

BESM dungeon



BESM

BESM DUNGEON

It is now 60 years after the Curse of Lysandra fell upon the holy lighthouse and the labyrinth beneath. When the ghost tower materialises every month, adventurers enter to seek the treasures that are rumoured to lie within. Yet, the tower is not as quiet as it once was. When the silvery moon is full, terrible yowls rise from the depths of the lighthouse dungeon.

The monsters inside have been breeding....

BESM Dungeon puts an anime spin on the traditional dungeon adventure. It offers multiple levels of mayhem, packed with a plethora of bizarre NPCs and hideous monsters. An homage to anime-style video games and classic dungeon hack role-playing, BESM Dungeon is a light-hearted, level-up campaign for brave knights, cat-girl thieves, and elven mages!

BESM Dungeon is the third of the three-book *BESM Fantasy* line, along with the *BESM Fantasy Bestiary* (02-109) and *Ursia: Grave of Heaven* (02-110).



BESM DUNGEON

WRITTEN BY DAVID L. PULVER AND JAMES MALISZEWSKI

COVER ARTWORK BY JULIE DILLONS

INTERIOR ARTWORK BY SVETLANA CHMAKOVA, CHRISTINA
CRONTIRIS, JULIE DILLONS, PAMELA RAMALI, CHRIS
STEWARD, CHRIS WATKINS

TRI-STAT SYSTEM™ DESIGNED BY MARK C. MACKINNON

EDITING BY JEFF MACKINTOSH

EDITING ASSISTANCE BY ADAM JURY, CHRIS STEWARD

ART DIRECTION AND BACK COVER COLOURING BY JEFF MACKINTOSH

GRAPHIC PRODUCTION BY ADAM JURY

IN MEMORY OF GERALD A. STEWARD 1933 TO 2003

GUARDIANS OF ORDER, TRI-STAT SYSTEM and BESM are trademarks of GUARDIANS OF ORDER, INC.

Copyright © 2003 GUARDIANS OF ORDER, INC.

All rights reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews.

Version 1.0 — April 2004

Printed in Canada

GUARDIANS OF ORDER, INC.
P.O. Box 25016
370 Stone Road
Guelph, Ontario
CANADA N1G 4T4

Phone: 519-821-7174
Fax: 519-821-7635

info@guardiansorder.com
http://www.guardiansorder.com

MEMBER OF
GAMA
THE GAME
MANUFACTURERS
ASSOCIATION



ISBN 1-894525-40-X

Product Number 02-108

TABLE OF CONTENTS

3 CHAPTER 1: HISTORY

- 4 The Lost Temple of Lysandra
- 7 The Haunted Lighthouse
- 8 The Island of Jessenia

9 CHAPTER 2: ADVENTURERS

- 10 The Adventuring Party
- 11 Creating a Character
- 19 Dungeon Occupational Templates
- 26 Wealth and Money
- 26 Adventuring Gear
- 27 Currency

28 CHAPTER 3: NOAH'S LANDING AND ENVIRONS

- 29 Local Geography — The Eastern Coast of Jessenia
- 32 Mount Petra
- 33 The Locals
- 37 Religions of Eastern Jessenia

39 CHAPTER 4: LABYRINTHS OF LYSANDRA

- 40 Hunting
- 42 Map: First Dungeon Level
- 43 First Dungeon Level
- 55 Map: Second Dungeon Level
- 56 Second Dungeon Level
- 66 Third Level
- 67 Map: Third Dungeon Level
- 74 Map: The Lighthouse
- 75 Lighthouse of Petra

77 APPENDICES

- 78 Appendix I: Dungeon Monster Templates
- 90 Appendix II: Magical Items of Power
- 90 Items of Power

96 INDEX



CHAPTER 1: HISTORY

BESM Dungeon puts an anime spin on the traditional dungeon adventure. It offers multiple levels of mayhem, packed with a plethora of bizarre NPCs and hideous monsters. An homage to anime-style video games and classic dungeon hack role-playing, *BESM Dungeon* is a light-hearted, level-up campaign for brave knights, cat-girl thieves, and elven mages!

This chapter describes the history of the Ghost Tower, which is the setting for *BESM Dungeon*, as well as the lands that surround the dungeon.

THE LOST TEMPLE OF LYSANDRA

Valkyrior the half-elf was one of the mightiest warriors in the Island Kingdom of Jenessia — an archer and swordsman without peer. In his youth, he slew a terrible hydra, and ever after, he dipped his arrows in its venom, so that a single shot would kill. Unfortunately, he could not outshoot Cupid. He fell hopelessly in love with King Godfrey's beautiful but wilful daughter, Princess Melantha. King Godfrey, however, refused to let his daughter elope with a half-breed. Valkyrior was banished from the kingdom. The king then sent Melantha to the great Temple of Lysandra at Petra, where she was to spend a thousand years studying to be a proper elf lady under the High Priestess.

