from her (area 19): “used to be real nice, but now they act suspicious toward everyone; even me!” She has never liked the family at farm area 18, and will report seeing the lads go out at all hours. The smith, she says, has always been an ill-tempered lout, but lately “there’s just no talking to the man!” She has a very high opinion of the mayor, and hopes that the two strangers living next to him don’t bring him any harm. If asked where to stay for the night, she will recommend the Inn of the Slumbering Serpent.

She will readily admit that she doesn’t know much about occurrences on the west end of town. “I don’t get out too much, you know ...” She has seen scaly humanoids with fin-like crests on their heads crossing north of her cottage and climbing the walls of the temple. She will boldly state that she no longer allows the priests to visit her, saying that they changed after going away suddenly for a week about a year ago.

Vilma has some cheap jewelry worth about 8 silver total that she wears proudly, her husband bought them for her when their farm first paid off well. However, the Lord is watching, if her jewels are stolen or harm comes to her, a curse will land on all who do so, for 1D6 unluck and -1 to all rolls (skills, attack, etc) for one year or until they do some act of repentance, such as clear out the cult.

21 TEMPLE OF HARVEST

This is the only stone structure in Orlane. A wall of granite blocks surrounds the temple, and sturdy wooden gates give access to the courtyard. The temple is on the highest piece of land in Orlane, a full twenty feet above the stream and pond.

The gates to the courtyard will be standing open during the daylight hours, but will be shut and barred with the setting of the sun. Vigorous pounding after dark will usually bring a servant to open them. If the characters enter, go to the Temple of Harvest section that follows the Orlane description.

22. SHABBY FARMHOUSE AND BARN

This residence gives the impression that it has seen much use and that its owners have had little time for improving its appearance. A small infant is playing next to the house, and several chickens and a proud rooster poke about the yard.

This family has recently been converted. The group consists of a husband (normal villager), his wife, their adult daughter, their son (incompetent villagers), son-in-law (normal villager), and the younger couple's small child. The farm is well run, though battered (it has looked that way since long before the family's indoctrination into the cult). Large stores of barley, wheat, and corn are in the barn. A small vineyard west of the house is lush with ripe grapes. All of the persons here have been slightly numbed by their recent experience with the naga, and will appear distant and removed if talked to. They will be neither friendly nor hostile, and questions may have to be repeated several times before getting an answer.

Because of the confused state of the family, shrewd questions might gain some useful information. The attention span of these folks is too short for them to conduct any significant conversation, however. Having a conversation with them is like speaking to a very tired, very distracted person. They will even walk away in the middle of a sentence and go back to work.

23. PROSPEROUS FARM

Two small children play in the yard, but at the sight of the party they immediately run for the house. This building looks solidly constructed and has been recently whitewashed. The barn is a clean structure, though not painted, and several goats wander in a small corral. A pen housing an immense pig is visible just south of the barn.

The farmer is actually a former adventurer named Alan Clayborn (written up in the NPC section). He has been retired a while and isn't up to full adventuring form any more, but he is still no slouch. He and his wife Marieke settled here on his earnings, much of which he's spent but he still has some set aside.

They have three small children. The couple has been very successful as farmers, and the barn is well stocked with corn, oats, and beans. Besides their five goats and the pig, they are the proud owners of two mules.

There's a secret section behind the closet in the main bedroom opened by pushing the two coat hooks on either end together. Inside is Alan's gear if he's not wearing it as well as a bag with 50 silver, 430 copper, and four gems worth 25 silver each. There's also three healing potions (4D6 heal as normal damage) and a 20' slender rope that never breaks and weighs 2 kg.

Alan will be polite but firm in dissuading any questioners. He has noticed too many odd things occurring around Orlane to take chances by inviting strangers in. However, he will give a secret sign that any ranger in the party has a -2 PER roll to notice. If the ranger in the party chooses to identify himself as such, Alan will take the group into his confidence. As a relative newcomer to the community, however, his knowledge of the cult will be minimal. He will be aware that his neighbors to the east (area 22) mysteriously left their home one night and were gone for ten days. Since he did not know the family very well before this departure, he has not noticed any significant change in their behavior.

Alan, if asked for further information, will mention the strange, bedraggled figure, apparently an old man, who seems to live in the grove of trees to the West. He will describe the man as a hermit who keeps to himself.

24. ABANDONED FARM

This is a fairly well-built house that has had all of its windows and doors boarded over securely. The barn is also closed up but not boarded.

This residence shows sign of occupancy as recently as several months ago. When they left, whoever lived here took all of their possessions with them. The floorboards in a corner of the bedroom are torn up, exposing an empty space beneath, and even the furniture has been removed. The barn is likewise empty. The widow Vilma Merridie now living at area 20 used to live here.

25. SLUMBERING SERPENT INN

A large, colorful sign pictures a red dragon with its head resting contentedly on its paws. A plume of smoke rises from the serpent's nose and its eyes are closed. This inn is smaller and older than the Golden Grain. Several beds of flowers brighten the front, however, and the large middle-aged woman sweeping the porch looks cheerful. She greets you with a friendly wave.

This is Belba Cralloon. She and her husband Ollwin run this inn. They possess the knack of making a weary traveler feel at home. At any pause on the part of a group, she will bustle down the porch steps and invite them inside. If the party enters, use the additional description of the Inn of the Slumbering Serpent following the Orlane description.

26. MILLHOUSE, WATERWHEEL, AND POND

Around this large mill is scattered much in the way of children's toys, tools, and farm implements. The most imposing part of the structure is the tall millhouse, but it is obvious that a family lives in another wing of the building. Two children play in the yard, but stop and stare at the sight of your group.

If the group approaches, the youngest will run for the house. The other, a lad of ten, will squint at the party as it advances, mimicking the stance of a belligerent adult. This is obviously the home of the village miller and his family (a wife and nine children!). Shortly after the child enters the house, the miller, Kenton Miller, and his four adult sons will emerge (all normal villagers). The man will call his younger son back to him and await the party on the porch.

The miller is by nature a friendly man, but recent events have made him suspicious of even his neighbors. He will feel fairly safe with his sons backing him up, and will spend a little time in conversation with strangers. He will only discuss things such as the weather, or his work. He has no specific knowledge of the cult in any event, although he is aware of some strange goings-on at the Golden Grain Inn—much activity late at night, and many strangers lurking there.

His treasure is in a locked box, hidden inside of a hollow below an old mill wheel on the cellar floor. He keeps the key with him at all times, otherwise the box takes -2 lockpicking to open. The box contains 22 sp, 164 cp, and a pair of 15 sp pearl earrings he's going to give his wife on her birthday in a few months. Unknown to the miller, in the bottom of the pond lies a gold urn worth 18 silver, but it is covered with muck and would take some digging or a lot of luck to fish up.

27 GROVE OF STATELY ELMS

The narrow trail winds among majestic elms, at times disappearing into thick shrubbery. The bushes between the trees are dense, rising to a height of eight or ten feet. The elms themselves average 75' tall, and they are the only trees here. They are widely spaced, allowing more sunlight between their ancient boughs.

The venerable hermit has a ramshackle cottage on the far side of this small grove. The bent and graybearded resident is a loner, and none of the village people have gotten to know him. He is actually a mage named Ramne. Ramne is always seen with his gnarled wooden staff with no magical properties which is the focus for most of his spells. Ramne has been living in this one room hut for over a decade, and is quite comfortable here. He rarely leaves his grove, as his legs are weak and he tires very easily.

Ramne has a familiar, a pure white wolf named Whiskers that can trail the Saurian to their lair in the Rushmoors, even if the trail is very old. Normally, Whiskers may be found perched on Ramne's shoulder.

Despite his feeble physical appearance, Ramne knows more about the cult than any citizen in Orlane. He has gathered this knowledge through patient observation. He despises the cult, and will be willing to aid a group that acts toward its destruction, but only after he is convinced of the party's integrity. This might take several weeks, depending on the group's activities. For example, if they defeat a band of Saurian, the time period will be shortened; but if they stay at the Golden Grain Inn, it will take longer to convince him.

In a magically locked (-4 to pick, and held with a 4 DEF, 4 Body entangle), lead-lined box under the floor is Ramne's store of magical items. If he aids the party, he will certainly bring these things along, using them at what he judges to be a strategic moment.

Except in unusual circumstances, such as a showdown with cult members in the town, Ramne will not extend his aid to the group until they are ready to depart from Orlane and seek the headquarters of the cult. If the group then asks him for help, he will tell them that Whiskers should be able to follow the trail to the reptile god's lair.

Even if asked, however, Ramne will never reveal his class or level. He will suggest that the group might be well-advised to take him along, explaining that he has had experience in fighting evil, and has some little knowledge of objects arcane. The force that they are up against, he will state, is obviously very powerful and perhaps possesses some evil magic.

If taken, Ramne will slow the group's progress because of his weakened state (his move is 4"). He will be able to maintain this pace for five out of six turns, if he can lean on a character's arm for support when walking.

If the party refuses to take Ramne, he will offer to send Whiskers with them. If they refuse Whiskers, Ramne will wish them well and the GM must use another method to get the party to the lair.

Important Note: The GM must avoid making the player characters too dependent on Ramne. Ramne is a *character*-he does not know everything the GM knows. Further, Ramne should only use spells when they are critically needed to save lives. The DM should allow Ramne to give advice only when asked (and he may be wrong!). He will refuse to lead the party.

Although the GM may choose to allow Ramne's intervention when the characters are about to take an action that will destroy their chances for success, such aid should be limited to perhaps thrice during the entire adventure. The DM should play up the enchanter's age, weakness, and fallibility when possible to encourage the player characters to take the lead. It's *their* adventure, not Ramne's.

SPECIFIC AREAS IN ORLANE

GOLDEN GRAIN INN

The Golden Grain is one of the headquarters of cult activity in the village. The owner, Bertram Beswill (normal villager), was one of the earliest converts, and has modified the inn over the last year to serve the needs of the cult. He carries a dagger beneath his apron at all times. All of the customers present will be cult members, usually from outlying farms.

1. COMMON ROOM

This room seems like a pleasant, warm spot in out of the weather but the people are subdued, generally sitting alone. Those sitting together are not talking and there are no fires lit in the fireplaces. Several barrels of beer are tapped behind the bar, where a surly looking man polishes a pewter mug.

All of the regulars here are cult members. They sit quietly about the common room, 2D6 of them. There is a 14- chance that Derek Desleigh (from room 6) will be present. Bertram Beswill the hefty proprietor will greet strangers cheerfully despite his dour look, an offer beer or decent wine, since his instructions from the cult are to make rooms available and allay suspicions.

Beswill will try to learn why the PCs are in Orlane, and if he believes they are a threat to the naga god, he will try to get them to stay the night in the inn, even offering a reduced rate if he has to in order to arrange an ambush. If he feels desperate he'll serve them drugged drinks (poisoned with *Culfuin* which does a 2D6 stun drain 6 times, each a turn apart and makes the drink smell somewhat like coffee). All prices here are slightly higher than normal (increase them by one coin, so if something costs 1 ip, it now costs 2, or if it costs 12 cp, it now costs 13).

The other cultists in the room will stay out of the way of visitors and show no interest in them or what they do. They seem drugged or just very weary and distracted.

2. KITCHEN

This room is obviously a kitchen. Jars of beans, flour, and dried meat can be seen stored in several open cupboards with bread, potatoes and so on. A short, rat-faced man is busily wiping off a none-too-clean table.

The chief cook and dishwasher is Snigrot Dogroot, a competent villager who carries several daggers and throwing knives hidden about him. He also is somewhat skilled with poison, and has phials of Culfuin and Hellbore hidden on him.

Snigrot will drug people he is told to with Culfuin in their drinks, which takes effect in one turn after drinking. Characters will begin feeling very sleepy and unsteady and over a few turns will go to sleep unless they are unusually hardy (or lucky with die rolls). They can fight it and try to leave, but the poison will still take effect unless magically cured. Characters thus taken down will be moved up to room 11, stripped of gear. If the PCs immediately flee, or somehow trash the entire place and kill or knock everyone out before passing out, they will be left alone.

3. outhouse

This is a small, battered-looking shack with a sagging door featuring a crescent moon (even though there's no moon in Jolrhos) and a regulation hole in the seat.

4. BERTRAM'S DEN

This simple room holds a fireplace, table, and four chairs. There are crates of supplies for the inn stacked in a corner (plates, mugs, candlesticks). Bertram is in here on a 8- chance, otherwise the door is locked. A pile of papers on the desk are poorly kept bookkeeping records of the inn.

5. BERTRAM'S BEDROOM

A huge, soft bed is the major feature of this room. A nightstand strewn with papers and a hard wooden chair sit next to the bed. On the floor against the North wall rests a large brass-bound wooden chest. A few throw rugs are laid on the bare wooden floor.

An examination of the documents show them to be more bookkeeping, in even worse shape than the ones in the study.

The chest is trapped with a dose of slow gas that will be released on a 12- chance if the chest is opened without a key. (The key to the chest is in a niche carved into the under frame of the bed, otherwise the lock is -2 to pick, -4 to pick without possibly triggering the gas) The gas will affect everyone adjacent to the chest, causing a 3D6 SPD drain that recovers each hour. The effect lasts eight rounds. The chest contains fresh aprons, a longsword, routine items of clothing, and a crudely carved snake with what looks like arms and breasts. There is a secret panel in the bottom of the chest, below which is stored Bertram's latest offering to the cult (-2 PER roll to spot). He intends to deliver it to the temple as soon as the sum is rounded off: 136 cp and 16 sp.

One rug conceals the trapdoor to the secret room in the cellar (room 18).

GUEST ROOMS

This room contains a bed, a storage chest, a table, and four chairs. A rough rug covers the center of the plain wooden floor, and shutters cover the window.

This is what all the guest rooms look like unless otherwise noted.

6. LARGE GUEST ROOM

This is the chamber of Derek Desleigh (see the NPCs section at the end of the adventure). There is only an 8- chance he will be here during the inn's normal hours, he spends most of the time in the common room (room 1). Derek always wears a shortsword and black cuir boullis leather armor with the hood back. A long scar runs down the right side of his face and his skin is unusually pale against his black hair. Derek is the meanest and most deadly person in Orlane: he considers murder rushed if it takes less time than three hours.

Derek is the only person who has somehow managed to mask the fact that he was not charmed in his meeting with the naga. He is masquerading as a cult member while figuring out ways to make money; so far he's been able to siphon off quite a bit of money from the cult and hide it in an iron strongbox under his bed. He follows Beswill's orders and appears to be a good cult member but lacks the drugged, confused air about him that the others have from being mind controlled.

Under Derek's bed concealed by dirty rags is an iron strongbox that is locked with a -3 lockpicking roll to open. He lost the key long ago, but he practices his lock picking on it and is skilled enough he can open it with ease. Inside the box is a scorpion that Derek feeds daily but is no less surly. It's poison is weak (a 1D6 drain of CON, DEX, and BOD immediately and 12 more time after a minute that recovers per day) but it is a small creature that is easily killed. However, opening the box and having the creature scuttle out is a 4D6 presence attack.

Inside the box is also 5 gems worth a total of 45 silver, three bottles wrapped in a 2sp cloth (potion of healing, potion of wraithform, and a bottle of hellbore), and a sack of mixed coins: 436 ip, 126 cp, and 16 sp.

7. SMALL GUEST ROOM (2 cp a night)

This room has two beds. There is a one-way secret door that can only be opened into the room from the far side by releasing a catch at the top. It is used to kidnap visitors for the cult to control (see Cult Activities).

8. SMALL GUEST ROOM (2 cp a night)

This room has three small beds in it but is otherwise identical to room 7.

9. CROWDED GUEST ROOM (15 ip a night)

This room has four bunk beds crowded into it for a total of 8 visitors. It has no desk or chairs, but has the useful secret door like room 7.

10. POSH GUEST ROOM (4 cp a night)

This large room has a luxuriously soft bed, a small armoire, and a richly constructed table and chairs. It also has what most of the other rooms lack: a fireplace. Set on a table by the window is a pitcher of water and a basin with a stack of fluffy towels and a bottle of wine. And it has the secret door like room 7.

11 CULT MEMBERS ROOM (2 ip a night)

This room has five armed men that rise when you open the door. On the floor are a dozen mats laid out in every space for sleeping.

These five men stay in here, rarely leaving the room unless called upon by Bertram. They have studded leather armor on and carry small shields, but are just normal villagers otherwise. They take their meals in this room and have donated all their other goods to the cult. If there is a disturbance in the inn, they will come investigate, but only have 10- perception rolls due to their condition.



12 CULT UTILITY ROOM

Two tables and eight chairs occupy this otherwise bare room. A tray with six dirty plates and mugs sits on one of the tables.

13. SMALL GUEST ROOM (occupied, 2 cp a night)

Iggy Olivero (normal villager), a merchant traveling through the area stayed at the inn and got abducted. He was charmed and has been placed back, and a ransom was sent to his family. The money was since long paid, but Iggy stays here until there are enough cult members to escort him to his home. There the Naga intends to spread the cult as well. He claims to be a guest here, and will deny anything about kidnapping or wanting to leave. He has no reason for his remaining here, he just ... is staying. If the PCs push too hard, he will cry for help as he is unarmed and wearing only a robe.

14. DORMITORY ROOM (2 ip a night)

This large room was once popular with one-night travelers through Orlande, as it has five sets of bunkbeds and a table set up with 6 chairs around it as well as a fire place. It was rough but clean and warm. It is rarely used now, as the guests are placed in cult-attack rooms (7-10).

15. MAIN CELLAR

The stairway from the kitchen ends in this dark and musty room with no windows set partly underground. Many tables and chairs, some broken, are stacked against the south wall. Cobwebs cover much of the ceiling, filling in the spaces between rafters.

Two unlocked wooden doors flank the stairway, and the walls have many torch sockets along them at neat intervals. One such socket can be turned (only possible with a stick or torch in it, although it seems loose) to open the secret door to Room 18

16 WET GOODS STORAGE

A dozen kegs and casks of various sizes are kept here. The room has a dirt floor and the air here is damp and chilled.

Two small casks contain red and white wine, while the rest contain different types of beer. The outside cellar door is locked and barred from the inside. There is nothing else of interest here.

17 DRYGOODS STORAGE

This room has shelves in it with various goods stacked on them, as well as several stacks of crates and boxes.

These contain the necessary implements for running an inn such as extra platters, utensils, dried beans and rice, grain, flour and so on.

18. SECRET MEETING ROOM

The catch of the secret door in room 15 opens to a room with a table and several benches. In one corner is a ladder leading to a trapdoor in the ceiling (to room 5). In the southwest corner is a stout wooden door with a bar across this side holding it firmly shut. Unless the cultists for some reason are holding a meeting, the room is otherwise empty.

19. UNDERGROUND PASSAGES

The corridor behind this door is a hastily excavated dirt passage only five feet square. Every six feet or so it has been shored up by timbers on the walls and ceiling. There is a musty smell and roots dangle from above in some places. The air is cool and moist in this tunnel.

There are a few harmless rats in the tunnel that flee from light and sound. There is no light source in this tunnel.

20. CENTRAL CHAMBER

The corridor gradually descends away from the inn, ending in a room that has a ceiling a full ten feet off the dirt floor. The ceiling is shored up with a skillful set of timbers held up by logs set like pillars around the room.

Coiled around the pillars in the far side of the room is a Slitherskin, an enormous constrictor snake. It is very cold and sluggish, with only 2 speed and 9 DEX, making it less dangerous than it could be. It also has only 10— Perception, and probably could be avoided if the PCs are careful. It appears to be dead or asleep when the PCs see it first, and although it notices the lights it is so cold and sluggish it doesn't connect that with a threat.

21. SECRET TREASURE ROOM

This secret door is made of canvas over a wooden frame, painted to blend into the earth of the chamber walls. The door is -2 to spot, but is clearly not as solid as the rest of the room if it is poked. The room beyond has a low ceiling like the passage, and it has three chests in it that are used to store donations to the cult, but it has been moved to the naga a few weeks ago: all three chests are empty and open.

22. GHOULISH VAULT

Herein lies the true horror of this small network of tunnels, and the reason for the bar on the outer door as well as the Slitherskin in room 20. A number of ghouls equal to half the party in total occupy this bone-littered room, surviving on rats and what they can dig up from underneath the graveyard which is overhead. The ghouls have no treasure, and the graveyard is poor pickings as not many have been buried there for years.

23. STATUE OF THE NAGA

The human face is the first thing seen by the characters entering this chamber: a human face on a snake. The statue is five feet tall and carved from several fitted tusks of ivory from mammoths with great skill and craftsmanship. It is very old and dark but clearly ivory and quite valuable. Although the statue weighs 800 pounds including the granite pedestal it sits on and intact is worth 50 silver. Unfortunately due to its age, any mishandling may cause it to break (11— chance) and dropping or hitting it will definitely cause it to break into many pieces. The ivory would still be worth 8 silver total.

25 EMPTY CHAMBER

This chamber is, in fact, empty. Like the other chambers it is larger, almost eight feet high at the center.

SLUMBERING SERPENT INN

Belba and Ollwin Cralloons establishment is not fancy but it is more welcoming and friendly than the cheerless Golden Grain Inn. In addition the prices are more reasonable and the food better.

1. COMMON ROOM

If it is daytime, the shutters will be flung wide and sunlight streams into the room from several large windows - unless the weather is bad. At night three fireplaces give the room a cozy atmosphere against the cold. During business hours, D6+1 customers will be in here, drinking, eating, discussing matters around the village, singing, and generally being good company at the center table. At least one of the customers will be a cult spy if there are at least 3 present, however.

Conversations are cheerful and occasionally rowdy or ribald, but Belba will not tolerate outright vulgarity. If wine is ordered by a newcomer, Ollwin will break out his homemade special and the first glass is on the house (it is very fine quality wine).

Ollwin is the only resident of Orlane who knows much about Ramne (area 27 of Orlane), since the old Hermit comes in for supplies on occasion to this inn. The innkeeper knows that the old hermit is more than he seems, but that he seems a decent sort. If the party expresses a desire to get to the bottom of the town's mystery, Ollwin will suggest they see Ramne.

2. KITCHEN

The kitchen is just to the right as one enters from the common room. It is a neat, well-ordered cookig area, as Belba rules here with an iron mitten. Anyone venturing into the area may find themselves peeling potatoes, washing pots and pans, or chopping vegetables. Three small ovens heat the room well, and the Cralloons usually eat at the small table in the center.

3. PARLOR

Beyond the kitchen is a parlor or sitting room with several comfortable chairs, a large fireplace, a solid wooden table, and several shelves holding potted plants. When the Cralloons have guests, here is where they will entertain.

4. BEDROOM

The Cralloon's bedroom has a bed with a soft feather mattress, a desk, several bookshelves supporting the business records of the inn, a family history, and a collection of love letters from the couples' past. A board under the shoes in the closet is loose, and under it is the savings of the family: 16 ip, 70 cp, and 11sp. Also under the mattress in a fold of thin suede leather is Belba's heirloom necklace of ivory and silver worth 15 sp.

5. outhouse

This structure is simple, but fairly clean. It is a rough wooden box with a crescent design on the door and a bench with a hole.

6. WINERY

This is Ollwin's pride and joy. Fermenting here are some of the finest grapes grown for many leagues, slowly turning into wine of the finest quality. As a result the building reeks but is tolerated by the locals. The outer room is a small office with a desk and many records of different batches of wines, ranging back for decades. The large inner room has huge vats of grapes in various stages of fermentation. Also present are two huge stoppered clay jars, two dozen casks of wine, and a huge bin of fresh grapes as yet unsmashed.

7. LAVISH GUEST ROOM (4 cp a night)

This room has a luxurious feather bed, a closet, desk, table with chairs, and an empty trunk with a key in the lock. Standing against the wall is a tall armoire with a robe hanging in it for visitors. By the shuttered window is a stand with a basin and pitcher always filled with fresh water, and nearby hangs a fluffy towel. As with all the guest rooms, this one is empty as travelers through Orlane are uncommon these days.

8. STORAGE CLOSET

This is where the spare linens and supplies for the rooms are stored.

9. PRIVATE GUEST ROOM (2 cp a night)

This room has a comfortable bed, a table with three chairs, and a chest at the foot of the bed.

10a-b MULTIPLE GUEST ROOMS (8 ip a night)

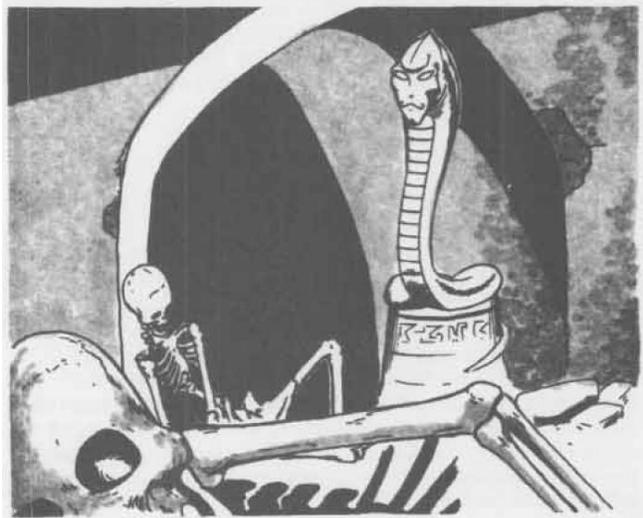
Simple beds are placed in each room, 3 in a and 2 in b. There are a number of chairs equal to the beds, but no other furnishings.

11a-c. DOUBLE GUEST ROOMS (15 ip a night)

Each of these rooms has two beds, a desk, two chairs, and a chest for keeping goods.

12. CELLAR

This is a large open room supported by two central columns. Between the columns are many crates containing supplies for the inn such as platters, mugs, silverware, plates, and so on. More crates along the North and West walls contain stores of dry foods such as beans, flour, rice, grain, and with them are boxes of potatoes, carrots, jerked meat and several kegs of beer. Along one wall is a long rack of wine, some of the bottles very dusty. The outside cellar door is locked (-1 to pick) and barred (4DEF, 6 Body entangle) from inside when not in use. Many long planks have been piled along the South wall, a hammer and a box of nails on top of them.



THE TEMPLE OF HARVEST

The Temple here was dedicated to the aspect of the Lord that was dearest to the locals: harvest and agriculture. Since harvest also deals with birth and death, this fits the needs of the town quite well. The building was constructed from granite blocks and dedicated with great promise decades ago. However, the naga managed to capture and charm a priest, and over the months has managed to either kill or charm the entire staff of the temple.

Weekly rituals and the usual consecrations and deeds of the temple are maintained as usual, but the priests are the cult's strongest members, playing an active role in deception and capturing of unsuspecting victims.

The granite wall around the temple is twenty feet high (6 DEF, 15 Body). The gates are strong and solid oak with iron reinforcement (5 DEF, 10 Body). Carved into them with great skill are trees and sheaves of wheat held by children. The temple building is windowless, an edifice of light colored granite.

1. COURTYARD

During the day, the courtyard is open. A broad path leads to the doors of the temple, and ill tended gardens flank the path on either side. The gardener appears to be busy, but it is not hard to tell the place is going to seed. He will gruffly direct the PCs to the main building, then ignore them.

After dark, the gates are closed and barred from the inside. The temple has two large dogs equal to wolves prowling the grounds and they will attack anyone who enters that is not one of the servants or priests. If a fight breaks out, three of the servants (normal villagers) will join in within 2D6 segments, wielding clubs.

2. OUTBUILDING

The largest outbuilding is a kennel and private quarters for the dogs and the servants. Anyone investigating will be turned away rudely and forcefully, but the smell and sound of dogs is easy to pick up. The other building holds gardening supplies. This used to be where extra supplies for farmers such as replacement plows and such could be borrowed to get through an emergency, but all that was sold to make room for the dogs. Any priest with a PS roll will know this to be true and find it odd.

3. CENTRAL SANCTUARY

This large room has a tile floor decorated with a mosaic pattern in gold, brown, orange, and green depicting harvest and growth. Several tapestries hang on the walls depicting scenes of lush farmland and crops in various stages of maturity. Five huge tree trunks serve as columns in the room.

If the PCs are just visiting, they will be met in this area by Misha Devi (detailed in the NPC section), a priestess of the temple (see area 9). She will caution them that non-members are not allowed beyond this area, but answer questions politely while trying to find out what the characters are doing here. She will not let the characters learn anything about the temple or the town if possible, and will try to keep her distance from the PCs, keeping pews and other materials between them if possible. If the PCs are hostile, she will flee.

If there is a priest in the group, they will notice that the Temple's holy symbol is missing from its place of honor at the far end of the sanctuary. No candles are lit where it stood either. Misha Devi will say it was stolen by a traveler and they haven't been able to replace it yet. She will even press them for information on the thief: a scruffy looking bald human with a white beard.

4. MEETING ROOM

This is apparently a larger room divided by a rich blue drapery just West of the door. The area you see is empty except for three plain wooden benches.

Behind the drapery is a softly carpeted room with three comfortable chairs placed around a low table. A small shelf to the side holds several plain mugs and a few plates.

5. DINING HALL

This room is where the priests and servants, plus any who are in dire need, have their meals together. Along one wall is a case with a sheaf of grain, a bunch of grapes, and so on - representations of the best of harvests from the area preserved magically. There is a long table here with 8 identical chairs around it. On shelves there are place settings for 10.

6. KITCHEN

Three medium-sized ovens occupy the South wall, while cupboards take up most of the other walls. A small table in the center of the room has a cutting board on it. The cupboards contain various kitchen supplies and ready goods for food.

7a-e. MEDITATION CELLS

These were formerly used for priests to study, think, and meditate on goodness and their tasks for the village, but they are now long forgotten. Each now holds a simple reed prayer mat.

- a. This cell is empty
- b-d. Each of these holds an acolyte member of the cult, competent villagers with no weapons, but +1D6 hand to hand damage.
- e. The prayer mat of this cell covers a trapdoor to the lower area.

8. MISHA DEVI'S OUTER CHAMBER

This room is empty save for three wooden benches, for visitors to sit upon and wait. The wall once held a series of meditations to read, and there are nails in place that clearly held something at one time. The parchments have been burned. The door to area 9 is locked (-2 to pick).

9. MISHA DEVI'S QUARTERS

Misha will only be here at night when there is no cult meeting or activity. During the day she is in the temple or in town. This room has a small bed, a trunk, and a desk. On the floor is reed prayer mat. The trunk is not locked, and contains only some clothes and her chain armor. Atop the clothes is her mace (obviously the armor and mace will be on her if she's alerted or ready for combat).

Misha is a slender and attractive older woman who has been a cult member for nearly a year. Despite her great willpower, she succumbed to the naga due to a poison that reduced her will. She wears her only treasure other than her weapons and armor: a pendant in the shape of a serpent's head of gold and rubies worth 22 silver.

10. HALL OF STATUES

This hall has a gleaming white tile floor and a series of alcoves along the east wall. Each alcove is lined with black velvet to highlight the statues here.

Each statue represents some aspect of harvest, birth, and death such as a budding tree, a baby, an old man, a sheaf of wheat, and so on. If any of these items are stolen (they are worth 5 silver each, a total of 10) then a curse will land on the thief within the day.

This curse is like the one for molesting Vilma in area 20 of Orlane: 1D6 unluck and -1 to all rolls (skills, attack, etc) for one year or until they do some act of repentance, such as clear out the cult.

11. GUARDROOM OF THE UNDEAD

This bare room contains only some wooden benches and 8 skeletons standing against the walls between each bench.

Sadly, the other Priest Abramo dabbles in necromancy and has for some time. He started with learning some to better fight the evil (not entirely unusual for priests) and went on to learning more and more for the raw power of it. Although not as powerful as Misha Devi, he is dangerous and has animated these skeletons. They remain motionless until a living enters the room without making the snake-like undulating secret sign of the cult. Then they attack, using their claw-like fingerbones. They will stop attacking once the intruders are lying motionless on the ground or leave the room.

12. LIBRARY

This room contains many shelves of books and two small tables, as well as a few comfortable chairs.

Most of the volumes deal with mundane aspects of agriculture, religion, song, and child rearing. One volume is a beautiful tome with color paintings and a fine leather binding. It is entitled THE BENIGN LORD in gold leaf on the cover. This book is behind a chair in a corner, with some of the pages torn, the cover damaged, the spine broken, and most of the pictures defaced. Telltale stains on the pages look like they might be blood.

13. SMALL MEETING ROOM

This chamber contains a small table and two comfortable chairs, with an unopened wine bottle and two clean glasses on a shelf in the corner.

As soon as the PCs enter room 13 or 14, the goblins in room 15 will spy upon them through slits in the secret doors. All of the secret doors are one-way only, from 15 into 13 or 14. When the entire party has entered room 14, the goblins will attack in groups of three, one trio through each secret door.

14. TORTURE CHAMBER

A rack and a table with heavy straps attached to it occupy the center of the room. From the walls hang three sets of manacles, set too high for a human in them to touch the floor. A brazier stands near the table with various iron implements on a rack next to it.

Naturally no temple would hold such a room, and this used to be where harvest foods were stored when donated by the villagers. From here food was distributed to the poor and needy. Now it is where Derek De-leigh does much of his dirty work and Abramo uses it to coax information from reluctant citizens and travelers before they are converted. There is an 8- chance that Abramo is in this room with a victim. He will retreat to his antechamber if PCs break in once the goblins have them engaged.

15. GOBLIN QUARTERS

This room is barren save for many dirty straw mats, a low crudely built table, and an awful smell.

The secret doors to 13 and 14 open with a simple lever next to them. There are a number of goblins equal to 1 1/2 times the PCs (so if the party has 4 members, there are 6). These were residents of the Dimwood who were captured and charmed. They will be security for the temple once the town is more under control, but for now they stay in this room and obey Misha Devi. They are terrified of Abramo.

16. ANTECHAMBER

The door to this area is unlocked. When it is opened, several small bells attached to it will chime softly. The walls of this chamber are scratched, stained, covered with strange markings. Loose chips of stone lie scattered on the floor. Aside from the southeast exit, the room appears empty.

This is the antechamber to the quarters of **Abramo**, originally a priest of Harvest. Sometimes tampering

with someone's mind can do permanent damage, and the naga's charm has seriously unbalanced his mind. He has scrawled meaningless gibberish on the walls of this room with soot and colored pigments. Abramo turned from a gentle, shy scholar to a sadistic monster who Misha keeps away from the public.

Abramo will always be around the double corner at position **b**, watching the party. He will flee (to area 18) if the party appears too strong, but he will otherwise attack as suggested in his description in the NPC section.

If the PCs are overpowering, then add 2-4 goblin bodyguards armed with swords and shields and wearing studded leather armor.

17. ABRAMO'S CHAMBER

This room is decorated in a bizarre fashion. There is a dirty straw pallet on the floor, yet two soft and expensive armchairs rest at a low table. A beautiful robe hangs on the wall above a battered, locked chest, while the floor is strewn with muddy rags. An exquisitely crafted wooden desk has been placed near the northeast corner of the room. At various points around the walls, small iron hooks for hanging tapestries have been set into the stone.

There is nothing of value in this room. The rags are barely recognizable as tapestries. At one time, these showed pastoral harvest scenes. The desktop is covered with insane scribbles in the a code from Abramo's fevered brain (-2 cryptography roll to decipher): "Snake mother ..." and "A crocodile has many teeth" are examples of Abramo's scrawlings. The chest contains only ripped clothing of poor quality, and worthless fragments of ivory that once made up a holy symbol.

The secret door to room 18 used to be masked with a tapestry, and now may be detected at a +1 PER roll. It is opened by simply pulling a hidden switch on the desk. This door can be barred from the other side. If Abramo passes through the door and bars it (with a 3 DEF, 3 Body entangle that cannot be cut), he will be able to escape through the secret door in room 18 before the party can break in. Abramo carries a ring of keys on his belt at all times, keys that open every lock in the temple.



18. SECRET ALTAR ROOM

This large room is dirty and unkempt, with shards of rock lying around four crude granite statues standing about the room in haphazard locations. In the southeast corner is a polished jade figure of a snake with a female human head that is set apart from the other statues by its obviously superior crafting and material. Near it, a small cage with iron bars holds the listless figure of a girl clothed in tattered rags. In addition, two brass-bound chests sit next to the east wall.

This chamber provides final proof of Abramo's corruption. The girl, Cirilli Finla (incompetent villager), is age 11, the daughter of the village storekeeper (area 12 in Orlane). Her listlessness will vanish with the prospect of rescue. She made the trek to the naga's lair with the rest of her family; but some untapped reserve of courage and determination prevented her from succumbing to the charm. Her youthful appeal struck a chord somewhere in Abramo's demented subconscious, and he brought her back as his personal prisoner. She has been beaten and mistreated over the last three months, but her spirit has not been broken. If Abramo is not yet dead, she will attempt to kill him if she gets the chance.

She has seen the effect of the charm on her family and will not wish to return to them. She understands that they would only betray her, unless the charm can somehow be broken. Cirilli will relate everything that she knows, but under no circumstances will she return to the lair of the reptile god. Cirilli knows that the chests were emptied recently, so the hoard is now quite meager (12 2p, 14 cp, and 29 ip).

The jade statue is a skillfully carved image of the naga, whom Cirilli will name as Explicitica Defilus. The carving is of simple stone but is so well done it is worth 15 sp intact, but the statue weighs 500 pounds.

The other statues in the room have been chipped from granite, and are as ugly as they are poorly crafted. Abramo created them himself, and gleefully explained them to his captive; so the lass can identify them as a crocodile, two large lizards, and a coiled cobra.

Behind the statue of the naga is a secret trapdoor that leads to room 9 on the ground floor level of the temple. Only Abramo knows about it, and he will use it to attempt to escape if hard-pressed.

19. HIDDEN HALLWAY

This hallway connects rooms 7e and 9. It is entered through either of the hidden trapdoors, and it is a rough 3' square stone tunnel.

20. MAZE

More evidence of Abramo's madness. This small maze was built into a large store room, and is made of wooden walls studded with iron spikes at odd intervals and heights. It's amazing what you can do with no sleep, slave labor, and unquestioned obedience. Within this tunnel lives an Ogre captured in the Dimwood as well. It is not charmed but is terrified of the priests, and kept in a near-starving state. Anyone who shows the snakey sign of the cult it will reluctantly leave alone, but it will attack and attempt to eat anyone else. It waits at area X and listens for anyone to enter.

Due to its poor state, the Ogre is -5 Strength, and Stun and -2 Body. The wretch only wants food and vengeance for how it's been treated and will not listen to reason. It has no loot at all.

21. SECRET DOOR

The secret door of the maze is opened by pulling on a low spike in the proper wall section (not the stone wall). It leads to a narrow crawlspace dug roughly through the dirt. At the far end is the grave of a courageous temple servant who tried to resist kidnapping by the cult. He is mostly rotted as it has been nearly a year and among the mess of his bones and rotted leather tunic is a holy symbol of ivory and gold worth 15 sp. It is the temple's main symbol, the icon of the temple that was in a place of honor in the sanctuary before the cult takeover.

22. TROGLODYTE TUNNELS

This earthen tunnel has no stone shoring or supporting timbers. Consequently much fresh dirt lies on the floor.

Two sets of earthen stairways descend a total of 80' before the passage forks. Here sits a squat, mushroom-shaped lump about 4' high.

This is a Scarlet Polyp has been placed as a watch-fungus. The four saurian in the room at the north end of the tunnels will certainly hear the polyp's scream if the party is careless, and move to attack.

The shaded sections of the tunnel have about 1' of mud collected on the floor. These areas slow walking movement to by -3" (applies to saurian also). The four saurian will split up, a pair advancing down each tunnel. They will attack any enemies they meet, and if the party has all gone down one tunnel, the two troglodytes that they do not meet will come around to attack from behind.

In the eastern corridor are two solid wooden doors set into heavy frames that are barred on the outside. They are used occasionally for storing prisoners, but are now both empty.

The saurian have an ivory holy symbol hidden in a nest of rags and straw in the back, worth 8 sp. It was taken from one of the priests when they originally were charmed, but not given to the naga.

CULT ACTIVITY AS TIME PASSES

KIDNAPPING PCS

Characters who stay in the Golden Grain Inn will be placed in a room which allows attackers to sneak in. The attack will come between 2:00 and 4:00 in the morning. If only one or two people are in the room, Misha Devi, Derek Desleigh, and the five lackeys from room 11 will make the attack. If more than two people must be dealt with, both clerics and three Saurian from the Temple basement will join Derek and his cohorts.

Misha will quietly open the main door with Beswill's master key, and cast a her *Hush* spell to cover the room in silence. Opening the door can be heard with a -1 PER roll, although sleep reduces perception by another -3 unless the PC has the *Lightsleep* talent. Two lackeys will enter by the door, while three come through the secret door ahead of Derek. If the larger group is needed, all lackeys will attack through Misha's door, while the saurian precede Derek and Abramo through the secret door.

Under cover of the silence, which prevents those in its area from spell casting, the cult members will attempt to overpower and bind the prisoners. They will try to use non lethal attacks because they want prisoners, not corpses. The priests may continue to cast supporting spells from outside the silenced area, if desired. If the battle starts to go against them (the major NPCs down or more than half incapacitated or dead), the cult members will flee.

If the kidnapping is successful, the victims will be removed to the secret room in the cellar of the inn, where Derek will stay to keep an eye on them. All of their valuables (including magic) will be confiscated for the chests in temple room 18, although there is a 66% chance that Derek will manage to skim 10-40% of the cash off the top. They will be kept in the cellar for 24 hours, and on the following night they will be moved to the cells in section 22 of the temple. After 3d6 days, an expedition will be ready to depart for the dungeon, and then - again in the middle of the night - the prisoners will be started on the road to the reptile god. The expedition will include the four troglodytes from below the temple, Donovan Allard from the constable's office (2), and two of the men from farm 18.

Any other prisoners taken by the cult during this time will also accompany the group, but treasure will only be carried if one of the chests in the temple has been filled. If a chest is brought, the prisoners will carry it.

The Naga. Once at the dungeon, the prisoners will be marched directly to Explictica Defilus and confronted with the naga's charm spell. Newly converted members, and those who attempt to disguise the fact that they have not been charmed will remain with the naga for about three hours. During this time, she will talk to them and wrap them in her coils.

Explictica will use her conversation and interrogation skills to try to determine if the victim has resisted her charm or not, and if the PCs cannot resist, they will be placed in dungeon area 23, where they will remain D6 weeks. Those who survive will be either fed to the local monsters or killed and reanimated as zombies. Those that simply die are reanimated.

Characters that the naga successfully charms will be questioned for information about their lives, homes, money, and abilities. After several days they will be assigned to serve in the cult based on their abilities. Or the GM can roll on the table below for their destination:

ROLL	RESULT
3-10	Serve as guards in the dungeon area 8
11-12	Serve as lackeys at the Golden Grain Inn
13-14	Serve as guards and servants at the Temple
15-16	Escort Iggy Olivero to his family to start a new cult chapter
17-18	Serve as Explictica Devilus' personal bodyguard in area 37 (males) or assist the priest in dungeon area 27 (females)

Kidnapping NPCs

If the party does not stay at the Golden Grain Inn, cult activity will not be immediately directed at them. Each night there is an 8- chance that the cult will attempt to capture a citizen or family from the village (this chance increases by 1 each night). If an attempt occurs, successful or not, there will not be another for at least 4 days. When an attempt is made, roll on the table below for who the target is:

ROLL	RESULT
1	Widow in cottage 20
2	Tailor in house 11
3	Elves in cottage 9
4	Jeweler, wife, and guard in 7 (betrayed by the say)
5	Liveryman and family in 8
6	Weaver and wife in 5

The attack pattern in these cases will vary only slightly from that used in the inn. The priests will call on the families between 9:00 and 10:00 at night, and once inside (or if denied entry as in the case of the elves or widow) Misha will cast *Hush*, and the helpers will charge in to subdue and abduct the victims. These prisoners will be taken swiftly to room 22 in the Temple and the following evening they will be moved to the dungeon for charming. The charmed victims will then be replaced by the following morning before dawn to reduce the time they are gone from the village.