The Temple of Lysandra was one of the wonders of the ancient world. A great lighthouse, it stood near the populous coastal town of Noah's Landing, its beam warning ships away from doom on the treacherous and monster-haunted rocks of the island of Petra. The lighthouse was sacred to Lysandra, goddess of the moon. Attended by the "Silver Acolytes," an order of human and elven priests and priestesses, its vaults held great wealth and many sacred treasures. High walls protected the temple, a veritable castle with deep underground vaults and tunnels that held supplies, including fuel for its sacred fire. A strong guard of temple warriors defended the temple, backed by spirit guardians: nagas, unicorns, and other puissant creatures that were sacred to Lysandra.

All this Valkyrior learned when he considered an attempt to rescue Melantha. It would take an army to breach the temple, and any attempt he made would be suicide. Hating his own weakness, Valkyrior left Melantha behind and became a soldier of fortune. Embittered, he cared not whether he served good or evil. He became a captain of mercenaries, a roguish pirate, a wandering adventurer. He travelled into the wild northlands, and fought in the wars between the feuding goblin clans and their dwarf foes. A goblin chieftain cheated him of pay, and so he slew him and took over his warband. In doing so, he freed one of the goblin's captives — a young nekojin named Kedi.

One day Valkyrior heard that a fierce dragon was terrorising the dwarven Kingdom of the Bright Hills. He resolved to slay it and take its hoard, but his goblin followers feared to face a dragon and ran away. Valkyrior and Kedi carried on alone. Valkyrior found the dragon's cave, but discovered he was too late: the dragon had been slain by a dwarven war party and its hoard reclaimed. The dragon had been a female, for around its corpse were broken eggs, their beautiful shells shattered by dwarf warhammers. One egg had survived, though, tucked under the dragon's tail. Valkyrior sheltered in the cave until the egg hatched, and then raised the baby dragon as his own, living as a hermit, with Kedi hunting for him.

Dragons grow up quickly. Soon it was strong enough to fly and breathe fire, and with it as his loyal companion, Valkyrior visited the goblins who had betrayed him. They were cowed by the dragon, and quickly swore allegiance. With them beside him, Valkyrior felt invincible. He began conquering other goblin tribes, forcing their leaders to swear fealty to him. As his power grew, other monsters flocked to join him: ogres, trolls, manticores, and beast-folk. Rumours began to spread that a terrible dragonlord had arisen in the wastes — a half-elf archer with a bow that shot poisoned arrows, who rode a dragon and commanded a monster horde!

King Suthri, the Dwarf-Lord of the Bright Hills, was frightened of the growing power of Valkyrior. Suthri had led the warriors that slew the dragon's mother, and he had lost two of his brothers, Jari and Aurvang, in that struggle. He resolved to act before the young fire-drake could grow in size and power. King Suthri's agents interrogated some captive goblins — taken in skirmishes with the Dragonlord's war band — to discover Valkyrior's origins. When the dwarf king learned he was a half-elf exiled for the love of a princess, he conceived a cunning plan. King Suthri summoned his wizard-smiths, and had them fashion a weapon: a magical golem in the form of the princess Melantha.

The princess-golem visited Valkyrior, claiming to have escaped from the Lighthouse of Lysandra. Valkyrior had not forgotten his old flame, and the sight of her rekindled his love. Fortunately for Valkyrior, he had another would-be suitor: Kedi the Nekojin. Even as the princess-golem prepared to seduce and murder Valkyrior, Kedi was on hand. Her jealous rage (and a well-placed blow of her 10-tonne hammer) knocked its head off, revealing its secret: it was a magical clockwork automaton.

This revelation did not cool Valkyrior's passion, however, or the anger of his jealous feline mistress. Even as Kedi studied the automaton to figure out who might have made it, Valkyrior acted. The gift of the dwarves had reawakened his old lust for Princess Melantha, and now he resolved to have the real thing. Wrongly believing the princess-golem had been sent by the Acolytes of Lysandra to torment him, he vowed to besiege the Temple of Lysandra and rescue the real Princess Melantha! His devoted fire-drake and his goblin horde eagerly followed him since the temple was supposed to be stuffed full of gold and relics, thanks to centuries of tithes.

Valkyrior's legions marched through the kingdoms of elves and men, burning villages and defeating all who came against them. Peasants and merchants alike fled before them, seeking a place of sanctuary. Many fled to the Lighthouse of Lysandra, whose fortified walls, deep labyrinth, and guards promised safety for their families and their valuables. Little did they know that the temple itself was Valkyrior's objective!



HISTORY

The dragonlord's horde marched up to the temple, with Valkyrion and his dragon at its head, only to find its gates barred and its defenders ready. Valkyrion demanded to see Melantha. The princess had long since lost her infatuation with Valkyrion, though, maturing into a responsible woman. Melantha was now High Priestess of Lysandra, and horrified at what Valkyrion had become: a terrible figure in black armour, leader of a monster army. Before the battle could begin, Valkyrion came to parley. He had three demands. First, he wanted Melantha as his bride. Second, all the temple's relics were to be presented as tribute. Third, each of his monster chieftains was to be given one virgin priestess to take home. If the acolytes co-operated, he would spare the lives of everyone. If not, he would sack the temple and slay all within it.

Melantha slapped him. She was not going to marry anyone — least of all a bloody-handed barbarian warlord, girlish crush or not! Melantha's temple guard was strong, and elven archers, human paladins, and guardian spirits manned the temple of light. Melantha knew that the promised reinforcements from her father the elf-king and from Suthri, King of the Dwarves (who was secretly delighted at the way things were going) were on their way, and would arrive by the time of the full moon — only a week away. She was sure that the temple could hold out until then.

Trumpets blew! Drums boomed! The siege began! Valkyrion dragonlord's goblins and trolls battered the main gate. His siege engines hurled fireballs. His wyverns and dragon strafed the tower and vomited fire down upon the defenders. After a fierce fight, they were driven off, with heavy casualties. As night fell, the defending templars caught their breath. All they had to do was hold out for few more days.

Little did they know that Valkyrion's frontal assault was a mere diversion! Kedi had carefully repaired and wound up the duplicate of Melantha. During a lull in the fighting, it approached the temple. Pretending to be the real Melantha out on a reconnaissance mission, the princess-golem bypassed some gullible guards and entered the temple, where it located a secret underground tunnel. The princess-golem slew the gate-guards and opened the rear gate. Valkyrion, Kedi, and the dragonlord's personal retinue of his most fierce monsters charged through. Taken by surprise, the temple guards were hacked down. Valkyrion and his horde rampaged through the castle, slaying and ravaging.

Valkyrion had given orders that Melantha be taken alive. Kedi had other ideas. The nekojin girl was furious that Valkyrion still lusted after his old flame. She slipped away from the rest of the raiding force and scouted ahead. Sneaking past naga guardians and temple warriors, she burst into the inner sanctum and confronted Melantha herself. There she found the high priestess in the midst of a mighty evocation. Melantha called upon the powers of the moon goddess to deny the castle and its temple to the usurper! As the moon set and the sun rose, she prayed that her father's armies would arrive in time ... only to be interrupted in mid-incantation as Kedi pounced upon her, so angry that she metamorphosed from a girl into a raging tiger. A swipe of her claws, and Melantha fell — but it was too late.

As the high priestess's blood stained the altar crimson, the divine invocation was cut short. The power that Melantha had gathered went wild. A shimmering bubble of silver spread from the priestess and surrounded the entire castle and its dungeons. Outside, the rest of Valkyrion's horde — ranks of goblins, redcaps, and lizard men, lining up to pour through the gates and finish the job of sacking the citadel — saw the temple shimmer and vanish as the first light of dawn rose over the hills. In moments, the castle was gone!

It had vanished, taking with it Valkyrion, his dragon, his elite guard, and their enemies and prey, leaving only a black bottomless pit. Leaderless and confused, the horde began to panic. Some vowed to search for their lord. Others fought among themselves, or fled back to the wild lands. When night fell,

there was no sign of the castle. In the distance, the horns of Elfland and the war-drums of the dwarves echoed; the two Kings were coming. The few remaining monsters fled. King Godfrey and King Suthri were puzzled by the absence of the temple, Valkyrion, and the Acolytes. For several days, they camped around the spot where the castle-lighthouse had once stood, hunting stragglers and quarrelling. Then the full moon rose, and the lighthouse shimmered into existence again.

No time had passed for those within the lighthouse and the dungeons below. From their viewpoint, the world had suddenly shimmered. Valkyrion was dismayed — it was as if his own army had vanished, only to be instantly replaced by the elves and dwarves. For their part, the dwarves and elves were surprised, but they attacked anyway, charging into the temple.

Although many of his allies were shocked by these events, Valkyrion refused to surrender, striking down those of his own forces who showed cowardice. In the labyrinth beneath the fortified lighthouse, the dragonlord and his monstrous bodyguards could hold off the attackers. Godfrey and Suthri launched three bloody attacks into the castle. The fighting raged through the night, and many on both sides fell. Valkyrion and his forces delved deeper into the dungeon. The dragonlord had learned of the existence of Alrinach the Corruptor, Lysandra's evil sister. He surmised that the demon could lift the curse Melantha had called down on the temple and sought it out with great vigour.

At last, Valkyrion succeeded in finding Alrinach. Before he could free her and ask her assistance, a mysterious blow struck him down — from an elven arrow say some, from a traitor on his own side, say others. He fell, mortally wounded into a pool of the demon's blood. With his master dead, the great dragon went mad, attacking friend and foe alike with a berserk rage. The nekojin Kedi wanted to continue the fight, but the goblins, seeing the dragonlord fall, began to scatter and fell back into the dungeons. The dwarves pressed on, determined to slay the dragon, but even as the tide of battle turned, the moon began to slide beneath the horizon. The castle began to shimmer and fade once again! Panic-stricken, the dwarves and elves withdrew, falling back. Most escaped. Before their eyes, the Lighthouse of Petra simply faded away. The remaining priests within the temple sealed off Alrinach's chamber with a magical incantation that could be broken only by speaking the proper password. The password was inscribed on a large stone tablet, which they then broke into six parts and hid throughout the dungeon. They hoped no one would ever find it, at least not anyone who would use the knowledge for evil.