Unless the PCs intervene, these attacks will be automatically successful.

CHARMED PCS

Characters who meet the gaze of the naga and become charmed can be a special problem for the DM. The player should be taken aside, the situation explained, and the player encouraged to play the situation in character-as a loyal follower of the naga! If the player cooperates, the situation can become very interesting; if not, the DM should disallow actions he deems out of character. If the player is uncooperative to the point of trying to aid the other players, this is extremely unfair-the DM should disallow actions by other characters based on such aid. A charmed character may also be run as a NPC by the DM.

ENTIRE PARTY CAPTURED

In the course of the adventure, it is possible that an entire party may be captured. While it is possible for the DM to declare the adventure over, it is often more interesting to keep the plot going. Clever characters may work out a plan of escape, or an opportunity might present itself. Outside rescue cannot be dismissed, as long as Ramne, the ranger (area 23 in Or-lane), and the mayor (area 10) are still active. The most important consideration is that the players assume key leadership roles as often as possible.

Players have several chances to escape: when stored under the inn, when in the temple, when on the way out of town (carrying the loot), and when entering the dungeon. They can even try to escape while held for charming. Some characters are very capable without any weapons, whether because they are martial artists or because they are mages.

If the PCs need a break, Ramne can send a summoned creature or two into the escort to the dungeon (keeping carefully out of sight) to give the PCs a chance to escape.

TRAIL TO THE REPTILE GOD'S LAIR

It is assumed that the players have now determined that the cult headquarters are not located in the village. If Ramne goes as an advisor, he will not use his spells unless the success of the expedition is jeopardized, and he will certainly save his minor globe of invulnerability for the confrontation with the naga herself. He will counsel that departure be delayed until any lost hit points and spells can be restored.

The route of the cult members (both human and reptilian) from Orlane to their dungeon headquarters occupies four days travel time. The first day will be spent crossing the plains east of Orlane. Few, if any, monsters will be encountered here. The second and third days will be spent crossing through the Dimwood. It is very likely that unfriendly beings will attempt to molest the group beneath those dark boughs. The fourth day will find the party slogging through the mire of the Rushmoors.

It is a virtual certainty that some of the marsh's inhabitants will be encountered here. Appropriate wandering monster charts are given for each area in the corresponding section of the module.

The GM must remember that it is important that the party get to the dungeon. Encounters that are obviously too strong for the group (especially if they have been weakened by previous encounters) should be reduced or bypassed—for example, the party might come across a predator's kill or war party's trail instead of the actual monsters; or they might be able to sneak past a monster that is otherwise engaged. On the other hand, a very strong party might encounter up to double the number of creatures or more. In all cases the DM should match the challenge to party strength and to the general flow of the adventure: if there has been enough combat or there is too much delay, then encounters can be skipped entirely.

Whiskers can follow the trail of the troglodytes automatically, although the DM may want to roll some percentage dice to make the party apprehensive. If Ramne and Whiskers are not accompanying the group, anyone with tracking may attempt to follow the trail. If the PCs fail their roll, they must take twenty minutes before they can roll again, and each additional attempt takes another step up the time chart.

If the PCs wander off after some distraction or another and leave the trail, it will take a full day to find where they left off again.

CROSSING THE PLAIN

The first day of travel from Orlane will be spent crossing the grassy plains east of the village. The farther from Orlane the party progresses, the fewer signs of civilization will be seen. Most of the farms here have been abandoned or are occupied by cult members. No travelers have been met, since the trouble in Orlane has put a halt to the caravan traffic. At the end of a day of traveling, the farms will be left behind and the trees of the Dim Forest will be visible in the distance. The trail has been following the track to the nearest city thus far, but the party will need to pause for the night.

A wandering monster check should be made for the first night. Roll a d6, with a result of 1 indicating an encounter. If a monster happens along, check the Dimwood wandering monster table to see which of the forest's denizens has wandered out onto the plain.

PLAINS ENCOUNTERS		
ROLL	RESULT	NO.
2	Stalker	1
3	Quill Rat	D3+3
4	Arrowhead Rattler	1-2
5	Junk Flies	D3
6	Goblins	D6+2
7	Herd Animals	3D6
8	Moor Saurian Warriors	D6+1
9	Carrion Beetle	D3
10	Megapede	D3
11	Spiderling	1-2
12	Stingworm	1

Herd animals are just ordinary creatures such as antelope, deer, cattle or so on that are wandering in a herd looking for food.

THROUGH THE DIMWOOD

Early on the second day of travel, the party will enter this region of permanent twilight. Moss dangles from the limbs over the party's heads, and no sunlight pierces the thick greenery of the ancient trees. This is a hushed wood; the common sounds of squirrels and birds are missing. Several hours after entering the forest, the trail to the dungeon parts from the track, veering sharply to the right. Because of the lack of sunlight there is little underbrush, so the party may walk two or three abreast if they desire (it looks like the wood by Hogwarts in the Harry Potter movies). The remainder of this day and all the next are spent following a faint trail across the forest floor.

Wandering monster checks in the Dim Forest should be made once each day and twice each night spent therein. Again, roll a D6 each time and if a 1 is rolled, there is an encounter. If an encounter is indicated, roll a on the table below to determine what is encountered.

FOREST ENCOUNTERS		
ROLL	RESULT	NO.
2	Stalker	1
3	Yast Wasp	1
4	Skeletons	1-2
5	Warg	D3
6	Goblins	D6+2
7	Saurian	D6+1
8	Zombies	D3
9	Carrion Beetle	D3
10	Megapede	D3
11	Spiderling	1-2
12	Stingworm	1

Once one wandering monster group has been encountered, it will not be encountered again.

THE RUSHMOORS

At the end of the second day of travel in the forest, the trail will reach the edge of a broad and fetid marsh. Thick rushes, interspersed with patches of scummy water, stretch as far as the eye can see (even if someone climbs one of the trees at the edge of the forest). Further advance will involve wading through one or two feet of water and slimy mud. The good news is that the trail is very obvious here, since the rushes have been crushed out of the way to open the passage. This results in a +2 bonus to tracking. It will take one full day of travel to cross the short distance to the mouth of the dungeon, since movement is very slow here.

Because the swamp is teeming with awful things, three wandering monster checks should be made during the crossing. If two have resulted in encounters, however, disregard any remaining checks. Roll on the table below to determine the beast or beasties encountered.

RUSHMOOR ENCOUNTERS		
ROLL	RESULT	NO.
2	Blacksnake	1
3	Yast Wasp	1
4	Devourer	D3
5	Skeletons	D3
6	Moor Saurian Warriors	D6+1
7	Junk Flies	D3+2
8	Zombies	D3
9	Hunter Bats	D3+1
10	Megapede	1-2
11	Land Leech	1
12	Stingworm	1

If the party elects to travel at night, the trip will still take four periods of travel broken by three rests. There will actually be a greater chance of encounters at night, since most of these creatures are nocturnal; so a roll of 1 or 2 results in an encounter.

SPECIAL EVENTS OUTSIDE

GMs may ignore this section, but if it is used, it will give the travel to the Lair more flavor and interest than simply scenery and monsters. If the GM rolls a 1 on a D6, then instead of just rolling on the random encounter table appropriate for the area, he should roll 2D6 to see what event takes place while in the Plains, Dimwood, or Rushmoors.

2: TRAP!

The PCs stumble on a trap, set by a hunter or one of the other denizen of the area. Roll on the chart below for what kind of trap it is.

ROLL	RESULT
1	Pit Trap, D3+1" Deep dug into the ground and covered with a cloth and a layer of soil. The walls are so soft and crumbly that it is -1 climbing roll to escape alone. -2 PER to spot the trap, roll a random character that must make a DEX roll at a penalty equal to what they failed their perception roll by or they fall in.
2	Snare, a random character is attacked by an OCV 2 attack (the PCs should be 0 DCV), a rope that hoists them 2" into the air and dangles them by one leg. The vine is 4 DEF and 1 Body, and it is concealed at -2 PER roll.
3	Bees! A beehive has been precariously perched and a -1 PER tripline set, anyone who sets it off (roll an OCV 4 attack against normal DCV, the first person this hits will set it off, which might be no one). The bees hit in a hex effect centered on the person who set off the trap, which spreads out every 3 segments 1" for one turn. All in the area are hit by a continuous 1D6 NND full damage attack that has no effect on anyone with sealed armor or a force field. The continuous attack has a 11- chance to stop each phase per person.
4	Quicksand! This muck acts as -1" swimming penalty and 10STR to hold the person in place. A failure to move or pull out results in the character being pulled under the surface.
5	Noisemaker, which has a -1 PER tripline which attacks each character at OCV 4, if it hits, the sound rings out all around, roll immediately for a random encounter.
6	Pit trap as above, but with spikes on the bottom, converting the damage to a penetrating KA.

As soon as a trap is triggered, check for another event.

3: STORM!

The weather turns bad, and soon a lightning storm with hail and strong winds is raging around the characters. The weather immediately drops 2 lower temperature levels and all characters without adequate weather protection or shelter immediately must make a CON roll or suffer a 1D6 drain on CON and DEX that takes place in a day. This drain recovers in a week. Each hour in the storm, characters must make this CON roll. They also must make a riding roll to calm their mounts or they bolt and D6 hours must be spent recovering them (reduce this roll by 20 minutes for each point a survival skill roll is made by, minimum ten minutes). The storm lasts D3+1 hours.

4: CULTISTS!

D3+3 competent villagers (or if the PCs are too strong for this to be a challenge, an equal number of Moor Saurian warriors) are out looking for new recruits. These men are armed with nets and clubs, and will attempt to coordinate attacks on each character to restrain and capture them. Each carries a dagger or spear as well, but they prefer to capture, not kill. If half or more of the cultists are defeated, the rest attempt to flee. If the PCs are captured, they are taken immediately to area 25 in the Lair of the Reptile God and imprisoned, to be taken to the naga the next day.

5-8: MONSTERS!

Roll on the appropriate random encounter table for the area in question (Dimwood, for example).

9: FLEE!

A family of villagers is leaving the area. They've had enough of the mysterious problems around Orlane and have packed up to go. The family has a cart piled with their goods, an ox pulling the cart, and a goat on a tether behind it. There is a father, a mother, and D6 children. They have D6 sp and 2D6 cp hidden on the cart, if the PCs are robbers. The father is a competent villager, but the rest are incompetent, armed only with daggers. They know little about what is going on, only that they want to get out to a better place. If the PCs are in need, they will be given food for D6 days and paramedic skill of 14- by the mother.

10: MERCHANT IN NEED

A merchant wagon here is under attack. There are Moor Saurian warriors equal to the party in number attacking the cart with spears and axes, and the merchant and his son are trying to fight them off with sword and bow. The wagon is loaded with 2 rolls on the commodities tables in Appendix 4: Fantasy Treasures. The Saurian will disengage after half their number or more are defeated, fleeing into the forest. These are not looking for cultists, only loot. If the PCs save the merchant he'll reveal his hidden stash of money, paying each PC 2D6 silver. If he and his son are killed, the money is never found, but the goods can be rifled through.

11: LOCAL

One of the locals who hunt and work in the area is hiding nearby. A PER roll of -1 will spot the fellow, however, and after being convinced the PCs are not cultists or troublemakers, he'll let them approach, otherwise he flees at noncombat speed and tries to hide. The local is not a merchant, but he will have goods he's willing to sell as well as some tips on the area that are worth +1 to survival rolls. Roll below for the type of merchant and what he has available

ROLL	RESULT
2-3	Herbalist: D3-1 (0-2) doses each of Juth, Ny-narless, Phelhas, Alormary, Gamring, Fenu-minas, Jilhien, Ebur, and Vyjolph
4-5	Hunter: 3D6 days worth of venison jerk, 2 ip a day
6-7	Trapper: 2D6 furs worth D6 in D6 silver each
8-9	Woodsman: 2D6 silver worth of Eilhas and Vhaeth
10-11	Fisherman: 3D6 days worth of dried fish, 1 ip a day
12	Hermit: can cast Greater Cure, Balm, and can buff characters with Leatherskin Other that fades in a day, costing only a "donation" of a silver each cast.

In addition to their listed goods, each person will have the tools of their trade and 4D6 copper. Each is a competent normal, armed with a dagger (and a bow and spear if the hunter).

12: NEW RECRUITS

The cult is regularly bringing in new victims to be mind controlled, and the PCs run across one such group. It consists of four villagers who clearly have been beaten soundly and maltreated and D6+1 saurian warrior guards. The victims are Normal Villagers and they have their hands tied behind their backs, with one leg tied to one of the legs of the other villagers in pairs. The Moor Saurian warriors are armed with spears and will attack to kill, while the villagers are so demoralized and beaten they are in no shape to fight.

The GM should consider using these encounters for the initial trip to Orlane, but if cultists or new recruits comes up, they should be skipped as they might reveal too much about what is happening too soon.

THE LAIR OF THE REPTILE GOD

THE DUNGEON

After a wearisome trek through a seemingly endless sea of rushes, the adventurers will see a low barrier in front of them. Soon thereafter, they will reach this barrier—a circular dike made from mud and wood. The dike holds the swampwater back from a small island of dry land, barely fifty feet across. If the tired band of adventurers elects to spend the night here, they will have no encounters. They will have to rest soon, however, or begin to suffer from fatigue (-1 to all skill and attack rolls). If the players ask, they will find that the water level in the swamp is above the entrance to the dungeon. Thus, if the dike were destroyed, the labyrinth would slowly fill with water. If the group should attempt this at the present time, however, the dungeon's inhabitants would soon emerge to see what was causing the leak. The dike would quickly be repaired, and party members fleeing through the marsh would soon be overtaken by monsters capable of much swifter movement in the mucky environment.

If Ramne is present he will suggest exploring before flooding for two main reasons. He believes there may be innocent, uncharmed people in the dungeon and because of the point raised above: it won't last and will alert the inhabitants to the presence of enemies. Remne will also suggest waiting here, resting and preparing before attack, particularly since he's rather aged and weary.

Entry to the dungeon is easy, since there is a gaping hole in the ground at the center of the dry land. If a character looks down this, he will see a muddy set of wooden stairs set into the dirt descending into the earth. The entry is 10 feet across.

DUNGEON CONDITIONS

The lair of the Reptile God differs somewhat from many dungeons in that it is not hewn from stone but is instead dug out of soggy dirt. Corridors are 6-7 feet high and about 10 feet wide unless otherwise indicated. There are timbers and slightly rotted timbers every five feet supporting a crossbeam over head, and each segment is attached by an x-shaped set of crossbeams. On occasion there will be creaking sounds of the timbers bearing their weight, and dripping water.

Any doors are swollen slightly and requires 5 strength to open, making a noise that can be easily heard in the room it opens into. The dampness is inescapable, as are the smells of mold, rot, and swamp gas. The floor is always wet and slippery but in some areas a thick layer of mud must be walked through. These places are indicated on the map by shading, and the result is that everyone passing through the area suffers a -2" penalty for movement.

The map looks very even and squared off, which is not really true. The tunnels were dug by claws and shovels, not by engineers, and they aren't very even or straight. It's just easier to map the way it is depicted.

In some places, movement is even slower as noted in the specific encounter areas. In addition, anyone passing through the mud will make wet sucking noises that cause a -3 penalty to stealth.

Water trickles everywhere through the tunnels, working its way down to the pump room (room 29). To make the characters more nervous and to remind them that they are actually moving under a swamp, this should be mentioned frequently.

Patrols and wandering inhabitants skulk through the tunnels of the Reptile God's Lair. The GM should roll for each new room entered or each hour of rest for an event (a 1 on D6 as usual). If an event results, the GM should roll on the Lair Events table that follows the encounter areas. If the events table calls for a random monster, roll on the random encounter table appropriate for that level.

LAIR LEVEL ONE

This level is a mix of living quarters and wandering creatures that happen to live there. The naga welcomes monsters who live here knowing that they are no match for her and keeps them off to side areas to feed with those who resist her charm and to deal with intruders.

Unless otherwise noted, the tunnels here are lit dimly by sputtering, weak torches made of bundled reeds that require replacing often. Check any time there is combat, there is a chance that the local torch burns out in combat: roll 4D6 for the phase it goes out on. This may mean combat doesn't last long enough for a torch to burn out, which means it doesn't happen.

Each new area entered, the GM should roll na 8—chance for the lights there to be burnt out, making that location dim but still slightly visible from light leaking in from distant torches. This makes all sight perception rolls and to hit rolls suffer a -1 penalty for anyone who cannot see in the dark.

LEVEL ONE ENCOUNTERS		
ROLL	RESULT	NO.
1	Saurian	D6+2
2	Alligator	1
3	Venom Hopper	1
4	Spiderling	1-2
5	Zombie	1
6	Cultist (Competent Villager)	D3

1. WOODEN STAIRS

The muddy wooden stairs here are slippery, requiring a DEX roll to not fall and tumble to the bottom. Characters who fall will cause a domino effect, requiring characters ahead of them to immediately check again at 2 DEX roll or fall as well, even if they've already succeeded. Characters that fall get very muddy, make a lot of noise, alerting the four human guards in the Entry Room.

Those who fall should roll luck/unluck to see if they drop anything. If the check results in any unluck, they lose one carried item into the mud per level of unluck, items they cannot recover without spending D6 phases of 1/2 DCV searching.

2. ENTRY ROOM

Four surly looking guards are stationed here, weary but alert. These are charmed locals and travelers (Competent Villagers) armed with clubs who are told to subdue and capture intruders while making a lot of noise. They also were told to not fall asleep and capture anyone who enters, so they are bleary and sleepy from over eight hours on guard but still alert. Naturally they have no treasure.

3. FROG CHAMBER

The door to this room is closed and as indicated at the beginning notes, stuck. This room is unlit by any torches.

Beyond the door is a room almost totally filled with a murky brown pool of water. The smell of swamp gas is very strong here. A thick, slime-covered column rises from the center of the room to support the sagging timbers set in the ceiling. Across the chamber, a small muddy shelf extends into the pool.

Hiding in the water near the center of the pool (by the supporting column) are two Venom Hoppers. They will attack anyone that steps into the pool which laps right at the very doorjam. The pool rapidly tapers to an even four foot depth, of which one foot is mud. Wading through here reduces movement by 3" and requires a DEX roll to move faster than 2" or the character falls over.

The secret door indicated is actually a plug of dirt that fills a three foot diameter hole. The plug is not difficult to discover (PER roll) and can be dug out rather easily. The effort takes 30 strength minutes to accomplish (that is, for each strength point working at the digging, it takes 1 minute to remove). Only 4 people can work the tunnel at once, each past the strongest person adding 5 extra strength for the effort. The mud has a defense of 2 for the purposes of any Tunneling based power.

Beyond the dirt plug is a snaking tunnel that extends into the darkness.

4. CULT TREASURE CHAMBER

The ceiling of this rounded room is a full eight feet. Three large chests are resting on a five foot square wood platform a foot off the wet muddy floor.

This is one of the minor treasure rooms of the cult. The sides of the platform are solid, so it cannot be examined under without lifting (400 pounds plus three 50 pound chests and 100 pounds of suction and lack of leverage from the mud) or destroying it.

Each chest is locked (-2 lockpicking) and bound in brass giving them 6 defense and 5 body each. Remember: attacks not designed to damage inanimate objects do half damage to such.

The first chest holds 1270 ip. The second holds 450 copper, and the third holds 87 cheap ornamental stones worth a total of 14 silver and 5 copper.

5. CAVE-IN

The west wall of this tunnel has collapsed here, burying the supporting timbers under tons of mud. The widened cavern has a layer of mud at least three feet deep over the entire floor, making the ceiling five feet up. Movement through this chamber is slowed by 3", and mud flops down from the ceiling occasionally, giving concern about further collapse.

6. BURIAL POOL

This closed door is swollen shut as well.

The pool here has been the final resting spot for many creatures, after the creatures of these tunnels have picked them clean. Two mossy columns support a low ceiling. The entire floor beyond the door is covered with clear water, sloping to a fair depth in the center. Dozens of skeletons are visible, and the smell of decay is strong.

This room has nothing of value, unless you are looking for a skeleton to animate.

7. SLIME PIT

In the dark here you can see a door at the end of a muddy corridor, which seems to be even wetter than normal. No torches are burning in this entire passage section.

The area is quite dark by the end, and the door is just a cracked and rotted door leaned against the back wall. A sight perception roll of -4 will notice that the door is not connected to anything and at an angle.

A Violet Polyp lives just beyond the slowing mud, growing up onto the wall like a mass of fungus and rot of various mottled purple, tan, and fleshy colors. It will launch acid blobs at anyone it senses, and can hit anything up to the corner out of its line of sight.

8. CULT MEMBER ROOMS

Each of these five rooms shelter the cult members who have been assigned as guards. The rooms are identical, small squared off rooms of dirt with wooden framework holding back the earth and rushes rotting on the floor. The rooms have two wooden bunks each with two beds and a table with boxes to sit on around it in the middle of each room. Each room is well lit with two torches that the men keep regularly lit and replaced from a basket of five in each room.

Any loud noise in this area such as a scream or door bashed down will bring the guards from all the other rooms running. None of the doors are (or can be) locked.

8a. Four dirty, disheveled female guards are in here (normal villagers). They have spears and clubs, but prefer clubs to take the PCs alive to the naga. They fear her wrath if they kill someone.