During the fighting, Godfrey's knights had rescued a few surviving acolytes, and taken some of the goblins and monsters as prisoners. From them, King Godfrey learned how Melantha had met her end, calling with her dying breath on the goddess to avenge her folk. Such was the curse wrought by Melantha. Angry at the profanation of her sacred altar, the moon goddess Lysandra had cursed her despoiled temple to deny it to the marauders within it. The castle was tied to the same cycle of the moon, doomed to exist only during the nights of the full moon! With his daughter's death confirmed and Valkyrion slain, the King believed the threat had been contained. He decided not to lose any more knights. Instead, he had a walled palisade built and stationed a small garrison there. With heavy heart, King Godfrey rode back, leaving one of his trusted knights, Sir Wolfgang, in charge, with orders to slay any monsters leaving the castle....

THE HAUNTED LIGHTHOUSE

It is now 60 years after the Curse of Lysandra fell upon the Lighthouse and the labyrinth beneath. The peasants — some descended from those who survived the siege — have repopulated the surrounding lands. An occasional ship visits the rebuilt village (no longer a town) of Noah's Landing. Most of its inhabitants are fishermen and farmers. With the lighthouse no longer working, they and their fishing boats are careful to avoid doom on the rocks, but occasionally a shipwreck occurs.

HISTORY

Only a few aged grandmothers and grandfathers remember the war. Inside the dungeon, though, much less time has passed! When the “ghost tower” materialises every month, the families of Noah’s Landing bolt their doors, and gather their livestock into barns. Every so often, a terrible yowl comes from the tower.

Adventurers occasionally enter, seeking the treasures that are rumoured to lie within. The holy relics of the Silver Acolytes, among them sacred artefacts such as the Holy Lance of Lysandra, the Moonlit Mirror of Far-Seeing, and the dwarf-forged Armour of Melantha. Also rumoured to lie within are the treasures brought by Valkyrion: his great bow and sword, the gold he looted from the countryside.

Yet, the tower is not quiet. In recent years, the few adventurers who visit and the guards on the Watch report different creatures. Not merely fish-men, goblins, or wyverns, but terrible hybrids. Two full years have passed in the tower ... and it seems some of the monsters inside are breeding.

THE ISLAND OF JESSENIA

The village of Noah’s Landing, the haunted Lighthouse of Lysandra, and the dungeons that lies beneath it are located on Jessenia, an island about the size of Ireland in our own world. Humans settled Jessenia relatively late in this world’s history, and settlement did not take off until a few hundred years ago, when a rich silver mine was discovered inland.

Even so, most of Jessenia is still covered by trackless swamps, dense forests, and steep hills and mountains. Jessenia has a population of only 40,000 humans, elves, and dwarves. Most of them live in the western towns. The Eastern half of Jessenia, where Noah’s Landing is located, is even more sparsely populated, with only a few thousand people native to the region.

Here is a short overview of the island’s dominant inhabitants:

HUMANS

Human society and technology is somewhat similar to the early Medieval Europe circa AD 1100-1200. Most humans living in Jessenia are distant subjects of the feudal New Kingdom, located over the sea to the south, whose ancestors arrived in Jessenia a few hundred years ago. The current monarch is King Godfrey III, a strong ruler, with local barons and knights controlling different regions. There are also many small villages that are somewhat independent of one another.

DWARVES

The main dwarf kingdoms are even farther away, but a small number of dwarves settled in Jessenia (drawn by the silver mines), and still live among humans, often working as smiths and miners. Dwarven adventurers and mercenaries are also not uncommon, and every human war-leader likes to add a dwarven siege engineer or cannoneer to his host.

ELVES

Elves mostly keep to themselves (along with faeries and other sylvan species), dwelling in the forests of the island’s interior. They are respected for their magic, but are also distrusted by both men and dwarves.

MONSTER AND BEAST RACES

The goblins, fish-men, nekojin and similar humanoid and less-humanoid critters are the original natives of the land of Jessenia. They fiercely oppose the gradual encroachment of human-dwarf-elf civilisation. They have various barbaric tribal cultures (or exist in splendid isolation, in the case of dragons and other such monstrous beasts), and today mainly live in swamps and marshes in the interior and east coast of Jessenia.

8 BIG EYES, SMALL MOUTH DUNGEON



CHAPTER 2: ADVENTURERS

ADVENTURERS

Teenage warriors with enormous swords, elven wizards with enormous ears, bouncy cat girls with enormous ... well, anyhow, these are the archetypes of anime-style dungeon fantasy!

CHARACTERS AND GAME BALANCE

Before creating any characters for *BESM Dungeon*, there are some things that the Game Master and players should keep in mind. In *BESM*, it's easy to create a narrowly focused character who can stomp all over more balanced opponents. Signs of such a "combat monster" include being able to deliver 60 or more points of damage each round (in a single attack or combination of attacks), more than 10 points of Armour, and almost never failing a defence roll (due to a combination of high Defensive Combat Value and Skills).

If all the players are happy with combat monster characters, the GM can either upgrade dungeon monsters to provide a greater challenge or just let the characters rampage through the dungeon enjoying themselves. On the other hand, if only some of the player characters are combat monsters, the others may feel their characters are useless in play. The remedy for the GM is either to require players to create more balanced characters or to carefully tailor any encounters in advance so every character's talents have a chance to shine in play.

THE ADVENTURING PARTY

A group of adventurers need some reason to stick together in the face of the dungeon's terrors. Here are the top three reasons why anime dungeon adventurers hang out with each other:

REASON 1 — COMBINED ARMS

Anime dungeon adventurers are not as rigidly caste-bound as most Western fantasy heroes, but a group usually divides into a couple of warriors, a couple of mages or priests, and a few lithe, agile "adventurers" with a mix of Skills and special abilities.

Here is a typical group:

- Shylara:** A half-elf shaman skilled in summoning spirits to fight for her.
- Argus:** A young human warrior-knight — brave, idealistic, and deadly with the sword.
- Destiny Grace:** An apprentice human ninja, this dark beauty is trained in the deadly arts of the assassin.
- Glittering Dark:** A handsome half-dragon warrior-mage, he is skilled with both rapier and fireball, but his golden eyes, tiny wings and horns, and reptilian tail mark him as more than human.

REASON 2 — SHARED GOALS

The characters should all have a reason that has driven them to venture into this particular dungeon. Duty, honour, love, and vengeance often motivate anime heroes, rather than mere greed or a desire for increased power. The GM should examine the history and encounters in the village and dungeon, and then work with the players to come up with interesting goals. Continuing the example:

- Shylara:** The goblins that killed her parents are said to have been a raiding party that came out of the dungeon. Her family's spirits cry out for vengeance!
- Argus:** He wants to keep Shylara out of trouble. Also, his family has fallen on hard times, and everyone in their village is in debt to cruel moneylenders. His father, a retired adventurer with a gimp leg, has mortgaged the family inn. Argus hopes to find

10 BIG EYES, SMALL MOUTH DUNGEON

enough treasure during his dungeon raiding to pay off the debt and restore his family and their village to prosperity.

Destiny Grace: Her grandfather was one of the Spider Clan ninja that helped the Dragonlord capture the dungeon, but who failed to return when the curse fell upon it. Grandfather was carrying the sacred Invisible Dagger, an heirloom of Destiny's clan. Destiny's clan leader told her that only by regaining the Invisible Dagger can she prove herself worthy to become a true ninja.

Glittering Dark: He is the son of a dragon and a human woman, but he does not know who his father is. He has heard there are dragons living beneath the castle, and wishes to explore it to determine if any of these dragons are his father, or knows who his father is.

REASON 3 — ROMANCE

They have the hots for each other! Romance in an anime fantasy can be played for comedy, angst, or drama, depending on the desires of the players and GM. The key to inter-party romance is to make sure the love triangle (or whatever) is a friendly one, since jealousy (unless played for comic effect) can prevent a party from working together. As an example, here's how the chains of love bind our sample characters:

Shylara: Argus's father, a human forest ranger, rescued the half-elf shaman from the fierce goblin raiders who had destroyed her family's village. Shylara grew up with Argus, and has fallen in love with him. They often get into arguments, though particularly if she thinks he's ignoring her or being over-protective.

Argus: He loves Shylara, but only as a little sister. The lethal and sophisticated Destiny Grace has stolen his heart.

Destiny Grace: The ninja woman thinks Argus is just a boy. She shrugs off his advances, but does not wish to hurt his feelings. Her true love is Glittering Dark, the enigmatic half-dragon.

Glittering Dark: Tall, beautiful, with hair and eyes of liquid sunlight, he respects Destiny Grace as a warrior, but has no interest in women. He prefers the company of the handsome young Argus. The youthful swordsman never seems to notice, but Dark has the patience of a dragon, and is willing to take it slowly, content to just be around Argus. Of course, he'll look out for and support Argus in preference to any of the other characters.

CREATING A CHARACTER

These guidelines should be used in conjunction with the rules in *Big Eyes, Small Mouth* to create a suitable dungeon adventuring character.

POWER LEVEL

BESM Dungeon is designed around the familiar motif of beginning with relatively inexperienced adventurers, and then "levelling up," as the characters rapidly gain more experience. Of course, it is very much in keeping with the genre to start play with more potent characters. If a new player joins an existing group, beginning with a more powerful character may be more fun, if the GM permits it. For an example of typical power levels, see page 12.