8b. This room is empty, the four guards met in room 2 lived in this room. Four spears are lying on the table here.

8c. Four sleeping cult guards are in this room, they are the last shift that stood guard in the entry room. Their weapons are laid on the table in the middle of the room, spears and clubs.

8d. Identical to room 8a, except they are male.

8e. This room has a long table with benches to either side of it. Dirty platters and several stained mugs are strewn around the tabletop. At the west end of the room is a small oven with a chimney of stone poking into the ceiling and presumably somewhere above (it exits in a hollow dead tree in the swamp, smoking slightly through the dead branches). Several wooden boxes contain more platters, pans, mugs, several bottles of very low-grade wine, dried beans, and lard. The tunnel that stretches west is for expansion later but is clearly unfinished.

9. STORAGE ROOM

The door to this room is locked. Beyond crates, barrels, cases, and racks contain most of the lair's supplies. Ten spears, four daggers, and fifteen clubs are on a rack on the wall. The crates contain dried beans, flower, rice, dried corn, potatoes, cornmeal, turnips, oil, lard, and salt. Boxes of large spikes, several hammers, a pile of stout timbers, and four shovels are present as well as a few empty barrels, stacks of reeds for making torches with, and a large ball of twine.

10. EMPTY POOL

The water collects in this lower cave. It was dug deliberately to give excess water a place to collect in this part of the lair, and sinks five feet below the level of the most of the lair. The water here is clear but contains nothing of interest other than a foot and a half of silt on the bottom.

11. WINE STORAGE

This room is stoutly locked (-2 to pick). When the door is tried a little dirt will fall from the ceiling. If the door is forced, check for an event immediately, and a large section of dirt will collapse from above showering and thumping into people below, doing 2D6 damage to each character below.

The room contains 15 casks and kegs, raised off the ground by wooden racks. Each contains low grade wine and watery beer, save for two smaller ones in the back marked with a red serpent. The cheap stuff is what the charmed guards use, the good stuff is the private stock of the higher minions and naga. One keg contains fine ale, the other fine wine.

12. EMPTY ROOMS

Each of these rooms has stuck doors but neither are locked. A corner of each room has mud collected in it, but they are otherwise empty.

13. ENTRY HALL

This lofty room has a ceiling of fifteen feet height with six stout wooden columns holding up the ceiling beams. In the center of the room is a pool of mud, but the chamber is otherwise empty and unremarkable. The naga plans eventually to meet visitors here when she is recognized as a god by many, but so far it's just roughed out.

14. LIEUTENANT'S QUARTERS

This room holds the reptile god's more powerful followers. These rooms are the most comfortable in the lair (for a human) and three of the four residents will be in them. The fourth (a former mage) is attending to the altar of evil (room 27) on the second level.

The outer door is heavily barred (held with a 2DEF, 4 Body entangle) but not locked. If the door is bashed open with the first attempt, don't roll an event, but the NPCs will be in their individual rooms. If it takes more than one try, they will be entering room 14a as the door crashes open. If it takes four or more tries, then the Benn and Blayze will be on either side of the door waiting for a surprise attack while Jarvis will be standing in the middle of the room taunting the intruders. All of the rooms and halls here are similar: the floor is covered with rushes, and the walls and ceiling are paneled with thin wood.

14a. This room contains four soft chairs and several small tables. A fire burns in a fireplace on the East wall with a large stack of wood next to it, the flue extending up through another hollow tree above. A quarter full keg of wine stands by the table and two empty glasses stand ready. There is a lantern on the table and one on both the East and West walls. A barrel of oil stands in a corner opposite the fireplace.

14b. Benn Griff and Blayze Gobbar share this room. Both are ratman assassins, and they are not as fastidious as the other two. Their room has only hammocks and a rack with woolen cloaks hanging from it. If taken by surprise, the assassins will be in here swaying on their hammocks as well. The door is locked at -1 to pick.

14c. The door here is unlocked and unlike most in the dungeon does not stick because Jarvis got so tired of it he hacked off the edges. As a result there's a half inch gap at the top and bottom of the door and the latch barely holds on the side. Jarvis has a bed, chair, and several pegs on the wall here. The bed has a thick quilt, and beside it is a standing lamp on a three foot base, a small cask of oil, and a woolen cloak on a peg at the wall. Jarvis will be sitting on his bed trying to read a book (he barely can read) if taken by surprise. His weapons are always at the ready and his armor always on him, even while asleep.

14d. Garath Primo lives in here, although he is not present. A soft bed, desk, chair, and wooden chest can be found in here. A set of pegs is in the wall, but nothing is hung from them. In the chest is a small jade statue of a snake (worth 75 cp), a roe of black and crimson, and a scroll with *Greater Cure* on it twice in Arcanum. The chest has a *Treasureward* spell on it making it difficult to open.

15. CROCODILE POOL

This large room has no doors, the corridors leading to it simply end at the water's edge. While in very shallow water at the perimeter, the pool reaches a depth of four feet at the center. The muck on the bottom reduces movement by -3" on the edges (the first 15 feet of the water). Within the pool dwell several small fish, and the larger residents dwell on a mud shelf to the north visible only from the south entry. A number of crocodiles equal to half the party number rest here, but will enter the water if they hear or see any disturbance such as a ripple in the water.

In the water strewn on the bottom are various bones near the mud shelf, but the treasure here has been gathered by the Saurian.

15a. HIDDEN BOAT

A small alcove here hides a boat that the cult members use to cross the crocodile pool. The boat is twelve feet long and can hold ten safely. The oars are inside the boat. The secret door in the wall is opened by pulling down on an extinguished torch by the wall, which causes a dirt-covered wooden door to pop slightly open. It is visible only on a -3 sight perception check, if someone is looking.

16. ARCHED CHAMBER

The door to this room is unlocked, and has been scorched by the cult members with an X. Within, four thick columns support the beams of an arched ceiling 25 feet high. A very wide corridor leads from the southern side of the room into another large chamber. This room has no torches, although there are stubs of them in sconces on the wall every twenty feet.

As soon as the spider in room 17 hears the creatures enter, it will climb up the walls and cross into room 16 on the ceiling. The room appears empty and featureless other than the supports, but the cult members avoid it carefully (thus the X on the wall), other than shoving victims in the room.

The Stalker will attempt to let all the PCs past him and drop down into the room behind them, grabbing one from behind if she can and pulling him to the ceiling to bite on a weblines.

17. THE SPIDER'S DEN

The southern corridor can barely be seen from the entrance of room 16. There is no light here either, and there are no places for torches, either. This room is much like room 16, except that the four columns have been connected with thick, rope like spider webbing into a nest suspended above the floor five feet.

This room is the home of a Stalker, a giant spider that can turn invisible. Stalkers are about three feet long and have a legspan of seven or so feet. In the tangled mess of the spider's nest are ten eggs (a few weeks from hatching), a necklace worth 5 sp, a few pieces of cheap jewelry worth 15 cp total, and a dagger of Aetherstone.

18. THE LEECH LAIR

This corridor is thick with wet mud and eventually dips to the point of having standing water. The tunnel has a deep, nasty reek unfamiliar to the characters.
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The watery corridor leading to this muddy den may be waded through as it is only two feet deep (although movement is slowed by -1"). At the end of this corridor in the muck lives a Land Leech and it will be curled into a nasty looking lump wedged into the end of the tunnel. It has no treasure.

19. CORRIDOR

This watery hall has one to two feet of standing water where it is not slick and muddy. Moving down the hall causes a -2 movement penalty.

20. SAURIAN GUARDROOM

This network of chambers gives access to the lower level of the Reptile God's Lair and as such a permanent guard of saurian has been assigned here. The doors are stuck but not barred unless some alarm has been raised.

20a. This outer guardroom has three saurian in it bearing stone battleaxes. Three wooden benches are the only items of furniture in the room. One of the guards will immediately head to the door and take one phase opening it then move into the deeper rooms to raise an alarm if PCs enter the room without a recognized cult member. If they are held as prisoners (or appear to be) the guards will check them out for weapons then let them past.

20b. This is simply a large, empty room.

20c. This is where the Saurian guards sleep. Many fishbones are scattered on the floor and although there is a low table, straw is scattered on the floor, deep in several areas for beds. There are a total of saurian here equal to the party in number. They will be asleep, and if a party is quiet and careful enough they can be snuck past. The saurian have some money, between all of them s 16 sp, 57 cp, and 18 ip.

LAIR LEVEL TWO

This level of the Lair is less carefully supported as the first level, as it is more solid and not as mucky or close to the surface. The trickling is less pronounced, but almost every corridor has water running down it to the lowest part of the dungeon (room 29). The whole level has been hewn in such a manner that it serves as a drain, tilted toward room 29 except for where there is standing water. The smell is worse down here, and if anything it feels more claustrophobic and grave-like.

LEVEL TWO ENCOUNTERS		
ROLL	RESULT	NO.
1	Saurian	D6+2
2	Alligator	1
3	Venom Hopper	1
4	Zombie	D3
5	Land Leech	1
6	Mud Viper	D6

21. MUD CAVERN

Two large columns support the roof in this large room, and the floor is coated with mud.

The mud slows all movement through it by half, although the PCs can move faster with a DEX roll at -1 per 1" faster the PC wants to travel. The stepping stones allow the PCs to cross the mud at normal non-combat speed, but only single file.

22. This appears at first glance to be nothing more than another dirt-walled room. However, on the ceiling cling a number of Spiderlings equal to the party -1 in number, the children of the Stalker in room 17. So far the locals don't know that these creatures are even here.

23. SECOND TREASURE ROOM

This room appears to be yet another room with standing water in it, dipping to about four feet depth. The water does not have any visible inhabitants, and is clear with a mucky bottom as before. However, around the corner from this point is a shelf with another woden platform on it. Just by the shore of the water at the end of the corridor is a small pocket chamber dug out of the wall. It is covered with a plank of wood with mud daubed on it so that it takes a -2 PER roll to spot.

There is no special mechanism to open the door, it simply is pried loose and then re-attached with mud from the pool's bottom. Behind this door is a small boat that seas five safely and a pair of oars with which the cultists reach the chests on the other side.

The treasure is in two medium-sized chests (each 100 pounds) of brass. They are both locked (-2 to pick) and trapped. Each has a poison spike that pops out if the key is not used to open them (-2 to disarm as well). This spike has poison on it (Dewberry, does 3D6 4 times after a turn delay, once per phase) and will take effect if the 1 body attack does body damage. The needle can pierce through anything but solid plate armor or magical protection.

Within the chests are sacks of burlap with 30 sp, 60 cp, 125 ip, and a scattering of small minor jewelry worth 10 sp total.

24. CHAMBER OF THE DEAD

The door to this room is especially hard to open (requiring 10 STR) as they are swollen and jammed. There is a thick column in the middle of the room holding supports in the ceiling and the smell of death permeates the room. There is a zombie standing inert on the North side of the pillar which the mage Garath has spent some time on. It is not initially visible to anyone entering from the South, but as soon as the whole party enters, it will step around the column and attack. This zombie cannot be harmed by non-magical attacks, unless they are silver or an enchanted ore such as aetherstone and blood iron. This zombie has been trained to attack with a choke maneuver, a grab that is -1 to hit, but does 2D6 NND continuous as long as the zombie holds the victim. It will choke the victim until they fall to the ground, then turn on another.

The other trick that this zombie has been enchanted with is the ability to regenerate. It can only do so once, and this regeneration is the form of a 2D6 body heal that goes off a minute after it has been "killed." It will only go off once, ever, and is invisible. The zombie will just get back up and require killing once more. Zealous PCs will likely spend a while making sure it doesn't get up again, delaying them further.

The door to the north is locked and barred to be -3 lockpick to open and a 3 DEF, 5 BOD entangle holds it on the far side.

25. CELLS OF THE DOOMED

The door leading to these five cells is locked (-1 to pick). A party entering here will find five of the cells unoccupied, while the remaining two on either far end have two villagers who resisted the naga's charm. They have been epnned up here waiting for their fate.

The North most cell contains the son and daughter of Orlane's Carpenter (area 14 of Orlane). The South most contains a prosperous merchant taken from a caravan passing through the Dimwood. He was the only survivor, the others were slaughtered fighting the cultists.

The prisoners here will be quite grateful at being rescued, but have little information. They know that the Reptile God is a snake with a human head and magical power, they know that the room she dwells in is a huge lake-filled cave, they tell of a boat ride to her lair. None of them know of the secret door to room 27, and they will flee as soon as they can - none are combatants.

If any PCs are taken to the Lair and resist charming, they will be thrown in here as well, naked and beaten to half Body and unconsciousness. They will be impaired to the point of -1 to all skill and attack rolls. Known spellcasters will be bound and gagged.

The cells are formed by sinking iron bars into the walls that reach a foot into the ceiling and floor. The floor has flagstones set into it, and the back wall has bars as well as between each cell. The bars are eight inches apart and are made of iron (6 DEF, 6 BODY to break). The doors half the height of the cell, with the bars capped off with an iron plate across the top of the gate and the flagstone at the bottom. They are locked with a -2 lockpicking mechanism and the jailer keeps the keys on his body.

The prisoners are checked every two hours, and if they look too lively they are beaten unconscious again. If anyone has been found digging or managing to escape, they are immediately taken and fed to the Stalker in room 17. The jailer (a particularly big and tough Saurian) will be accompanied by two other Saurian warriors.

26. ZOMBIE FACTORY

This room is bare except for five wooden benches with suspicious looking stains on them and a horrid smell. Each one is used by Garath Primo to turn victims into zombies to serve the naga.

27. ALTAR OF EVIL

The door to this room is unlocked. Garath Primo, the mage, is aware of the defeat of his special zombie and is expecting visitors.

This is a long room whose walls are covered by wooden panels. At the far end is a raised wooden dais with an altar supporting the statue of the reptile god – a snake with a human face. Next to the altar is a man dressed in rich looking robes who seems to be expecting you. The shadowy form of what might be his assistant can be seen skulking around behind the altar.

Garath Primo is a mage who acts as Explicica Deflius' high priest. He wears a rich, enchanted robe and wields a staff with the head of a serpent. On his belt he has a ring of keys (for all the locked doors in the dungeon) and a dagger.

Primo's assistant is another zombie like the one in room 24. This one does not know choke, but has a pair of short swords and is +1 with them.

The naga statue is made of stone, and while it is fairly well made it is not especially valuable. The altar is a simple wooden box with no bottom, and many dark rusty stains that extend onto the naga like blood has been poured over it again and again. The naga's head is separate from the body, and can be turned, thus revealing a secret door in the North wall. This door is not possible to perceive without magical assistance until it is opened.

29 PUMP ROOM

The constant flow of water into the lair and down to the depths requires maintenance or it would inevitably fill up. This room is where the mechanism to keep the place from drowning is kept. Five zombies tirelessly and endlessly work a windlass here, set in the floor like a cylinder with five bars projecting from it. Their rotating feet have worn a path in the dirt as they walk constantly in a circle, pushing the bars ahead of them.

These zombies have been ordered to defend themselves but otherwise turn the bars of the windlass. They will ignore intruders. Water that comes from the rest of the lair trickles rapidly into here into a collection basin from which little buckets are dipped into and carried up into the ceiling. These buckets dump onto a stone trough that empties into the marsh out of a hillock under a few bushes overhead. Killing these zombies (and the PCs can do it one at a time) will cease the pumping action and water will overflow the basin in a matter of minutes, spreading out of this room within half an hour and eventually fill the lower level of the lair in a week. Of course before then they will have been replaced.

30. MUD TRAP

This dank and dingy chamber is reached only by slogging through ankle-deep mud through a long corridor. At the end of it is a mud-filled room with a wooden platform atop which sits a chest.

The mud in this corridor and cave causes a -2 penalty to movement speed, although each 1" of penalty can be negated by a DEX roll at -1. Failing the DEX roll causes the character to stop and fall.

This chest is bolted firmly to the platform and must either be destroyed or left in place. It appears to be locked, but any attempt to pick the lock causes it to open. None of Gareth Primo's keys fit this lock. The chest is empty except for a mechanism attached to the lid. If it is opened halfway or more, the trap is triggered (which is -1 to perceive).

The trap causes the ceiling supports to collapse, releasing a huge mass of mud from the ceiling and walls. Characters may dive for cover to the exit, a 2" leap from the center of the room, or face an 8D6 physical attack that also is a 2D6, 2 DEF Entangle. While entangled, characters must hold their breath unless someone digs to them.

31. EMPTY CAVE

This cave is fairly dry and is littered with small bones. It smells of rot but is otherwise unremarkable.

32. EMPTY CAVE

Like 31, this cave is drier than most and empty.

33. SAURIAN LAIR

This room is lighter and warmer than much of the rest of the dungeon. It is also higher up, all approaches slanting up to meet it. The dirt is drier here as well.

Both the South and the East approaches to the room are guarded by one Saurian Warrior (marked with a T on the map). If the party is small, 2-3 people, the Warrior will call an alarm and attack. If it is larger, the warrior will retreat rapidly and sound the alarm.

There are a total of seven adult Saurian here, with twelve young. These are the cult's first followers, their families all members of the cult. There are nests for each of the Saurian families, and the room is warmed by several fires that burn endlessly but have no fuel or smoke - magic fires lit by Gareth. The fires behave as normal otherwise (they can be extinguished, burn for 1D6 KA, and will light flammable objects).

The adult male saurian (4 total) attack with spears, the females (3 total) with daggers, but first they fling a flimsy wooden cage at the PCs, one each. These cages have a 14- chance of breaking and releasing a mud viper (equal to an Arrowhead Rattler). These snakes are not tame, and the Saurians try to avoid them as well, but they can be a challenge, bursting out of their cages enraged at their treatment. The snakes will bite if they can but mostly they want to flee to a nearby pile of straw. After D3 phases of attack, each snake will flee.

There is no monetary treasure here, but the Saurian have a colony of herbal fungus growing. There are D6+1 doses of *Casrath*, D3 doses of *Mithyave*, D6 doses of *Tseath*, and D3 doses of *Sfalen* here. By the biggest nest is a keg of sour tasting rough wine that gives +1 Recovery for an hour when drunk but -1 EGO roll.

34. TROGLODYTE HATCHERY

This chamber contains a series of smaller nests with a fire in the middle and a four foot dyke of earth and stone around it to keep little hands and nests away. The result is that the light is dimmed and the heat is diffused through the whole room more evenly. In here dwell the young of the Saurian who are unfriendly and even hostile but mostly harmless. They have no treasure.

35. MUDVIPER HATCHERY

Another, smaller magical fire burns in here, and in the room are dozens of eggs, smashed and unhatched, in piles of dried mud. The eggs project out of the mud and squirming around the room are dozens of tiny snakes. These mudvipers are immature and safe to handle or kill (although they are fond of biting, doing 1D6 normal damage).

36. CLACKER'S LAIR

The Saurian captured a fair sized anchor from one of the merchant wagons they raided, and the naga had them sink it here into the dirt, leaving only a foot of iron and the upper loop showing. To that they attached a chain and to the chain they attached a Lake Snapper. The chain is 20 feet long and bonded to the anchor which is in the middle of this cave. This gives the Lake Snapper free range a few feet up either corridor. It tends to stay back in the room, a pale, almost colorless tan version. As soon as it senses light (for the corridor and cave are dark) or movement, it rushes out clacking loudly to attack. This is the naga's guard and it is very subservient to her alone. All others fear the thing.

37. THE THRONE ROOM OF THE NAGA

This huge cavern is lit by a ghostly green emanating from the eight columns supporting the twenty foot vaulted ceiling. A rather large flat bottomed boat is set at the shore of the small lake before you which seems to occupy most of the cavern.
--

This boat can carry ten safely, and it is propelled by a ten foot pole at a movement rate of 3". If Ramne is near, he will cast many self buffs here and buff the party as well, revealing his nature if it has not been clear before. He will tell the party to avoid the naga's gaze if possible, and will note that he will use his magic to stop her powers if he can.

Explicica Defilus awaits the party in her alcove. She is unafraid of the PCs, as she's been extraordinarily successful so far and faced little to no opposition. She is coiled on a nest made of dirt, straw, and loot, as well as several old stone pillars she had moved here.

Defilus will use her short term charm in combat to take control of PCs if she can. This requires eye contact which the characters can avoid if they wish to take a -2 OCV penalty. Given her size and DCV this isn't a bad option.

The Naga will use her magic to take out the most powerful characters, using AE on groups and charm on the most weak-willed looking ones. If this fight seems a bit too easy or the party more powerful, add a crocodile or two to the mess, or a healed and angry Gareth. If Gareth hasn't been encountered or killed, he can show up through the secret door at her command.

Explictica's death will free all charmed victims from her power, ending the cult. The Saurian will still be unfriendly, but not hostile. The town will wake up from their daze. They will have vague memories of their cult activities like a long nightmare that will fade. If Abramo is still alive, he will not be a cult member but still will be insane and evil, sadly.

The treasure that the naga has piled up here is little coin (most of that is stored) but it is all exotic and unusual mint. Coins from other lands, in odd shapes. There are flat, rectangular silver coins from Moskend, coins with a hole in the middle from Lengoth-Ytame, five sided Dwarnish coins, and so on. The total of all this would be much more in their respective countries, but after money changers are done it is worth only 30 sp total. Also here are two scrolls (one with three spells on it: *Enflame*, *Dervish*, and *Excavate*; one with *protection from fire*), a *ring of freedom*, a pair of *silk gloves of warding* (will fit under armor), leather *boots of Striding*, and six potion bottles. One is empty, the stopper having come loose, the other five are a *Potion of Life*, a two-dose *Watchman's Draught*, an *Oil of Barriers*, a *Potion of Healing*, and two *Elixir of Forest Travel*.

If Ramne is with the PCs he will request the scroll if nobody can use it, and the silk gloves. He can identify the items for the PCs, if they need it, but is not interested in the money.