ADVENTURERS

In a *BESM Dungeon* campaign, characters often advance faster than usual, and so starting out with a 25-point character is not quite the disadvantage it seems, as long as a relatively high mortality rate of beginning characters is tolerable.

- 25 points — “1st level character” — beats up rats
- 30 points — “2nd level character” — a typical warrior
- 35 points — “3rd level character” — a veteran adventurer
- 40 points — “4th level character” — hero material
- 45 points — “5th level character” — a swashbuckling adventurer
- 50 points — “6th level character” — a fighting machine of Homeric quality
- 55 points — “7th level character” — a true champion
- 60 points — “8th level character” — superhero material
- 65 points — “9th level character” — has usually retired to rule a castle

STATS

All Stats are equally useful in this setting, although certain archetypes (see Occupational Templates, page 19) may find one Stat is more useful than the others (Body for a knight, Soul for a mage, etc.). Note that the Mind Stat is surprisingly unimportant for anime mages: the cute, powerful, but dumb-as-a-post magic user is a common convention of the genre.

ATTRIBUTES

Most Attributes are available to players. *BESM Dungeon* is a setting in which most people belong to specific occupations and/or races that channel their capabilities into certain areas. Therefore, some Attributes should only be available if they relate to occupational template or racial template (or by GM permission). GMs should restrict starting characters to no more than two Levels each of Damn Healthy!, Massive Damage, and Mechanical Genius.

Consider these suggested restrictions:

ASTRAL PROJECTION

This power can make it too easy to explore dungeons and should therefore not be available to player characters.

FLIGHT, GROUND SPEED, SPEED, AND WATER SPEED

Most natural creatures and mages have no higher than Level 1, or in rare cases, Level 2. Higher levels are rarely appropriate.

FORCE FIELD, HEAVY ARMOUR, AND LIGHT ARMOUR

In a medieval fantasy dungeon crawl, a character should not be able to be invulnerable to ordinary physical damage. It is a basic rule of the genre that adventurers will remain vulnerable to a well-placed sword stroke, regardless of their power level and access to magical spells or racial abilities. That way, a horde of fierce goblin warriors or human brigands will always be a foe worth fighting. This does not apply to GM-created monsters, but any such creature should still have an appropriate weakness.

ADVENTURERS

If creating new species templates or designing new Magical Powers for characters with the Magic Attribute, use these restrictions:

Force Field: This Attribute should not be available unless it has one of these Disabilities: Limited (ranged attacks only) or Shield Only.

Heavy Armour: This Attribute should not be available to characters.

Light Armour: This Attribute should not be available at higher than Level 3 unless combined with the Partial Armour option, and not available at more than Level 6 under normal circumstances.

INSUBSTANTIAL AND INVISIBILITY

These powers may make it too easy to explore the dungeon. They are therefore best restricted to NPC monsters and/or entities that are bound to a specific area, such as ghosts trapped in a single room. An exception may be made for Invisibility Level 1, which is reasonably limited.

ITEM OF POWER

Player characters may acquire Items of Power during play by finding them in the dungeon, beating up fellow adventurers and taking them, etc. Characters may not start with Items of Power unless given GM permission.

If a player spends Character Points on something (an Attribute, Item of Power, Mecha, etc.), he or she should expect some degree of protection from the ravages of the GM. After all, the player has “invested” part of his or her character into the particular thing. If the player does not spend the Character Points, however, they gain no protection. The GM may steal, destroy, alter, or manipulate it however he or she desires.



ADVENTURERS

Thus, if a character discovers a magical sword (an Item of Power) during his or her exploration of the dungeon, the GM may remove it from the character should the events of the adventure present the opportunity until the player invests Character Points in the Item of Power Attribute. After that point, the player can remain confident that, should the sword be lost, it will eventually (within one or two game sessions) be returned or the character will be compensated in some other way for the lost Character Points (a new magic item, a new special power, etc.).

MAGIC

Magic is only available to characters with the Battle Mage, Good Priest or Priestess, Magical Knight, Necromancer, or Summoner occupational templates.

ORGANISATIONAL TIES

Belonging to a Thieves' Guild costs 1 Point/Level, while having status in the feudal system (land ownership and other privileges) costs 2 Points/Level. Membership in most other organisations costs 1 Point/Level.

OWN A BIG MECHA

This should be limited to no more than Level 1.

PERSONAL GEAR

For new types of Personal Gear, see Adventuring Gear on page 26.

WEAPON OR SPECIAL ATTACK

Attacks doing more than 60 points of damage are inappropriate. GMs should restrict characters from taking Magical Powers that can obliterate much of the dungeon with a single strike, which, while in genre in the case of some wizards, is not much fun for the GM or other players. While this may be a game based on anime, one must remember it is still a game and must remain playable for all involved.

DEFECTS

Most Defects are available, though some may only be appropriate as part of Species Templates.

SKILLS

The GM should use the "Medieval Fantasy" Skill Point Costs from the chart in *BESM*.