FURTHER ADVENTURES

Now that the Naga is defeated, Orlane will begin to go back to normal. PCs might even want to take up residence in the pleasant little town. However, for a while there will be unrest. Victims of the cult members will resent their treatment, family members who have had people killed will want vengeance, and Abramo if he's alive will have to be dealt with.

The denizens of the Dimwood and Rushmoors will find that the controlling power of the naga leaves a vacuum and monsters will begin to struggle for power. The saurian may form up and raid caravans anyway, needing elimination. Goblins who were kept down by the cult and the naga's power will breed and spread, causing mayhem.

Much of the Dim Forest is still unexplored, and that can be an adventure in its self, just finding more out about the place. Who knows what lurks in its shadowy depths? What if the naga was just a tool of a more sinister, hidden evil? Perhaps the Naga survived somehow and is hidden somewhere, crippled but regaining power and filled with hate and dreams of vengeance.

It's all up to the GM and the players!

SPECIAL EVENTS IN THE LAIR

If the GM rolls a 1 on the special events check then he should roll on this table to see what event occurs. These are designed to give the Lair a more spontaneous and lively feel, with real-time activity in addition to static encounters in each room and tunnel. Roll 3D6 for the results of the special event:

3: COLLAPSE!

The muddy section nearest the PCs gives way with a terrible groan and cracking of wood, releasing a shower of mud and dirt mixed with splintered timbers. Characters may dive for cover to the exit, a 2" leap from the center of the room, or face an 8D6 physical attack that also is a 2D6, 2 DEF Entangle. While entangled, characters must hold their breath unless someone digs to them or they can break free.

4: MUD SINK!

The mud here is slick and deeper than normal, in fact, roll a character at random: they stepped into a section that is much deeper, pulling them in. The character is held by an entangle of 2D6, 2DEF that gains 1D6 each time the character fails to escape it's pull. Each extra Body of entangle pulls the character in: they start halfway in the mud, each new Body pulls them in one hit location up the chart (ignoring arms and hands): stomach, shoulders, head. When the head is entangled, the character is unable to breathe and must hold their breath.

5: DROPPED LOOT!

The characters see something glitter in the mud: the cultists dropped a bag of coins here. There are 3D6 in D6 copper and D6 in D6 silver scattered in the mud here. Check immediately for another event.

6: CHANGING OF THE GUARD!

All PCs should check hearing PER and danger sense. Any that succeed notice something ahead, talking and feet slopping through mud. It is the changing of the guard, moving through the tunnel on an initial patrol. On the first level of the Lair this is a four-man team of competent villagers armed with clubs and spears. On the second level it is a number of saurian warriors equal to the PC group minus one. If the PCs fail to notice the guards, they heard the PCs and are waiting around the corner with surprise: they all move first and attack at +1 OCV the first phase.

7: HERB FIND!

The PCs come upon an area with considerable underground growth of herbs. Any herbalist can tell that they are in this area, and might be able to find mature and useful specimens of the herbs. The character can roll as many times at +1 to the Herbalism roll as they wish, but if they fail at any roll, they have found no herbs at all.

8: TORCHES OUT!

The torches in this area are burnt out and have not been replaced. The area is plunged into dank darkness, although some light leaks in from the torches in areas nearby. Immediately check for an event. Combat without some other source of light in this area is difficult: perception rolls are at -2 and both OCV and DCV are at a -1 penalty. The torches are too burned down to relight.

9-12: ENCOUNTER!

Roll on the appropriate level's random encounter table for a monster that is run across.

13: SUPER SLICK!

The mud here is even more slick than usual, Requiring a DEX roll to remain standing. Characters must make a DEX roll to fight or move; Standing still is a +2 DEX roll, attacking is a +1 DEX roll. Each 1" of movement speed is a -1 to this DEX roll, and each 2 the character misses by with an attack roll is a -1 to the DEX roll. Rolling an 18 automatically causes the character to fail this roll. A failed DEX roll causes the character to fall down.

14: ROOTS!

Roots have grown down from a tree above and over time have blocked off this area, possibly because of magical influence. The PCs can turn back or hack their way through. Hacking through is a matter of cutting down 5 DEF, 8 Body worth of roots. This will make enough noise that the GM should check for another event.

15: WORK PARTY!

The lair requires constant maintenance because of its nature. Timbers must be replaced, torches swapped out, mud cleared, cave-ins dug out and so on. The PCs come across a work party of four Incompetent Villagers and two Saurian Warrior guards. The villagers are ordered to attack, which might present an ethical quandry, depending on the party. These are essentially innocent people under mental duress, should they be cut down like wheat? On the other hand, they are attacking with shovels and hammers (treat as D6+1 HKA clubs that require exactly their strength) and might be a real threat.

16: STRANGE SHROOMS!

A patch of Sfalen grows here. Even an accomplished herbalist can't tell what Sfalen will do, it is random when consumed, and takes effect immediately. Sometimes it does good things, less often bad. The PCs can try them or pass by, but they do not store well.

17: SWAMP GAS!

The air here is not safe. This entire area has bad air, which cannot be breathed safely. Unless the PCs hold their breath they have to make a CON roll every phase or break down coughing and gasping helplessly, acting as a 2D6, 2 DEF CON based entangle. The CON roll must be made every phase, even if the entangle is in effect, which may renew the Body of the effect over and over. This continues until the PCs are immune to the effect, it is somehow removed, or they leave the area.

18: NEW RECRUITS!

The cult is regularly bringing in new victims to be mind controlled, and the PCs run across one such group. It consists of four villagers who clearly have been beaten soundly and maltreated and two saurian warrior guards. The victims are Normal Villagers and they have their hands tied behind their backs, with one leg tied to one of the legs of the other villagers in pairs. The saurian warriors are armed with spears and will attack to kill, while the villagers are so demoralized and beaten they are in no shape to fight.

NPCS OF THE ADVENTURE

Against The Cult of the Reptile God has many NPCs in it, most of which fall into several categories. The first are general groups of NPCs who can be described without specifics for each. This covers most of the NPCs encountered in the village of Orlane. There are three classes of Orlane villagers: Incompetent, Normal, and Competent Villagers. When a villager is referred to with this title, you can look them up in this section and use those stats. Generally speaking, an incompetent villager is inconsequential, they are not a danger to any PC. A normal villager can be a danger in groups and might get a lucky shot in. A competent villager is not the match of a PC but can be dangerous, particularly in groups.

Each of the named, special NPCs are in alphabetical order following the villager groups.

MOOR SAURIAN

There are many saurian mentioned in this adventure, and they are not of the kind usually encountered. Many saurian are relatively civilized and could even be a player race. Some, however, are so barbaric and backward that they are little more than monsters. Although still just as bright, these are stone age primitives, tribal dwellers without training or sophistication. The saurians of the naga cult are very loyal to the naga, considering her a goddess given form and live their lives in abject servitude. They use stone weapons and have no armor, wearing only slight clothing.

These local saurian tend to paint their bodies heavily, wearing feathers and leaves so that they are very bright and colorful and tribal looking. They have no shaman, living under the naga power with superstitious awe.

EQUIPMENT

NPCs detailed below have various items that they use and fight with, the specific items they have and use are given greater detail following the NPC section (page 57)

INCOMPETENT VILLAGER

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 80kg: 1 1/2D6
10	DEX	0	11-	OCV: 3 DCV: 3
8	CON	-4	11-	
6	BOD	-8	10-	
10	INT	0	11-	PER Roll: 11-
8	EGO	-4	11-	EGO Roll: 11-
8	PRE	-2	11-	PRE Attack: 1 1/2D6
10	COM	0	11-	
				Total: 2 (0 rPD)
2	PD	0		Total: 2 (0 rED)
2	ED	0		Phases: 6, 12
2	SPD	0		
4	REC	0		
16	END	0		
14	STN	0		
				Total Characteristics Cost: -20

Movement: Running: 6"/12"
Leaping: 1 1/2"/3"

Cost	Skills and Talents
2	KS: Orlande area 11-
1	Transport Familiarity: wagons
1	Transport Familiarity: horses and mules
2	PS: varies

Total Powers & Skills Cost: 6
Total Cost: -14

NORMAL VILLAGER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
10	DEX	0	11-	OCV: 3 DCV: 3
13	CON	6	12-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	EGO Roll: 11-
10	PRE	0	11-	PRE Attack: 2D6
10	COM	0	11-	
				Total: 3 (0 rPD)
3	PD	0		Total: 3 (0 rED)
3	ED	0		Phases: 6, 12
2	SPD	0		
6	REC	0		
26	END	0		
24	STN	0		
				Total Characteristics Cost: 9

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost	Skills and Talents
2	KS: Orlande area 11-
1	Transport Familiarity: wagons
1	Transport Familiarity: horses and mules
2	PS: varies
1	Weapon Familiarity: hand to hand combat

Total Powers & Skills Cost: 7
Total Cost: 16

PTS Disadvantages

-10 Vulnerable: Presence attacks (x1 1/2 effect)

Total Disadvantage Points: -10

Ecology: The incompetent villager tends to be a weaker or older member of the society. They are children and aged, sick and weak. However, they still help the village and culture out and share their wisdom or energy as best they can.

Personality/Motivation: These villagers have standard motivations of the villagers: safety, their families, their farms, etc.

Powers/Tactics: Incompetent Villagers are virtually helpless in combat. Unfamiliar with any weapons, they can only fight with fists or a club. Weak and easily frightened, they are no threat to anyone. Such a villager runs when he's in danger.

Campaign Use: Incompetent Villagers are fodder for the bad guys and flavor for the adventure. Sometimes they can be assistance by information and intelligence about the area and events.

Appearance: Incompetent Villagers vary a great deal in appearance but they are always smaller, weaker and often poorer than the average villager.

Ecology: Normal Villagers are the average residents of a village. They are hardy and capable at their jobs, working long hours in all weather to produce the goods larger towns enjoy.

Personality/Motivation: The Normal Villager have standard motivations of the villagers: safety, their families, their farms, etc.

Powers/Tactics: Although these men and women have some slight training in weapons due to their life, they are not a serious threat. Normal Villagers gain strength in numbers, with groups and mobs being dangerous.

Campaign Use: The Normal Villager is just another face in the crowd, the average resident. They can be friendly and offer shelter, they might have some information and supplies, but that's about it.

Appearance: Normal Villagers are just average folks, men and women. They do not stand out in any way, each one wearing the typical clothing for the area engaged in the usual work.

COMPETENT VILLAGER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
11	DEX	3	11-	OCV: 4 DCV: 4
13	CON	6	12-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	EGO Roll: 11-
10	PRE	0	11-	PRE Attack: 2D6
10	COM	0	11-	
4	PD	1		Total: 3 (0 rPD)
3	ED	0		Total: 3 (0 rED)
3	SPD	9		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STN	1		
				Total Characteristics Cost: 25

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost	Skills and Talents
2	KS: Orlane area 11-
1	Transport Familiarity: wagons
1	Transport Familiarity: horses and mules
2	PS: varies
1	Weapon Familiarity: common hand to hand weapons
1	Weapon Familiarity: common ranged weapons
3	+1 OCV with a weapon

Total Powers & Skills Cost: 11
Total Cost: 36

Ecology: Competent Villagers are the leaders of a town, the strongest, most capable members. They are often former soldiers or adventurers.

Personality/Motivation: While Competent Villagers share the same motivations as other villagers, they usually have other goals such as general security, personal advancement, or some personal scheme.

Powers/Tactics: A Competent Villager is able to fight better than most, and has some training. They are able to use more weapons capably as well. Competent Villagers are no serious threat to a PC singly, but in groups they can be a problem, especially with equipment.

Campaign Use: Competent Villagers are leaders in their community, and thus the people who will deal with PCs most often. They also will be the types who deal with rowdy or troublesome PCs and the ones most likely to be behind troubles.

Appearance: Competent Villagers are usually bigger than usual villagers, but not always. They will tend to have better combat equipment such as armor and weapons as well, and are usually richer, relatively.



ALAN CLAYBORN (area 23, Orlane)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200kg: 3D6
14	DEX	12	12-	OCV: 5 DCV: 5
13	CON	6	12-	
10	BOD	0	11-	
13	INT	3	12-	PER Roll: 13-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6
12	COM	1	11-	
6	PD	3		Total: 13 (7 rPD)
4	ED	1		Total: 9 (5 rED)
4	SPD	16		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
25	STN	0		
				Total Characteristics Cost: 45

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
2	Swift: Running +2"	1
3	Keen: Enhanced Perception +1 all senses	0

Cost	Skills and Talents
3	Resistance 3
3	Tracking 11-
4	Survival (temperate, arctic) 11-
5	Herbalism (forest, mountain, fresh water) 12-
4	Weapon Familiarity: Common weapons
3	Riding 12-
3	Animal Handler 11-
2	PS: Ranger 11-
2	PS: Farmer 11-
3	Combat Skill Level +1 OCV with bows and swords
2	Language: Elencal (fluent conversation)
2	Language: Ranger (fluent conversation)
1	Literacy
2	Language: Yrch (fluent conversation)

Total Powers & Skills Cost: 44

Total Cost: 89

PTS Disadvantages

-15 Psych Lim: protective of family C/S

Total Disadvantage Points: -15

Ecology: Alan Clayborn is a former ranger and adventurer who settled down early. He was never enormously accomplished, but did some good, but tired of the loneliness and fell in love with an Orlane girl. He now has an excellent farm that benefits greatly from his former skills.

Personality/Motivation: Alan is driven by a love for his young wife and children, and the desire to provide a good life for them. He doesn't have much ambition or drive to be rich, but he does want to keep his family healthy and out of trouble.

Powers/Tactics: Clayborn is capable with his weapons, but not greatly skilled. Most PCs will be more than his match one on one, but he's not an easy target, either. Clayborn has lost much of his stealthiness and forestcraft but still is good with animals and can speak a few languages fairly well.

In combat, Alan prefers to use a bow, but if his family is threatened he will immediately close and attack anyone bothering or harming his own. Alan has a strong will, which is partly why the cult has not bothered him yet.

Campaign Use: Alan Clayborn is a limited resource, he won't go adventuring with the party but he might have some herbs to sell and some advice about the surrounding area.

Appearance: A tall, tanned and muscular man, Alan would be handsome save for the scars on his face. He has long black hair and no facial hair, with piercing gray eyes, and dresses in plain peasant clothing.

Equipment: Medium Longbow and 20 arrows
Dwarven Steel Chainmail armor of fine quality
Felstone longsword

BENN GRIFF (area 14, Lair)

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg: 2D6
17	DEX	21	12-	OCV: 6 DCV: 6
11	CON	2	11-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 12-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
10	PRE	0	11-	PRE Attack: 2D6
10	COM	0	11-	
4	PD	2		Total: 6 (2 rPD) (+3 if aware)
3	ED	1		Total: 6 (2 rED) (+3 if aware)
4	SPD	13		Phases: 3, 6, 9, 12
4	REC	0		
24	END	1		
21	STN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost Powers **END**
1 Tumbling: Leaping +1" 1

Cost Skills and Talents

- 5 Stealth 13-
- 3 Concealment 11-
- 3 Shadowing 12-
- 3 Climbing 12-
- 5 Lockpicking 13-
- 3 Breakfall 12-
- 2 Traps 11-
- 4 Weapon Familiarity: common weapons
- 6 Combat Skill Levels: +2 OCV to offset hit location penalties
- 2 PS: Assassination 11-
- 6 Combat Luck
- 4 Defense Maneuver II

Total Powers & Skills Cost: 56

Total Cost: 118

PTS Disadvantages

- 15 Psych Lim: loves to kill C/S
- 10 Rival: Blayze Gobbar (professional)
- 5 Distinctive Looks: seems evil and sinister EC/N

Total Disadvantage Points: -30

Ecology: Benn is an assassin, a killer for hire. He was along with a caravan through Orlane to another location to fulfill a contract when he was captured by the cult. Now he kills for Explictica Defilus.

Personality/Motivation: Benn is an evil man. He lives to kill and loves his job, he'd work for free if he didn't need the money to survive.

Powers/Tactics: Benn prefers to take his targets unaware. He has trained with his weapons to strike specific areas on a target, but it still works best from surprise. Benn is able to twist away from and avoid serious damage from attacks he is aware of, and can position himself to avoid being flanked.

In combat, Benn will use his dagger with his sap held in the other hand. He relies on his DCV and combat luck when in face to face combat, but greatly prefers to strike from surprise, so will retreat if the enemy is distracted, looking for an opening.

Campaign Use: Benn is a greater danger for the PCs to face than the Moor Saurian and the charmed villagers. He might end up following the PCs after hiding out somewhere and trying to take out someone by surprise.

Appearance: Benn Griff looks like an average man, nondescript and plain. He wears plain clothes over leather armor designed to not squeak or cause binding. He wears a plain gray cloak over his face and tries to avoid eye contact. Closer examination of Benn, especially his eyes, reveal him for the chilling murderer he is.

Equipment: Star Iron Dagger
Leather Blackjack
Tailored Leather Armor
Collapsible Grapnel
Elven rope 4"

BLAYZE GOBBAR (Area 14, Lair)

Val	Char	Cost	Roll	Notes
13	STR	3		Lift 160kg: 2 1/2D6
14	DEX	12		OCV: 5 DCV: 7
11	CON	2		
9	BOD	-2		
13	INT	3		PER Roll: 12-
11	EGO	2		EGO Roll: 11- ECV: 4
13	PRE	3		PRE Attack: 2 1/2D6
10	COM	0		
5	PD	2		Total: 6 (1 rPD)
3	ED	1		Total: 4 (1 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
22	END	0		
25	STN	3		
Total Characteristics Cost: 45				

Movement: Running: 7"/14"
Leaping: 2 1/2"/5"

Cost	Powers	END
5	Nimble: Missile Deflection (thrown items)	-
2	Swift: +1" running	1

Cost	Skills and Talents
5	Stealth 14-
5	Concealment 12-
3	Shadowing 12-
3	Climbing 12-
5	Lockpicking 14-
3	Breakfall 12-
4	Weapon Familiarity: common weapons
2	PS: Assassination 11-
3	Sleight of Hand 12-
3	Skill Level: +1 any DEX-based roll
4	Combat Skill Levels: Disarm +2
10	Combat Skill Levels: DCV +2

Total Powers & Skills Cost: 62

Total Cost: 107

PTS	Disadvantages
5	Unluck 1D6
15	Psych Lim: loves a challenge C/S

Total Disadvantage Points: -5

Ecology: Blayze is a pragmatist, he does whatever work he needs to in order to stay alive. He enjoys outwitting people and getting places he's not supposed to, but only kills if he has to.

Personality/Motivation: Blayze tends to see things in terms of a series of challenges rather than with any long term goals. For him, beating the system is worth more than the money he makes. Presently Blayze is under the thrall of the naga and serves her with intense obedience.

Powers/Tactics: In combat, Blayze will try to hit fast and get away. While he's fairly capable in combat, he's not very durable and only average with his weapons. Blayze will try to disarm opponents and when they are otherwise engaged pick their pockets for money in combat.

Campaign Use: Blayze is a more interesting and capable threat than the average guard of the Lair.

Appearance: Blayze has black hair with a white streak through it at the forehead, lending to his present name. He wears soft leather armor and many daggers.

Equipment: Daggers (4)
Throwing Knives (8)
Sling and 12 bullets
2D6 silver
3D6+6 copper
Unmagic Ring

BROTHER ABRAMO (area 16 Temple)

Val	Char	Cost	Roll	Notes
6	STR	4	10-	Lift 60kg: 1/2D6
10	DEX	0	11-	OCV: 3 DCV: 3* (+3)
8/11	CON	-4	11-	
7	BOD	-6	10-	
14	INT	4	12-	PER Roll: 12-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2D6
8	COM	-1	11-	
2	PD	1		Total: 5 (3 rPD) (+7)
3	ED	1		Total: 8 (5 rED) (+7)
3	SPD	10		Phases: 4, 8, 12
5	REC	4		
30	END	7		
14	STN	0		
30	MAN	3		
6	MREC	2		
Total Characteristics Cost: 35				

Movement: Running: 5"/10"
Leaping: 1"/2"

Cost Powers **END**
21 Spells (60 pts) 0

-2 Running -1"

Cost Skills and Talents

- 13 Magic Skill 17-
- 2 Language: Arcanum 2 pts
- 3 Language: Elencal 3 pts
- 1 Literacy
- 2 KS: Orlane area 12-
- 2 PS: Priest 11-
- 3 KS: Necromancy 12-
- 1 Weapon Familiarity: common melee weapons

Total Powers & Skills Cost: 46
Total Cost: 81

PTS Disadvantages
-15 Physical Limitation: psychotic and unbalanced U/T

Total Disadvantage Points:

Ecology: Abramo was the assistant priest for Orlane, carrying out support duties for the brilliant and charming Misha Devi. He now is Misha Devi's shadow, carrying out evil while she tries to obey the naga.

Personality/Motivation: Abramo was once a shy, quiet, and noble man of great devotion to good and helping the needy. Now he is completely insane, hateful, and psychotic.

Powers/Tactics: Abramo is unpredictable and mad, he might simply cower in a corner, he might run about shrieking, he might be quite lucid and deceptive, he might call for help and attack bravely. Abramo is a fairly capable spellcaster who learned some necromancy when he was younger to help him fight evil and has invented a lot more now that he's insane. He will have his *Bone Armor* up constantly (it looks like tiny translucent skeletons crawling all over his body, head to toe). In combat, Abramo will cast *Pestilence Breath* on groups, *Flesh Worms* on individuals, and *Curse of Eyes* on the area. He will attempt to cast *Plague* before he dies on someone (it's out of his skill level but he'll give it one last shot anyway). He will use his *Cloak of Fear* when attacked to protect himself, and summon Lost Souls.

Campaign Use: Abramo is a horrible evil, a real bad guy to fight. Unlike the others, he's not a deluded cult member, he's just insane and incredibly vile. Killing him is a release and a benefit to the community.

Appearance: Abramo looks like an old kindly monk, but something in his eyes is clearly deranged, and as you draw closer you can see he is drooling and has matted hair, plus the horrible looking Bone Armor. He wears a simple brown robe and a cloak of human skin.

Equipment: Hand of Glory
Fingerbone belt
Abramo's Skin Cloak
Bloodiron Dagger crusted with blood

SPELLS		
SPELL	EFFECT	ROLL
Bone Armor	4PD, ED force field (2 Body to start)	-1
Pestilence Breath	4D6 NND Cone (6 body)	-6
Flesh Worms	1/2D6 RKA penetrating (6 Body to start), ends when victim makes CON roll	-3
Curse of Eyes	Darkness 1" radius, personal immunity (4 body to start)	-2
Plague	1 point drain continuous all stats, sticky, (12 Body to start)	-12
Cloak of Fear	+3 HTH DCV vs living (4 Body to start)	-2
Lost Soul	Summons Lost Soul (3 Body)	-3

DEREK DESLEIGH (Area 6, Golden Grain Inn)

Val	Char	Cost	Roll	Notes
13/8	STR	3	12-	Lift 160kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
11/16	CON	2	11-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	EGO Roll: 11- ECV: 3
15	PRE	5	11-	PRE Attack: 3D6
10	COM	0	11-	
4	PD	1		Total: 7 (rPD)
3	ED	1		Total: 6 (rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
22	END	0		
23	STN	0		
Total Characteristics Cost: 41				

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost Skills and Talents

10	Dual Wield (two weapon fighting)
6	Cautious Stance
4	Combat Skill Level: +2 OCV with sweep
3	Interrogation 12-
3	Conversation 12-
3	Stealth 12-
3	Lockpicking 12-
2	Language: Saurian (fluent conversation)
1	Literacy
3	Sleight of Hand 12-
5	Acting 13-

Total Powers & Skills Cost: 41**Total Cost: 82****PTS Disadvantages****Total Disadvantage Points: 0**

Ecology: Derek Desleigh is a rogue element in the cult, working for himself while pretending to be a cult member. He's skimming off cult money and working with the cultists while trying to figure out a way to get in and rob the treasures of the cult.

Personality/Motivation: Thoroughly evil and greedy, Derek likes to beat a victim but not kill them, then torture them until they reveal all their valuables and hidden treasure. Derek is particularly deceptive, at present he has resisted the naga's charm but she does not know this.

Powers/Tactics: Derek is a face up duelist, he prefers to attack his targets head on one at a time and rip them to pieces while mocking them. He's a dangerous combatant, and is more than a match for most people he fights.

Derek fights with two weapons, attacking twice a phase (a sweep of two attacks with no penalty for the second attack and only -2 DCV) Derek also likes to use sweep maneuvers, hitting more than one target, or the same target more times. Particularly low DCV targets he'll go into a flurry on, dual wielding and sweeping to hit four or more times in a phase. Note, with Dual Wield and his levels, Derek can sweep against two targets (or 2 more hits) with no penalty to OCV.

If hard pressed, Derek will slip into Cautious Stance, which reduces his STR by 5 and his OCV by 2 but adds 2 DCV, 5 CON vs being stunned, 2 PD and ED normal defense.

Campaign Use: Derek is no friend of the PCs, although he's not a cult member.

Appearance: Derek is a glowering, surly looking man with lanky hair and pale skin against coal black hair. He also has a ragged scar over his cheek and one eye that just barely failed to take it out. He wears black all the time: black cuir boullis armor, black cloak, black gloves and boots.

Equipment: 2 Dwarven Steel Short Swords

Dagger

Garrote

Black Cuir Boullis armor

Lockpicks and tools

2D6 copper

DORIAN (Area 9, Orlane)

Val	Char	Cost	Roll	Notes	
11	STR	1	11-	Lift 120kg; 2D6	
17	DEX	21	12-	OCV: 6 DCV: 6	
11	CON	2	11-		
9	BOD	-2	11-		
14	INT	4	12-	PER Roll: 14-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
12	PRE	2	11-	PRE Attack: 2D6	
14	COM	2	11-		
4	PD	2		Total: 4 (0 rPD)	
3	ED	1		Total: 3 (0 rED)	
4	SPD	13		Phases: 3, 6, 9, 12	
4	REC	0			
22	END	0			
21	STN	0			
5	MREC	0			
25	MANA	0			
				Total Characteristics Cost: 48	

Movement: Running: 7"/14"
Leaping: 2"/4"

Cost	Powers	END
10	Magic: 30 points of spells	-
5	Elf Eyes: Night Vision	-
2	Swift: Running +1" (7" total)	1
6	Keen Senses: Enhanced Senses +2 (all)	-

Cost	Skills and Talents
3	Environmental Movement: light tread
3	Light Sleep
4	Familiarity: Common Elven Weapons
3	Language: Perelen
1	Literacy
2	Language: Morianic
5	Concealment 13-
3	Herbalism 12-
3	Tracking 11-
3	Survival 11-
3	Stealth 12-
2	Penalty Skill Levels: +1 range with bows
3	Combat Skill Levels: +1 OCV with bow
11	Magic Skill: 15-
3	Riding 12-

Total Powers & Skills Cost: 84

Total Cost: 122

PTS Disadvantages

-10 Vulnerability: x1 1/2 effect flash attacks

Total Disadvantage Points: -10

Ecology: Dorian arrived in Orlane with Llywillan to investigate the problems in the village. They were sent by some elven herb merchants who have lost a lot of business there, and are collecting information. The pair have not adventured much together but are good friends.

Personality/Motivation: Dorian is a very studious, careful warrior trained in magic to a greater degree than his fellow elf adventurer. He is reasonably skilled with weapons, but spends most of his time reading and studying.

Powers/Tactics: Dorian like all elves can see in the dark, has a very long life, and has the ability to move across surfaces without breaking through snow, etc.

Dorian will tend to fight using magic to enhance his combat ability, "buffing" before combat if possible. In combat he tries to keep moving, using range and magic to keep range.

In combat, Dorian will have Charmed Arrows, if he's had time he will have his armor and both bow and staff enchanted (for +2 DC and +2 OCV on the bow). He will try to have Blur up before attacking, and will use Dazzle and Jolt to gain a speed advantage if he doesn't already have it. He will also try to cast Blade Ward and Guidance before combat if he can. If forced into hand to hand combat, Dorian will use his Whipstaff, casting Slam each half phase, then attacking.

Campaign Use: Dorian and Llywillan are unwilling to assist any non-elven PCs directly, but if they come to trust the PCs they will share information which is just about the whole story at this point. Dorian is a somewhat capable mage, and he might be willing to buff the PCs for a fight, but his spells won't last longer than a few hours.

Appearance: Dorian is a slim, dark elf with black hair and green eyes, his skin a deep tan, coppery color. Like many elven, Dorian has some tattooing on his face and hands. He wears gray and green primarily with some brown, and will rarely be seen without his fenen armor.

Equipment: Fenen Armor (areas 3-4, 7-18)

Elven bow and 40 Eilhas arrows
Whipstaff
Dagger
Renk nuts (D6+1)

SPELLS		
SPELL	EFFECT	ROLL
Blade Ward	Protects from physical weapons	-2
Blur	+3 DCV	-1
Charm Arrow	Enchant multiple arrows with +1 OCV, Damage Class for one shot	-2
Dazzle	3D6 sight Flash	-1
Enchant Armor	4 PD, ED Armor buff	-2
Enchant Weapon	+2 DC to weapon	-3
Guidance	+2 OCV	-1
Jolt	Suppress Stun 6D6 instant, to stun only	-3
Slam	Instant +1 OCV, +1D6 HTA	-1

EXPLICITICA DEFILUS (Area 37, Lair)

Val	Char	Cost	Roll	Notes
40*	STR	10	17-	Lift 6400kg: 8D6
18	DEX	24	13-	OCV: 6 DCV: 4*
25	CON	30	14-	
16*	BOD	4	12-	
20	INT	10	13-	PER Roll: 13-
20	EGO	20	13-	EGO Roll: 13-
20	PRE	10	13-	PRE Attack: 4D6
10	COM	0	11-	
12	PD	8		Total: 16 (4 rPD)
8	ED	3		Total: 12 (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
14	REC	10		
50	END	3		
50*	STN	11		Total Characteristics Cost: 155

Movement: Running: 16"/32"
Leaping: 0"
Swimming: 8"/16"

Cost	Powers	END
30	Huge: Growth (4 levels) -4" KB, +2 PER to be seen, +1" reach; Inherent, Persistent, 0 END Cost, Always On (*)	0
12	Scales: Armor 4 PD, 4 ED	-
20	Swift: Running +10" (16" total)	2
6	Swift: Swimming +6" (8" total)	1
15	Bite: HKA D6-1 (D6+1 w/STR); Armor Piercing	-
5	Heat Vision: Infrared Vision	-
5	Hardy: Life Support (breathe water, vs all non-magical poisons)	-
14	Magic: Spells (40 points)	-
10	Coils: Stretching 2" (3" total)	1
5	Magic: Spells (15 pts)	-
30	Lesser Charm: Mind Control 9D6, requires eye contact	4
27	Charm: Major Transformation 8D6, Requires eye contact, Extra Time one minute, Activation 14-, if activation fails, can never be used again on a given target, Mental defense and Resistance reduces effect, Concentrate 1/2 DCV	12
-4	Leaping -4"	-

Cost Skills and Talents

19	Magic Skill 21-
3	Magic Research 13-
3	Seduction 13-
3	Conversation 13-
3	Persuasion 13-
3	Poisons 13-
3	Herbalism 13-
3	AK: Rushmoors and area (INT based) 13-
5	Wealth

Total Powers & Skills Cost: 229**Total Cost: 384****PTS Disadvantages**

- 10 Vulnerability: x 1 1/2 Stun from Holy Attacks
- 10 Vulnerability: x 1 1/2 Body from Holy Attacks
- 10 Vulnerability: x1 1/2 Effect from Holy Attacks
- 15 Physical Limitation: No Fine Manipulatory Ability

Total Disadvantage Points: -40

Ecology: Explicitica has carved out a comfortable living in the Rushmoors. Over the last two years she has gone from a new arrival to absolute ruler of the moors and head of an ever-expanding cult. She has plans for a larger dominion, and wants to eventually rule the entire world in her evil hate.

Personality/Motivation: Naga are irredeemably evil, rotten to the core. They delight in causing the good to stumble and fall, to make hypocrites out of the moral, to corrupt and seduce and destroy. Explicitica combines this with a deep lust for power and dominance over everyone she sees.

Powers/Tactics: Explicitica has a powerful serpent body, a dangerous bite, and hardy scales that protect her. However, although she has magic, the spells are all non combat, maintenance spells to make her life easier and expand her domain. Unlike most Naga, Explicitica cannot change into human form and she lacks the usual naga venom, but she has a unique power that more that makes up for these limitations: her charm.

She has two versions of charm, a short term one she uses in combat (the mind control) and a long term one she uses to make converts. The short term charm she does not bother maintaining END cost on, and it will inevitably break on anyone taken over. It is not powerful enough to totally control the victim. The long term charm is her main power: it lasts until she dies. There is literally no other way to strip the power away, any victim taken over is hers until one of them dies. This charm requires a long time of concentration, usually done with the victim held helpless in her coils. If it succeeds, the transform goes off, and any extra points go into psych limbs that make the victim her abject slave. If the activation does not work, the power seems to still go off, she has no way of knowing if it succeeded or not. This activation roll is 14-, but any Resistance or Mental Defense lowers the activation (so someone with 5 Resistance reduces the activation roll to 9-). If the activation fails, the victim cannot ever be charmed again by the naga with this power (the short term one still can work).

Campaign Use: Explicitica Defilus is the big bad guy, the main boss of the adventure. She is the god that the cult worships, the sinister evil behind it all.

Appearance: Explicitica Defilus is a green and black naga with dazzling, almost gem-like scales. She is twenty two feet long and weighs 3200 pounds, with an angry, ugly human female face in the place of a snake's head.

Equipment: The naga has no magical items or special equipment.

GARATH PRIMO (Area 27, Lair)

Val	Char	Cost	Roll	Notes	
8	STR	-2	11-	Lift 80kg: 1 1/2D6	
11	DEX	3	11-	OCV: 4 DCV: 4	
11	CON	2	11-		
8	BOD	-4	11-		
18	INT	8	13-	PER Roll: 13-	ECV: 6
17	EGO	14	12-	EGO Roll: 12-	
15	PRE	5	12-	PRE Attack: 3D6	
6	COM	-2	10-		
2	PD	0		Total: 6 (4 rPD)	
3	ED	1		Total: 7 (4 rED)	
3	SPD	9		Phases: 4, 8, 12	
4	REC	0			
22	END	0			
18	STN	0			
7	MREC	0			
40	MANA	2		Total Characteristics Cost: 36	

Movement: Running: 5"/10"
Leaping: 1 1/2"/3"

Cost Powers **END**
23 Magic Spells (70 pts) var
5 Demon Eyes: IR Vision -

Cost Skills and Talents
13 Magic Skill 18-
3 Magic Research 13-
3 KS: Runes and symbols (INT-based) 13-
2 PS: Evil High Priest 11-
3 Paramedic 13-
3 Language: Arcanum Fluent
1 Literacy

Total Powers & Skills Cost: 56
Total Cost: 91

PTS Disadvantages
-5 Reputation: evil wizard (bad) 8-
-10 Hunted: Mage Guild, NCI, more powerful, capture, 8-
-10 Distinctive Looks: body is a roadmap of pain C/N

Total Disadvantage Points: -25

Ecology: Gareth Primo was a fairly successful necromancer and demonologist who finally was discovered and fled his home. He was on the run for several weeks until he reached the Rushmoors and hid out in a hut he found there that once belonged to a fisherman. That hut was attacked several times by Moor Saurians in the thrall of the naga, and while he barely beat the first wave, the second met the animated corpses of the former wave, and the Naga herself came to visit Gareth one night. Gareth Primo is now the high priest of the naga god Explictica Defilus. Gareth spends his whole existence underground serving the naga and telling the other cultists how to worship her.

Personality/Motivation: Primo is a cult member who has been charmed by the naga, but he would serve her willingly anyway. He loves power more than life its self and believes he's found his patron demon.

Powers/Tactics: Gareth is helpless in physical combat. Weak and feeble, he barely knows which end of a club to use. However, Gareth is quite skilled in magic, and is the most deadly mage the PCs meet in this adventure. He is also very creative with his necromancy, experimenting with the dead.

Gareth will have Spectral Cloak active on him, having drained the life to replace this lost health out of a victim. As soon as the PCs enter the room, he'll cast Overawe and try to presence attack them into hesitance or terror (45 Presence plus the setting is a pretty good chance, give him an extra 2D6 for the location and soliloquy minus being outnumbered to give a total of 11D6 the first time).

He will use Painstorm on groups, Soul Leech to heal himself, Foul Tentacles to restrain someone particularly troubling, and Blender immediately to give him some reinforcements. He uses Demonhand on one target the Demon Fire or Rot Cascade on others.

Campaign Use: Gareth is the captain for the naga, the second most powerful "boss" in the dungeon. Fighting him should be tough.

Appearance: The high priest of the naga wears rich looking fenen robes and hangs in the air an inch off the ground, floating rather than walking. His skin is unnaturally pale from being underground so long, and he is bald. Every inch of skin on his body is covered with scars and tattoos.

Equipment: Gareth's Rainments
Eilhas Staff Stalwart crimson silk sash
Jewelry worth 6D6+10 copper

SPELLS		
SPELL	EFFECT	ROLL
Blender	Summons two blenders	-5
Demon Fire	2D6+1 RKA energy	-4
Demon Hand	26 STR TK hand	-3
Foul Tentacles	Entangle 2D6, 4 DEF, backlash	-4
Painstorm	Ego Attack 2D6 AE mental	-4
Animate Zombie	Summon Loyal Zombie	-6
Rot Cascade	Drain 3D6 Body over a turn	-3
Spectral Shroud	4PD Armor, 50%rPD Dam Red (8 Body to cast)	-4
Soul Leech	Transfer 1D6 Body, range (1 Body to cast)	-3
Distract	CE: -1 magic roll and OCV single target	-2
Overawe	+30 presence for PRE attack	-3

THE JAILER (Area 25, Lair)

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 520kg: 3 1/2D6
14	DEX	12	12-	OCV: 5 DCV: 5
16/21	CON	12	12-	
13	BOD	6	12-	
9	INT	-1	11-	PER Roll: 11-
8	EGO	-2	11-	EGO Roll: 11- ECV: 3
20	PRE	10	13-	PRE Attack: 4D6
8	COM	-1	11-	
8	PD	4		Total: 10 (2 rPD)
6	ED	3		Total: 8 (2 rED)
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
32	END	0		
40	STN	10		Total Characteristics Cost: 67

Movement: Running: 6"/12"
Leaping: 3 1/2"/7"

Cost	Powers	END
2	Tough: Damage Resistance 2 PD, 2 ED	-
3	Tough: CON +5 vs being stunned only	-
3	Tough: Lack of Weakness 3 pts	-
4	Huge: Knockback resistance -2"	-
5	Dull and Skeptical: Mental Defense 7	-

Cost	Skills and Talents
5	Resistance 5 pts
6	Combat Skill Levels: +2 with martial arts
2	Weapon Familiarity: common melee weapons

WRESTLING				
MOVE	COST	OCV	DCV	NOTES
Choke Hold	4	-2	0	3 1/2D6 NND, grab
Crush	4	-1	-1	Grab, 1D6 KA
Legsweep	3	+2	-1	4 1/2D6, target falls
Martial Disarm	4	-1	+1	28 STR disarm
Martial Escape	4	0	0	33 STR escape
Martial Grab	3	-1	-1	Grab, 28 STR

Total Powers & Skills Cost: 48
Total Cost: 115

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: The Jailer is a huge, tough, and mean man with limited intellect that the naga uses to tend her prison. He was once a caravan guard, now he's a prison guard.

Personality/Motivation: The Jailer (who no longer has a name) is a dumb brute, he loves to crush his foes in his hands.

Powers/Tactics: Huge and strong, the Jailer fights with his bare hands. He loves to crush and break his foes without weapons, using wrestling moves. He wears no armor but is naturally very tough, and can take a great deal of punishment.

Campaign Use: The Jailer is the main protection for the prison in the Lair of the Reptile God. He is a minor boss to protect the area and hinder escape.

Appearance: The Jailer is a huge, ugly man with sprigs of hair, jagged teeth, and a stoop. He's enormous, a mountain of muscles and scars with calloused fists.

Equipment: The Jailer has no equipment other than keys to the jail cells.

JARVIS INGAR (Area 14, Lair)

Val	Char	Cost	Roll	Notes
17	STR	7	12-	Lift 340kg: 3 1/2D6
14	DEX	12	12-	OCV: 6 DCV: 5/7
15	CON	10	12-	
11	BOD	2	11-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6
10	COM	0	11-	
6	PD	3		Total: 11 (5 rPD)
4	ED	1		Total: 9 (5 rED)
4	SPD	16		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STN	2		Total Characteristics Cost: 58

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost Skills and Talents

5	Combat Skill Levels: OCV +1
5	Closing Stance (Full move for half move and +2 DCV and -2 OCV but
11	Mob Stance (Defense Maneuver IV, +4 OCV for sweep attacks, -2 DCV vs ranged attacks, -2" running)
15	Combat Sense 11-
3	Tactics 11-
4	Weapon Familiarity: Common weapons
1	Literacy
3	Rapid Attack

Total Powers & Skills Cost: 44

Total Cost: 105

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Jarvis is a puppet of the naga, a cultist under her control. He serves her as heavy muscle, killing intruders and guarding the lair.

Personality/Motivation: Jarvis is a tactician, a warrior who thinks and studies. He is more of a scholar than most warriors, a man who reads and memorizes poetry.

Powers/Tactics: Jarvis is a tactical fighter, he will deal with healers and mages first, then heavy fighters, then light fighters. He doesn't feel any particular sense of honor or need to live up to a code, he believes in fighting smart and winning. He is not especially skilled in any one weapon, although his sword is particularly effective against lizards of any kind.

Jarvis will use mobility as much as he can, moving around the battleground with Closing Stance to various targets in need. He also will use Mob Stance if he has to fight more than one target, with sweeps to disable several at once. He fights sword and board, so his DCV is rather good for someone in medium armor.

Campaign Use: Jarvis is a heavy hitter, someone more dangerous than your average encounter in the Lair.

Appearance: Jarvis is a tall, lean man with broad shoulders. His hair is cropped close but you can't see that because he wears his mail almost constantly.

Equipment: Scale Mail
Medium Shield
Lizardbane Longsword
2D6 silver
Potion of repair

LLYWILLAN (area 9, Orlane)

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg: 2D6	
17	DEX	21	12-	OCV: 6 DCV: 6	
11	CON	2	11-		
9	BOD	-2	11-		
13	INT	3	12-	PER Roll: 13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2D6	
12	COM	1	11-		
4	PD	1		Total: 4 (0 rPD)	
3	ED	1		Total: 3 (0 rED)	
4	SPD	13		Phases: 3, 6, 9, 12	
5	REC	0			
22	END	0			
22	STN	0			
5	MREC	0			
24	MANA	0			
				Total Characteristics Cost: 47	

Movement: Running: 7"/14"
Leaping: 2"/4"

Cost	Powers	END
4	Magic: Spell Pool 12 points	-
5	Elf Eyes: Night Vision	-
2	Swift: Running +1" (7" total)	1
6	Keen Senses: Enhanced Senses +2 (all)	-

Cost	Skills and Talents
3	Environmental Movement: light tread
3	Light Sleep
4	Familiarity: Common Elven Weapons
1	Literacy
3	Language: Morianic
5	Concealment 13-
3	Survival 11-
3	Stealth 12-
2	Penalty Skill Levels: +1 range with bows
9	Combat Skill Levels: +3 OCV with bow
5	Magic Skill: 13-
3	Riding 12-

WAY ARCHERY				
MOVE	COST	OCV	DCV	NOTES
Block	5	+1	+3	Abort, block
Disarm	4	+1	--	+23 STR mg disarm
Guarded Shot	3	-1	+3	Ranged attack
Heart's Focus	5	--	+1	+2DC KA bow

Total Powers & Skills Cost: 77
Total Cost: 125

PTS Disadvantages
-10 Vulnerability: x1 1/2 effect flash attacks

Total Disadvantage Points: -10

Ecology: Llywillan joined his friend Dorian to investigate the mystery of Orlane at the behest of an wood elf merchant.