SPECIES TEMPLATES

Humans are the most common dungeon-delvers, but other species will often join in. Mixed parties provide diversity. It's a good idea for a group to have two warriors or two mages, and things can be more interesting if one is a dwarf, elf, or half-dragon. The other advantage of mixed-race parties is the chance for the bittersweet interracial romances that are an integral part of the genre.

These species templates are presented as modifiers to the Occupational Templates (pages 19-25). Attributes, Defects, and Skills are additive where the rules allow. Thus, a high elf (Appearance +1) who is a Heroic Knight (Appearance +1) has Appearance 2.

THE HUMANOID RACES

These are full-blooded “natural” species.

DWARF

Template Cost: 10 Character Points.

Body +2, Soul +1

Aura of Command +1, Combat Mastery +1, Damn Healthy! +2, Highly Skilled +2, Special Defence (Disease) +1

Architecture +1, Artisan +1, Linguistics +1, Melee Attack +1, Navigation +1, Unarmed Attack +1
Not So Fast +1

An adult dwarf is about 1.3 meters tall, stocky, and muscular, with short legs and a broad torso. Dwarves are renowned as smiths, miners, and stone-workers. They are said to work stone like other races work wood. They prefer to live in underground halls, and often claim to have built most of the world’s dungeons, which were formerly their mines. A few dwarves know how to build clockwork or mechanical devices, and some are known to possess the secret of making gunpowder and explosives.

Dwarves belong to close-knit clans, ruled by hereditary lords, with a culture similar to historical Norsemen, but emphasising mining and manufacturing over farming and fishing. Several clans often owe allegiance to a king. Dwarves will rarely forget a debt, good or bad. Dwarven dungeon adventurers are often motivated to recover dwarven-wrought artefacts or territories allegedly stolen by others, particularly their racial enemies — goblins and dragons. Dwarves who go to war usually do so to capture or recapture resources such as gold or iron mines.

Dwarf warriors are well equipped with dwarven-forged arms and armour — typically a good axe, hammer, or sword, a helmet, and a coat of mail. Dwarves prefer crossbows or guns to ordinary bows. Most warriors are male, but female shield-maidens also exist. Dwarf mages exist, often specialising in the manufacture of Items of Power, which are often scribed with potent magical runes.

ELF, DARK

Template Cost: 15 Character Points

Body +1, Soul +1

Appearance +1, Combat Mastery +1, Dynamic Sorcery +1, Heightened Awareness +1, Heightened Senses (Darkvision) +1, Feature (Longevity) +1, Highly Skilled +3, Kensei (Precise Stroke) +1

Intimidation +1, Linguistics +1, Melee Attack +1, Melee Defence +1, Poisons +2, Stealth +1, Wilderness Tracking +1

Bane (Sunlight) +1

Dark elves look like sinister mirror images of their high elf cousins. They share the same beautiful facial features and slender bodies, but their skin is a dark ebony colour and their hair is bone white. They are likewise long-lived and show great talent as magicians. Of course, dark elves pursue sorcery to advance their own power, much like any other activity they undertake. Whereas high elves live in harmony with nature, their evil cousins live underground amid phosphorescent fungus forests and despicable creatures.

Dark elves have a well-deserved reputation for duplicity and betrayal. Their entire society is based upon feuding clans, each conspiring against the others. They make constantly shifting alliances based on convenience, few of which do not end in violence and bloodshed. Unsurprisingly, dark elves are viewed with suspicion by most other races. They rarely become adventurers, because of their race’s historical association with evil. Those that do are frequently outcasts who reject their heritage. These rare, heroic dark elves must battle the prejudice of the surface-dwelling races, as well as the enmity of their own people.

ADVENTURERS

ELF, HIGH

Template Cost: 15 Character Points.

Body +1, Mind +1, Soul +2

Animal Friendship +1, Appearance +1, Aura of Command +1, Bow Bunny (Lightning Draw) +1, Dynamic Sorcery +1, Feature (Longevity) +1, Heightened Awareness +1, Highly Skilled +2, Mind Shield +1

Archery +1, Cultural Arts +1, Linguistics +1, Riding +1, Stealth +1, Wilderness Survival +1

Not So Strong +1, Not So Tough +1

An elf looks like a tall, slender, and beautiful human, but with large pointed ears that extend out at a near-horizontal angle from their head. Elves are always youthful. After an elf reaches the age of 16-20 years, he or she ceases to age visibly at all. Elves have an affinity for magic, and many are sorcerers or sorceresses.

Elves are artistic, magical, and close to nature. They live in their own realms located in out-of-the-way regions, often in forests or other places of natural beauty. Some wild elves abide in tree houses or hollow trees, but others build castles and towns. Elves consider themselves an elder race, with a responsibility toward the world. Hence, they often have a history of battling evil Dark Lords, although some contemporary elves have been tired out by generations of struggle and would rather be left alone. Adventuring elves are often seeking magical artefacts or engaging in a quest to battle evil.