Personality/Motivation: While Dorian is more of a mage, Llywillan is remarkably untrained in magic for one of his people. Llywillan is an ascetic, he does not enjoy wine, he meditates and studies and works on his archery whenever he can.

Powers/Tactics: He is, however very skilled with his archery, and is a novice at Way archery. He uses his magic for very minor effects and healing, rarely in combat. As a beginner in Way archery, Llywillan does not know any special maneuvers, but has several combat skills that he can use. He will tend to use the Guarded Shot in order to avoid being hit while firing his bow (it gets his halved DCV up to 5) and his ranged disarm to deal with dangerous warriors.

Campaign Use: Dorian and Llywillan are unwilling to assist any non-elven PCs directly, but if they come to trust the PCs they will share information which is just about the whole story at this point.

Appearance: Dorian has long auburn hair tied in five braids that go down to his shoulderblades. He wears braided fenen armor everywhere except on his hands, which are bare. His tattooing is less extensive and noticeable than Dorian's.

Equipment: Entbranch Elfin Bow strung with Wyrmgut
12 Vhaeth willowleaf arrows and 60 ordinary willowleaf arrows, and 20 woodfist arrows.
Steelhands
Braided Fenen armor (areas 3-5, 7-18)
2D6 silver
2 Renk Nuts

SPELLS		
SPELL	EFFECT	ROLL
Bowbless	No range modifier on bow	-2
Farshot	x5 range on bows	-2
Branchwalk	Run on narrow surfaces safely	-1
Eagle Eyes	Telescopic +4, +2 sight PER	-1
Hareleap	Leaping +4"	-1

MISHA DEVI (area 3, Temple of Harvest)

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
14	DEX	12	12-	OCV: 5 DCV: 6/8
13	CON	6	12-	
10	BOD	0	11-	
17	INT	7	12-	PER Roll: 12-
14	EGO	8	12-	EGO Roll: 12- ECV: 5
17	PRE	7	12-	PRE Attack: 3 1/2D6
16	COM	3	12-	
5	PD	2		Total: 12 (7 rPD)
3	ED	0		Total: 8 (5 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STN	0		
6	MREC	0		
35	MANA	2		Total Characteristics Cost: 56

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost Powers **END**
9 Magic: Spells (27 points) var

Cost Skills and Talents

- 11 Magic Skill 16-
- 3 Magic Research 12-
- 2 Weapon Familiarity: Common melee weapons
- 2 PS: Priest 11-
- 2 KS: Temple of Harvest Rituals 11-
- 2 Language: Elencal (fluent conversation)
- 4 Herbalism (forest, plains) 11-
- 2 KS: Farming and agriculture 11-
- 1 Literacy

Total Powers & Skills Cost: 40
Total Cost: 96

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Misha Devi is the former high priestess of Harvest for Orlane and is now in charge of the cult of the Reptile God in the area. She rarely leaves the temple, and only goes from Orlane once a month "to pray alone" to visit the naga for more instructions.

Personality/Motivation: Misha was a dedicated priestess and is now a dedicated acolyte of the naga. She has a zeal to serve her new god matched with a genuine concern for other cult members and the religion's safety and success.

Powers/Tactics: Like most priests, Misha Devi studied some demonology and dark magic to understand the evil they face and how to combat it. Once under the naga's thrall, this little study became a life time effort. For almost a year Misha has been studying nothing but demonology and the points she once had in being a priest are now in this dark magic.

Unlike Abramo, Misha is reasonably capable with weapons and can stand and fight, but she prefers to use her magic for evil ends. The naga has prohibited her from learning any summon spells, but Misha knows many other evils.

In combat, Misha will use Hush if there are any casters present. She casts Screaming Eyes (turns the eyes of anyone in the radius into tiny screaming mouths) and Eyes of Hell. She will use Calefaction on anyone that angers her, Hands of the Damned on everyone she can, and Wracking Fear on people after that. She can use her mace, of course, and will if her magic is too slow or won't do the job.

Campaign Use: Misha Devi is the big boss monster in Orlane, the main threat. When Misha Devi goes down, the cult forces will be aimless for a day or so, unsure what to do.

Appearance: Misha is a strikingly beautiful woman in her thirties wearing the homespun robes of the Temple of Harvest unless he expects trouble (or is looking for it). She has straw-colored long hair and light blue eyes. In combat mode, she has a slim, well-crafted mace and a suit of chainmail.

Equipment: Chainmail (areas 3-4, 6-14)
Medium Shield
Misha's Mace
Ring of Warding (included in stats)

SPELLS		
SPELL	EFFECT	ROLL
Eyes of Hell	Spatial Awareness	-3
Hands of the Damned	1D6 NND continuous	-2
Wracking Fear	2D6 Mental Attack	-2
Calefaction	1D6 RKA fire continuous	-3
Screaming Eyes	Darkness (sight) 2"r, no range	-2
Hush	Darkness (sound) 1" r, personal immunity	-3

RAMNE (Area 27, Orlane)

Val	Char	Cost	Roll	Notes	
5	STR	-5	10-	Lift 50kg: 1D6	
11	DEX	3	11-	OCV: 4 DCV: 4/7	
7	CON	-6	10-		
6	BOD	-8	10-		
23	INT	13	14-	PER Roll: 14-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
10	PRE	0	11-	PRE Attack: 2D6	
8	COM	-1	11-		
1	PD	0		Total: 1 (0 rPD) (+12)	
3	ED	2		Total: 3 (0 rED) (+12)	
3	SPD	9		Phases: 4, 8, 12	
2	REC	0			
14	END	0			
13	STN	0			
9	MREC	0			
41	MANA	0			
Total Characteristics Cost: 23					

Movement: Running: 4"/8"
Leaping: 1"/2"

Cost	Powers	END
24	Magic: Spells (72 pts)	var
-4	Running -2"	

Cost	Skills and Talents	END
18	Magic Skill 20- (23- with whiskers)	
3	Magic Research 14-	
3	KS: Runes and symbols (INT based) 14-	
3	KS: Magic (INT based) 14-	
1	Elencal language (3 pts)	
2	Saurian language (3 pts)	
3	Perelen language (4 pts)	
1	Arcanum (2 pts)	
1	Literate	
3	Linguist	
12	Fast Casting (up to 60 active points faster)	2
26	Follower: Whiskers the familiar (132 pts)	

Total Powers & Skills Cost: 106
Total Cost: 129

PTS	Disadvantages
-10	Age (70 years old)
-15	Phys Lim: old and feeble A/G

Total Disadvantage Points: -25

Ecology: Ramne is an aged mage who after a long career as a teacher in Feyspring retired to the quiet and cozy town of Orlane. Unfortunately his plans have gone awry, the town is not quiet any more and he's concerned about the changes. Ramne knows more about the cult than any citizen in Orlane because nobody really pays him any heed or concern.

Personality/Motivation: A quiet, retiring fellow, Ramne pretends not to be much of a power. None of the town except the elves know he is a mage, and he likes it that way. He's not shy, but he's very, careful and slow to judge or take action.

Powers/Tactics: Ramne is actually the most powerful spell-caster in the adventure, but he's also the most frail and weak character. Ramne is no match for even an incompetent villager in hand to hand combat, but with his magic he's more than a match for even Abramo, one on one. Ramne's studies were largely theoretical, but along the way he's picked up a few useful other spells. Only the spells immediately applicable to the adventure are listed below.

In combat, Ramne prefers to escape. He's not a fighter and he knows it. If he has to, though he'll use his wand

Ramne also has a familiar, the wolf Whiskers. It looks like an ordinary wolf, except it has unusually wise looking eyes and behaves quite intelligent when nobody is looking or with people Ramne trusts.

Campaign Use: He has gathered this knowledge through patient observation. He despises the cult, and will be willing to aid a group that acts toward its destruction, but only after he is convinced of the party's integrity. This might take several weeks, depending on the group's activities. For example, if they defeat a band of saurian, the time period will be shortened; but if they stay at the Golden Grain Inn, it will take longer to convince him.

Appearance: Ramne is bent and aged, a man in his seventies who looks even older. He wears simple homespun clothing when at home.

Equipment: Wand of Mystic Strike Elf Cloak
Healing Potion Potion of Vitality
Rod
3D6+10 silver 2D6 copper

SPELLS		
SPELL	EFFECT	ROLL
Blur	+3 DCV	-1
Chill Bolt	3D6 blast, 1D6 Drain Run	-4
Hex	2D6 Suppress magic roll, cont	-2
Illusory Armor	12 PD, ED FF, Ego roll reduces	-3
Light	Light in 2" radius	-3
Magestaff	80 Mana	-1
Magic Resistance	5 to Power, Flash, Mental defense and ED armor; fades per day	-4
Magicbane	Dispel 14D6 any one spell	-5
Silence	Darkness vs sound 1" radius (personal immunity)	-2
Spellward	4D6 suppress any one spell, personal immunity	-3

TRAVER STOUTHEART (Area 10, Orlane)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200kg; D6
11	DEX	3	11-	OCV: 4/5 DCV: 4/6
17	CON	14	12-	
11	BOD	2	11-	
7	INT	-3	10-	PER Roll: 11-
9	EGO	-2	11-	EGO Roll: 11- ECV: 3
10	PRE	0	11-	PRE Attack: 2D6
8	COM	-1	11-	
4	PD	1		Total: 9 (5 rPD)
4	ED	1		Total: 7 (3 rED)
4	SPD	19		Phases: 3, 6, 9, 12
6	REC	0		
34	END	0		
26	STN	0		

Total Characteristics Cost: 38

Movement: Running: 5"/10"
Leaping: 1"/2"

Cost Powers **END**
 3 Enhanced Perception: +1 all senses
 -2 Leaping -2"
 -2 Running -1"

Cost Skills and Talents
 4 Weapon Familiarity: common weapons
 3 Combat Skill Level: OCV +1 with swords
 3 Tactics 11-
 7 Paramedic 13-
 2 PS: Bodyguard 11-
 2 AK: Orlane 11-
 1 Language: Gutter
 1 Language: Trade

WARCRAFT				
MOVE	COST	OCV	DCV	NOTES
Block	4	+2	+2	Block, abort
Counterstrike	4	+2	+2	+1 DC, follow block
Shove	4	--	--	30STR to shove
Takeaway	5	--	--	25STR to take weapon
Shield Bash	5	+2	+2	+2D6 hit, requires shield

Total Powers & Skills Cost: 31
Total Cost: 69

PTS Disadvantages
 -20 Psych Lim: protect Zakarias Ormond VC/S
 -5 Age (53 years old)

Total Disadvantage Points: -25

Ecology: Although once a very strong and capable warrior, time has caught up to Traver Stoutheart. Traver was Alan Ormond's bodyguard and companion, and he's Zakarias Ormond's bodyguard but these days Zakarias is more capable than he is.

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Personality/Motivation: Traver isn't the man he used to be, and it bothers him deeply. He still feels a deep sense of duty and these days he's almost paranoid in trying to protect the mayor.

Powers/Tactics: Traver can't get around as well as he once did, but he's still pretty capable in combat. Traver's primary concern will be to protect his ward and keep enemies off him, but otherwise he focuses on taking down the most dangerous target first.

Traver fights sword and board, using a medium shield and his fine quality Star Iron sword. The sword is his most prized possession, a gift from Zakarias' father. Although not what he once was, Traver still is fairly skilled. He uses block and counterstrike as well as takeaway to give himself an advantage over his foes, and one on one can be fairly dangerous.

Campaign Use: Traver is just a force to protect Zakarias and keep players from attacking the mayor. He's also good in a fight if somehow the mayor's home comes under attack.

Appearance: An older man, Traver looks craggy and haggard like the veteran of dozens of wars. He has white hair cropped very close and a close-trimmed goatee, and is rarely seen without his Ormond house livery and scale mail armor.

Equipment: Traver's Longsword
 Scale Mail armor (full suit)
 Medium shield
 2D6 silver, 3D6 copper, 1D6 iron

ZAKARIAS ORMOND (Area 10, Orlane)

Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 320kg: 3D6
14	DEX	12	12-	OCV: 6 DCV: 5
12	CON	4	11-	
10	BOD	0	11-	
14	INT	4	12-	PER Roll: 12-
15	EGO	10	12-	EGO Roll: 12- ECV: 5
14	PRE	4	12-	PRE Attack: 2 1/2D6
12	COM	1	11-	
4	PD	1		Total: 10 (6 rPD)
3	ED	1		Total: 7 (4 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
24	END	0		
24	STN	0		
				Total Characteristics Cost: 49

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost	Skills and Talents
4	Weapon Familiarity: common weapons
5	Combat Skill Level: OCV +1
3	Persuasion 12-
3	Conversation 12-
1	Perk: Mayor of small village
6	Combat Skill Levels: Swords +2

Total Powers & Skills Cost: 22

Total Cost: 71

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Zakarias is the mayor of Orlane, taking over from his father ten years ago. For years he's led a quiet life and now the town seems to be going mad.

Personality/Motivation: He prefers a quiet and polite town and the late changes have upset Zakarias considerably. Zakarias is not sure what is happening but he wants very badly to fix things.

Powers/Tactics: In combat, Zakarias is a pretty straightforward warrior. He knows no special maneuvers, he has no unusual skills. Zakarias relies on his shield to protect him and his skill with a sword (which is considerable - with the sword his OCV is 10!) to deal with his foes.

Campaign Use: Zakarias is the town authority, the man that the PCs have to deal with eventually in Orlane. Although not as capable as they are, he's fairly able in combat.

Appearance: The Mayor looks like an ordinary villager, he rarely wears his chain of office (a brass chain over one shoulder, but he tries to stay neat and clean. He's a fairly handsome fellow that is taller than most villagers and in good condition.

Equipment: Accurate Longsword
Eilhas shield
Chain Mail armor (full suit).
2D6 silver
Chain of office worth 4 sp

ITEMS IN THE ADVENTURE

There are many items in this adventure referred to by name with little to no description. This section explains and details each item in question, including a section at the end with a summary of the stats for weapons and armor.

ABRAMO'S HAND OF GLORY

This is a withered hand worn like a pendant that gives 20 Body for casting Dark secrets spells, and recovers 1 body every hour. If all the Body is ever used up, it stops recovering and rots rapidly.

ABRAMO'S SKIN CLOAK

This is a hooded cloak that looks like it has been stitched together from human skin—and it was. This cloak gives him +3 CON vs being stunned. It can be worn by anyone but might result in being attacked by any decent person. Consider the cloak to have distinctive looks (poor reaction).

ACCURATE LONGSWORD

This is a well-crafted longsword that has been enchanted to be more accurate. It has a bonus of +1 OCV, making it +2 total OCV because of the innate bonus swords have.

ALAN CLAYBORN'S CHAINMAIL

Made of Dwarven Steel chainmail, this is armor of such high quality that is so well made that it negates 1 DCV penalty from encumbrance and is slightly lighter than even usual Dwarven Steel. It has been crafted with a complex endless knot design of a darker steel set against the lighter color.

BOOTS OF STRIDING

These are fine Wyvernhide boots of a deep, almost purple red color that grant the wearer +3" running and x2 noncombat running.

COLLAPSIBLE GRAPNEL

A ratman invention, this is a lightweight steel grapnel with black matte paint on it. The grapnel can be used as an ordinary one, but it can be collapsed down into a bundle of metal smaller and less conspicuous than the usual kind. When collapsed, the grapnel is only -3 to concealment to hide. However, due to its construction, the grapnel has a 14- burnout chance: if the roll fails, the grapnel has broken and requires repair.

ELVEN ROPE

This is rope of fine quality woven from spider's silk and the hair of pegasus and unicorn, according to legend. The rope weighs only 1kg and is 4" long, but can hold up to 3200 kg before breaking. It has a defense of 6 and Body of 2.

ELIXIR OF FOREST TRAVEL

This creamy green fluid tastes like bitter leaves, but for D6 hours it grants the character the ability to move at +1" running. While the potion is in effect, the character also is invisible to tracking and detect spells and effects.

FINGERBONE BELT

This is a fragile belt that is made up of fingerbones from children. It breaks to pieces when Abramo is killed or defeated, but while he wears it, the belt grants 3 PD, 5 ED armor and +2 DCV.

GARETH'S RAINMENTS

This is a robe of deep purple so dark it looks black in most light, with gold and silver highlights and thin crimson threading in ornate patterns. The robe itself grants 4 PD, ED armor to the wearer in areas 7-17, and can at any time be used to levitate an inch off the ground. This gliding will allow the character to run as normal up to 8" running, preventing damage from contacting any surface. While the character levitates, he can effectively "walk" across any surface or liquid. Any time the character falls more than 2" (6 meters), the robe automatically slows their fall to 1" until they reach the ground, or an inch from it.

HEALING POTION

There are several different kinds of Healing Potions, but the ones in this adventure are all consistent. They taste of lemons and heal 4D6 as normal damage and have one dose unless otherwise noted.

LIZARDBANE LONGSWORD

This is an ordinary steel longsword that has been enchanted to be an additional +1 OCV versus any lizard (including Saurian), and against such foes, the damage the weapon does is armor piercing. This advantage does not increase the strength minimum to increase damage.

MISHA'S MACE

This is a light mace of excellent craftsmanship, of such quality and design that it is weighted better than most. It is considered "lucky" in that it may be able to hit even if the character rolls very poorly. Once a day, the wielder of the mace can roll again if they miss, but they must take this second roll and can only do so if they miss.

OIL OF BARRIERS

This oil can be poured out in a line on the floor, which in one phase creates a magical barrier. This barrier has 10 Physical Defense, hardened, which is transparent to energy. It can create a total of 18 hex sides before it is empty. The force wall created conforms to all normal force wall rules.

POTION OF REPAIR

This oily blue and gray swirled liquid is thick as mud and when smeared on a broken object does an 8D6 major transformation attack: broken to repaired. If the transform succeeds, the item is returned to its original structural integrity. This does not repair any magical powers or used charges and so on, it only restores the physical structure of the item. There is only one dose and it can only repair one item.

POTION OF VITALITY

This potion is clear and tastes like a peach liquor. When imbibed, the Potion grants life support against aging, food, and sleep, as well as giving 0 END Cost on all natural movement and strength use for 2D6 hours.

RING OF WARDING

This magical band is made of Ithilnaur and brass, glowing very slightly in starlight. The enchantment grants anyone who wears it 1PD, 1 ED armor and +1 DCV.

SCROLLS

There are several different scrolls that can be found in this adventure. Each one is written on parchment with special inks that are waterproof. They are written in the Arcanum language and can only be read by someone literate in that tongue.

It takes a full phase at 1/2 DCV concentration to read a scroll, and the reading must be done out loud. The full effect of whatever spell is written on the scroll immediately is cast, although if the spell takes Mana, the

reader must provide this energy to maintain the spell past the initial phase. The first phase of the scroll spell costs no mana whatsoever.

STALWART CRIMSON SILK SASH

This is a well made and rich looking silk sash that grants the wearer +5 Stun and +1 Constitution. It can be worn over armor, and although it is a sash, it can be tied around anywhere, even on a mount.

TRAVER'S SWORD

Traver's blade is a Star Iron longsword, and it is so well crafted that it has a chance to be more accurate every phase. Each attack, roll a 14+ activation, if this succeeds, the sword is +1 additional OCV. Each combat, this reduces by one step (13-, then 12-, and so on) until it is repaired.

UNMAGIC RING

This is a ring that has had a powerful *Unmagic* spell cast on it. Once, the ring can be used to cast an 18D6 dispel magic, on all spells at once, on the wearer. Then it becomes an ordinary silver ring.

WAND OF MYSTIC STRIKE

This wand looks like a copper rod 16" long with a claw on the end grasping a glass orb of red. With a magic skill roll of -3, the wand will cast *Mystic Strike* of 2D6 on the target, using up 3 Mana. The wand has only 30 mana left in it, but can be recharged to hold 99.

WARDING GLOVES

These are supple, well-crafted light gloves of thin leather dyed a dark gray. They can be worn under any armor, and are so thin and well made that they do not interfere with any skill rolls when worn. While worn, the Warding Gloves grant +1 DCV.

WATCHMAN'S DRAUGHT

This potion is dark brown and even tastes somewhat like coffee. When drunk, it grants five even hours of Ultraviolet Vision and life support vs sleep and eating.

WRAITHFORM POTION

This potion is pure black and tastes of dust. As soon as the potion is drunk, the character becomes desolidified, and remains so five minutes. The potion's effect cannot be turned off.

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	A DEF	BOD	CP VALUE
Boots of Striding	4	4	4	4	6.0	5	4	184
Alan Clayborn's Chainmail	6	4	6	5	15.2	8	12	300

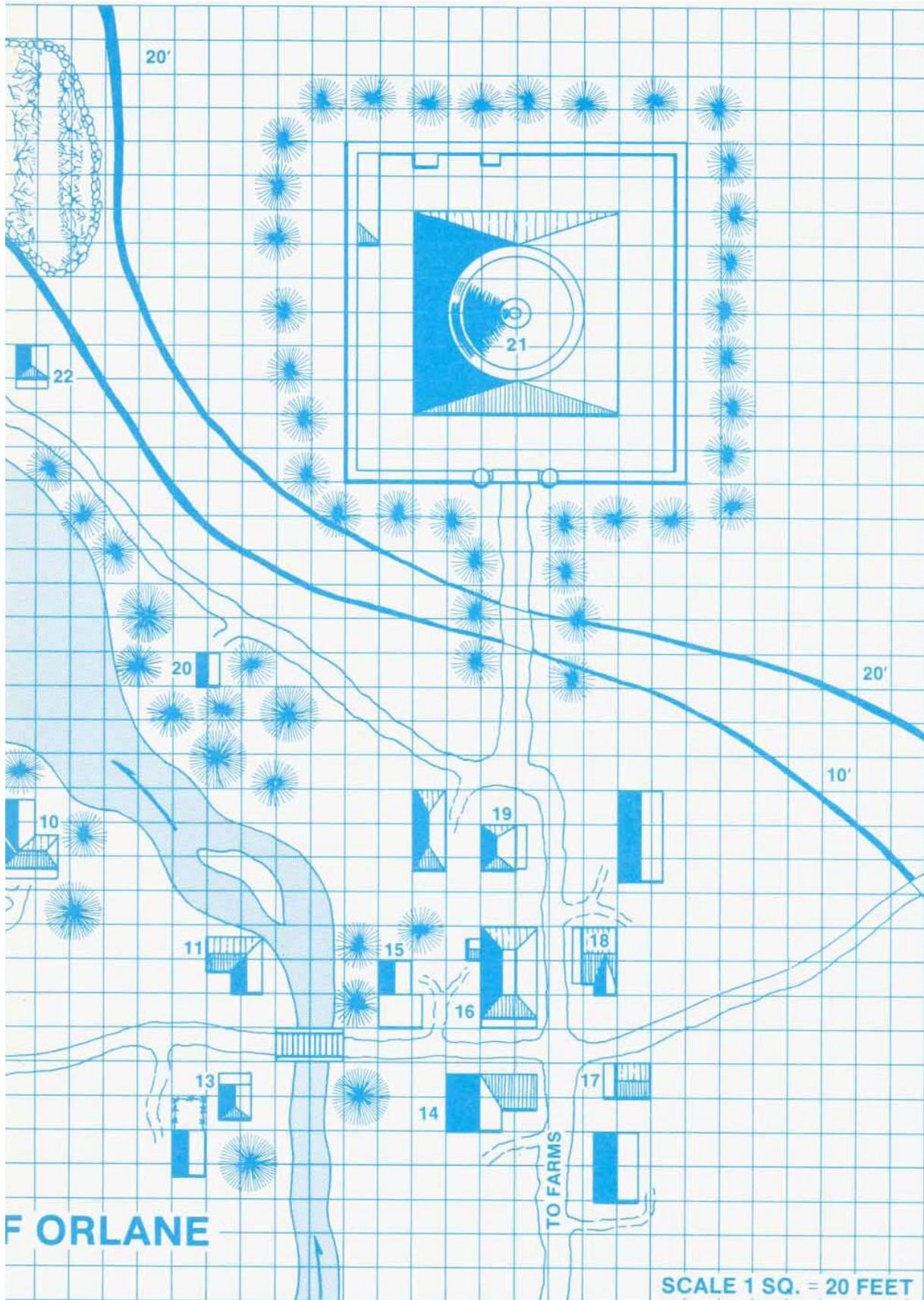
*A DEF is the armor's defense, how tough it is based on the material, rather than the defense it gives the wearer.

SHIELD TABLE					
SHIELD	KG WT STR MIN	DEF	BOD	CP VALUE	DCV
Eilhas Medium Shield	3.4	6	6	40	+2

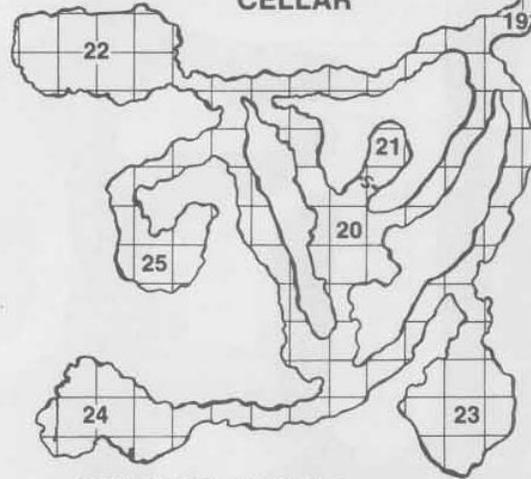
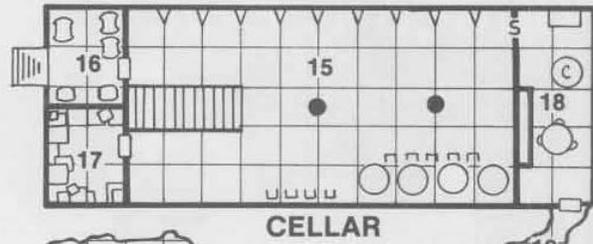
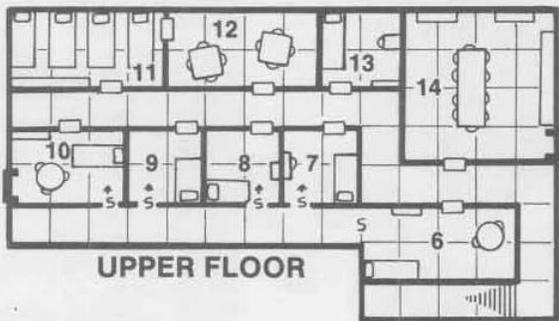
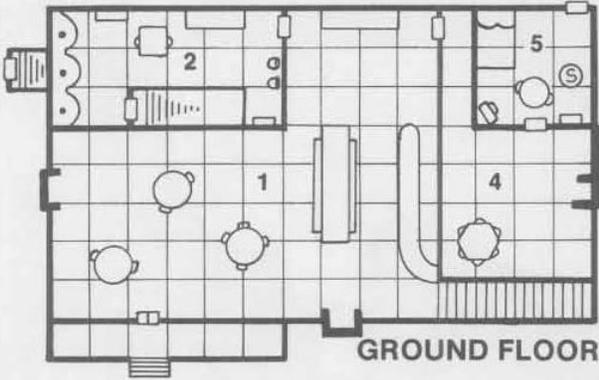
WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Bloodiron Dagger	+1	--	D6-1*	--	5	4	2	1.0	50
Dwarven Steel short sword	+1	--	D6	--	7	6	4	2.34	105
Dwarven Steel spear	--	(1")	D6+1	--	8	5	4	2.34	105
Eilhas Staff	+1	(1")	(4D6)	--	8	5	4	1.2	100
Felstone longsword	+1	--	D6+1	--	8	8	5	2.6	40
Llywyllan's Elfin Bow	--	+2	1½D6	--	9	5	2	1.45	425
Moor Saurian Spear	+1	(1")	D6	--	12	3	2	3.3	13
Moor Saurian Axe	--	--	D6+1	--	12/16	4	3	3.9	20
Moor Saurian Stone Club	--	--	D6	+1	12	3	2	2.7	13

*= see the individual item's text or description of the material in question for more notes (for example, bloodiron gains power when it is bloody).





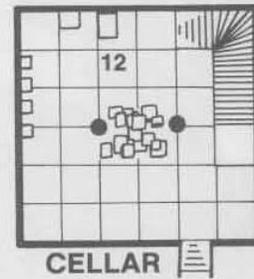
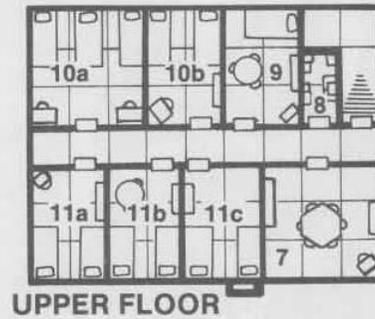
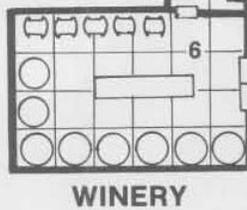
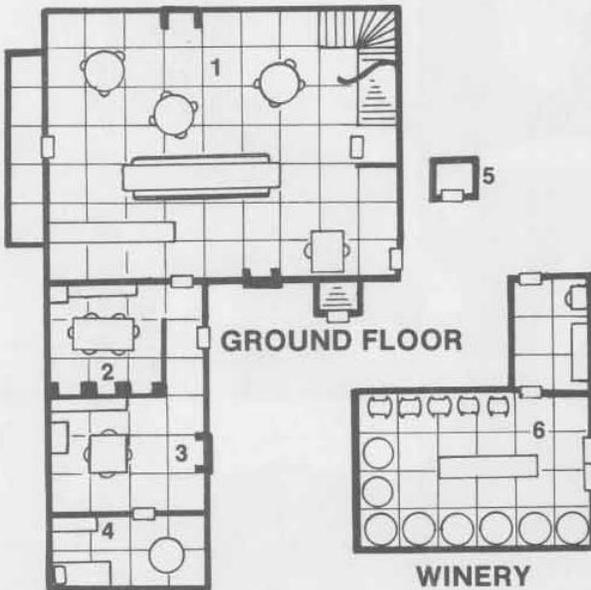
GOLDEN GRAIN INN



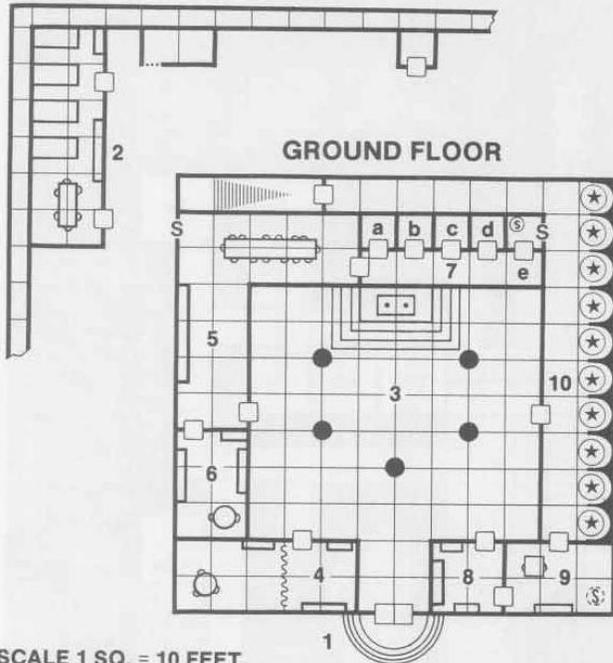
SCALE 1 SQ. = 5 FEET

	DOOR		SECRET TRAP DOOR
	SECRET DOOR		FIREPLACE
	ONE WAY SECRET DOOR		STAIRS
	TRAP DOOR IN CEILING		

INN OF THE SLUMBERING SERPENT

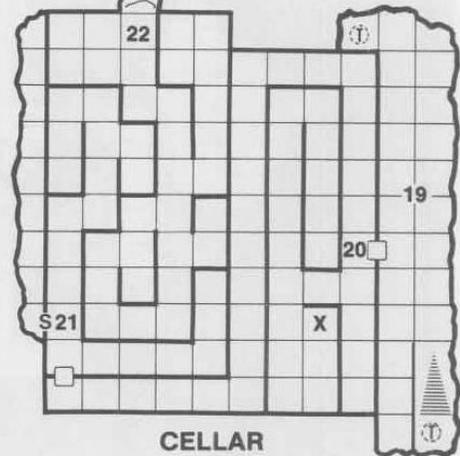
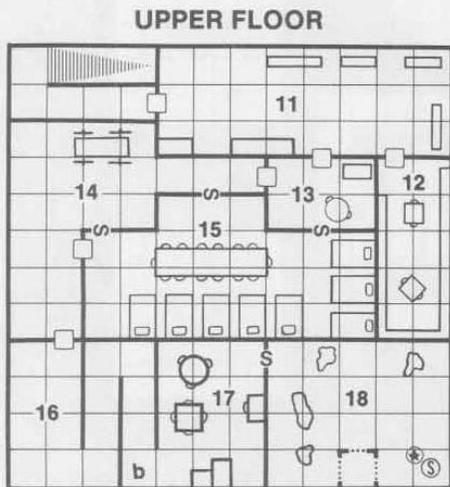
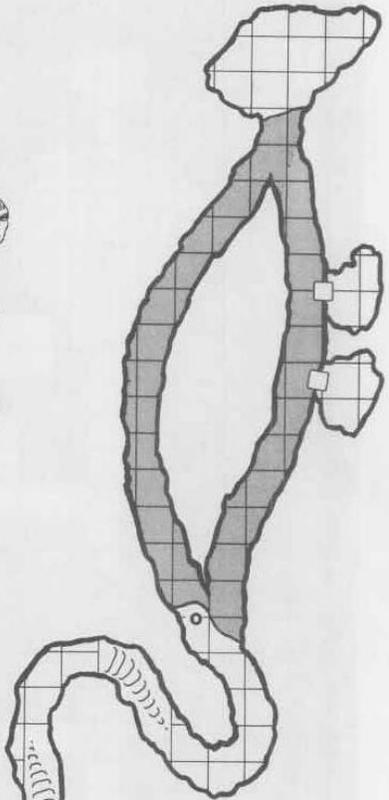


TEMPLE OF MERIKKA



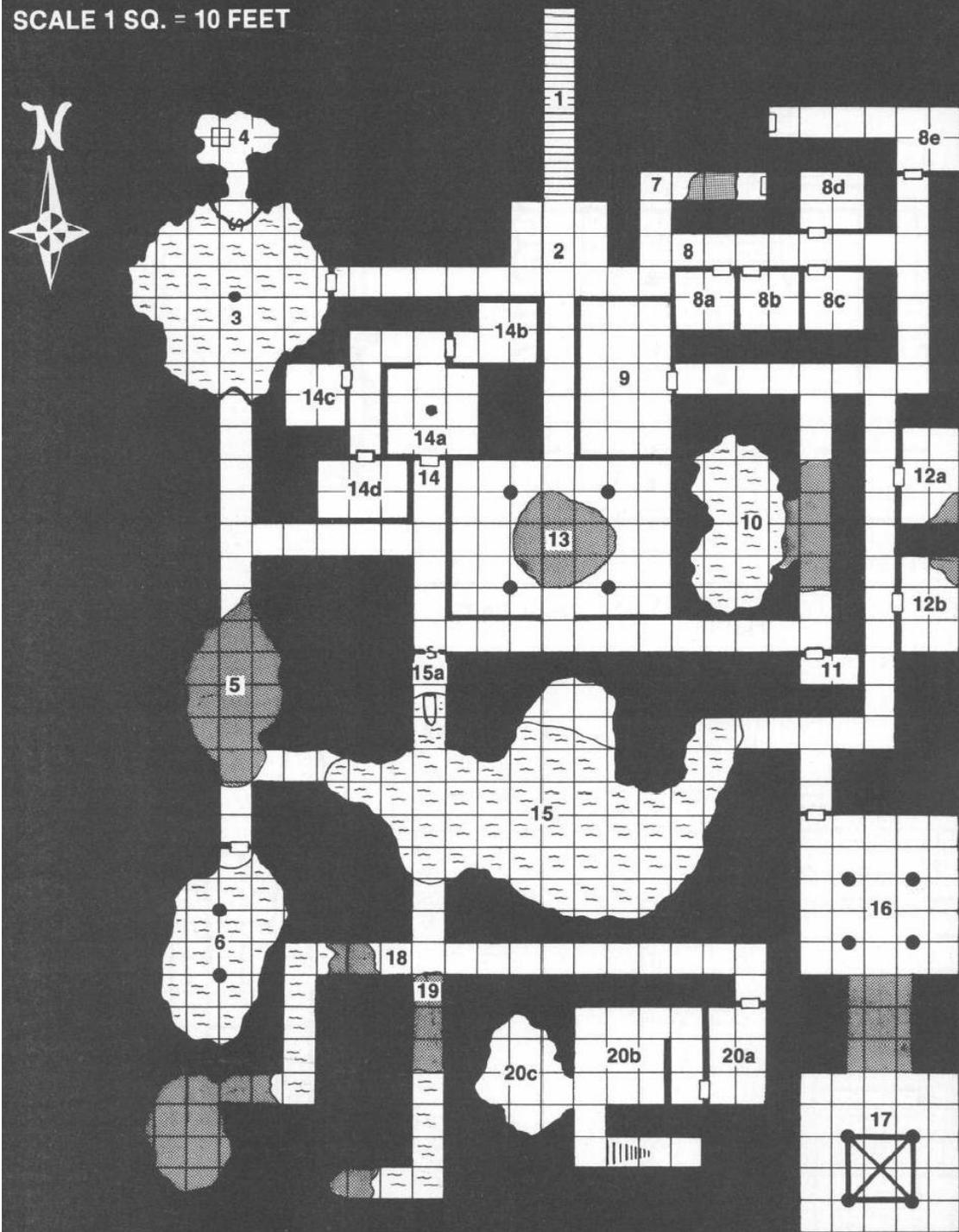
SCALE 1 SQ. = 10 FEET

	STAIRS		SECRET DOOR FLOOR		BARS
	ROUGH HEWN STAIRS		SECRET DOOR CEILING		STATUES
	DOOR		TRAP DOOR IN CEILING		PILLARS
	SECRET DOOR		CURTAIN		MUD



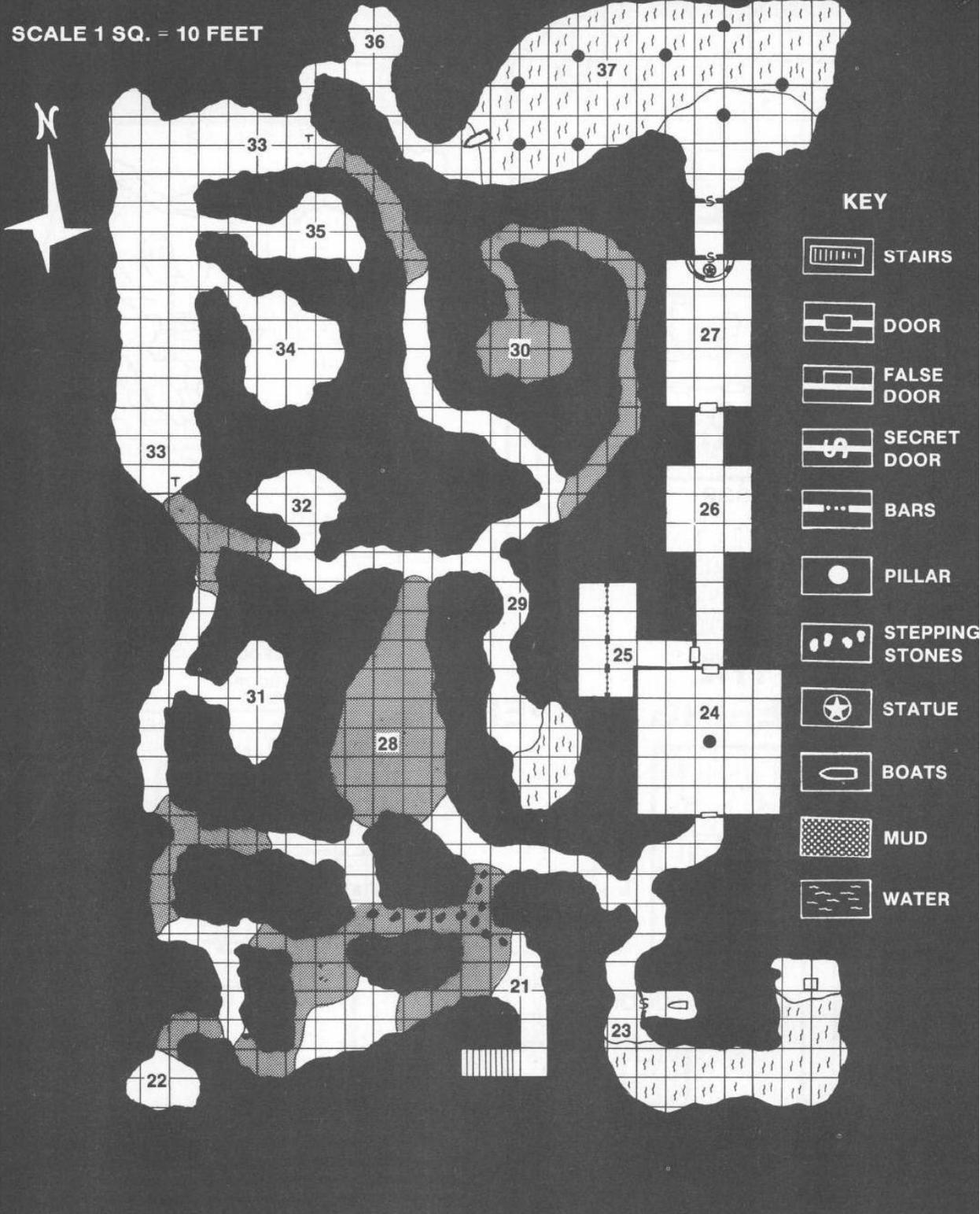
DUNGEON LEVEL 1

SCALE 1 SQ. = 10 FEET



DUNGEON LEVEL 2

SCALE 1 SQ. = 10 FEET



HANDOUT ONE

Dorian and Llywillan,

Much has happened in my life since we fought side by side against the orc horde. I hope, sometime, to have a chance to talk with you about many pleasant things.

My purpose now, sadly, is to ask—nay, beg—my courageous comrades to aid my people in a time of dire need. I cannot even describe to you the danger that threatens Orlane, for I know not its true nature. I do know that unless it can somehow be stopped, this evil will consume my little village and its families. We will vanish without a trace into the dust of history.

A sinister force is at work here, and it is made all the more frightening by the fact that its true nature is concealed in a web of fear and suspicion. I plead with you, come to Orlane, lend your skills to revealing this menace that it may finally be destroyed!

Your Comrade,



Zrkarias Ormond
Mayor of Orlane