INTERDIMENSIONALLY EXILED SCHOOL BOY/SCHOOL GIRL

Template Cost: 0 Character Points

Art of Distraction +1

Marked (Always wears school uniform) +1

Until an old book, talisman, strange storm, or mysterious person transported him or her to a world of fantasy, members of this "race" were ordinary high school students from contemporary Earth. He or she usually ends up with the Mecha Knight, Magical Knight, or Mystic template.

LIZARD FOLK

Template Cost: 15 Character Points.

Body +1

Highly Skilled +2, Heightened Awareness +1, Light Armour +2, Life Support +1, Natural Weapons (Claws, Fangs) +2, Stealth +1, Water Speed (Needs air) +2

Intimidation +1, Swimming +2, Unarmed Attack +1, Unarmed Defence +1, Wilderness Survival +1, Wilderness Tracking +1

Awkward Size +1

Lizard folk are humanoid reptile people, with scaled skin, dragon-like heads, and long tails. They speak in hissing voices, and are carnivorous, often eating humans and other intelligent species. Their females lay eggs. Most lizard folk are primitive barbarians living in tribal bands. A few (typically exiles) have left to adventure among humans or other races, but they are generally distrusted or feared.

16 BIG EYES, SMALL MOUTH DUNGEON

NEKOJIN (CAT PEOPLE)

Template Cost: 10 Character Points

Body +1

Appearance +1, Art of Distraction +1, Divine Relationship +1, Features (Night vision) +1, Heightened Awareness +1, Highly Skilled +1, Jumping +1, Natural Weapons (Claws) +1, Special Movement (Cat-like) +1, Speed +1

Acrobatics +2, Stealth +1

Easily Distracted (Balls of yarn, mice, fish, etc.) +1

Cat people look like humans, but have a cat's eyes, ears, tail, small fangs, sharp claws, and a soft coat of fur (this might resemble a house cat, tiger, leopard, etc.). Nekojin have feline personality traits and normally live on their own or in small groups in the wilderness. They are curious and individual nekojin will often adopt human or elf adventuring parties as their own, or decide to live in towns or cities. Cat people are often considered savages, and sometimes mistreated by humans or other folk.

PIXIE

Template Cost: 10 Character Points.

Soul +1

Animal Friendship (Horses) +2, Flight +1, Personal Gear +1, Shape Change +1, Special Attack "Befuddle" (30 Damage; Drain Mind, No Damage, Short Range) +1, Unique Character Attribute: Create Pixie Circle (Any mortal entering must make a Soul Stat check at +2 penalty) +3

Diminutive +3, Phobia (Agoraphobia) +2, Vulnerability (Iron, Steel) +2

A pixie is a humanoid wood sprite about 10 cm tall, with beautiful butterfly-like wings and pointed ears. A pixie is small enough to hide in someone's pocket or cleavage, and thus makes an excellent spy or scout. Of course, he or she is relatively ineffectual in hand-to-hand combat. Due to the low Health resulting from his or her Diminutive Defect, a pixie should take care to avoid area-effect attacks such as fireballs.

Wicked people are said to sometimes collect pixies, pinning them like butterflies or imprisoning them in cages or glass jars. A pixie captive sells to such an unprincipled person for at least 100 gold coins.

HALFS

In the world of *BESM Dungeon*, humans have the amazing racial power to interbreed with many other humanoid species. This leads to various half-breed races that have one human and one non-human parent. Such races are called "halfs" for short. Since one parent is always human, the race is known by the name, often abbreviated, of the other (for example, a half whose parents were a cat-person and a human will usually be called a "half-cat" or "cat-half"). There is occasionally some prejudice regarding such interbreeding, which may explain why halfs often become adventurers.

HALF-CAT

Template Cost: 5 Character Points.

Appearance +1, Divine Relationship +1, Features (Night vision) +1, Heightened Awareness +1, Special Movement (Cat-like) +1, Speed +1

Easily Distracted (Balls of yarn, mice, fish, etc.) +1

Half-cats are the offspring of nekojin and human parents. They look like humans except for feline ears, small fangs, and a cat's tail. Unlike full-blooded nekojin, they do not have fur. A few half-cats also

ADVENTURERS

have human ears in addition to cat ears, which looks sort of funny, but that's what comes of being a hybrid. A half-cat can hide his or her ears and tail under a hat and clothing (though this is uncomfortable if done for too long).

HALF-DRAGON

Template Cost: 20 Character Points

Body +1, Mind +1, Soul +2

Combat Mastery +1, Damn Healthy! +1, Feature (Longevity) +1, Flight (Can hover) +1, Special Attack "Breathe Fire" (60 Damage; Area Effect, Short Range, Uses Energy x2) +2

The child of a dragon (who assumed human form) and a human is known as a half-dragon. A half-dragon generally looks like a human, except he or she has small horns, bat wings, and a tail. The favoured occupational templates for half-dragons are Battle Mage and Heroic Knight.

HALF-ELF

Template Cost: 5 Character Points.

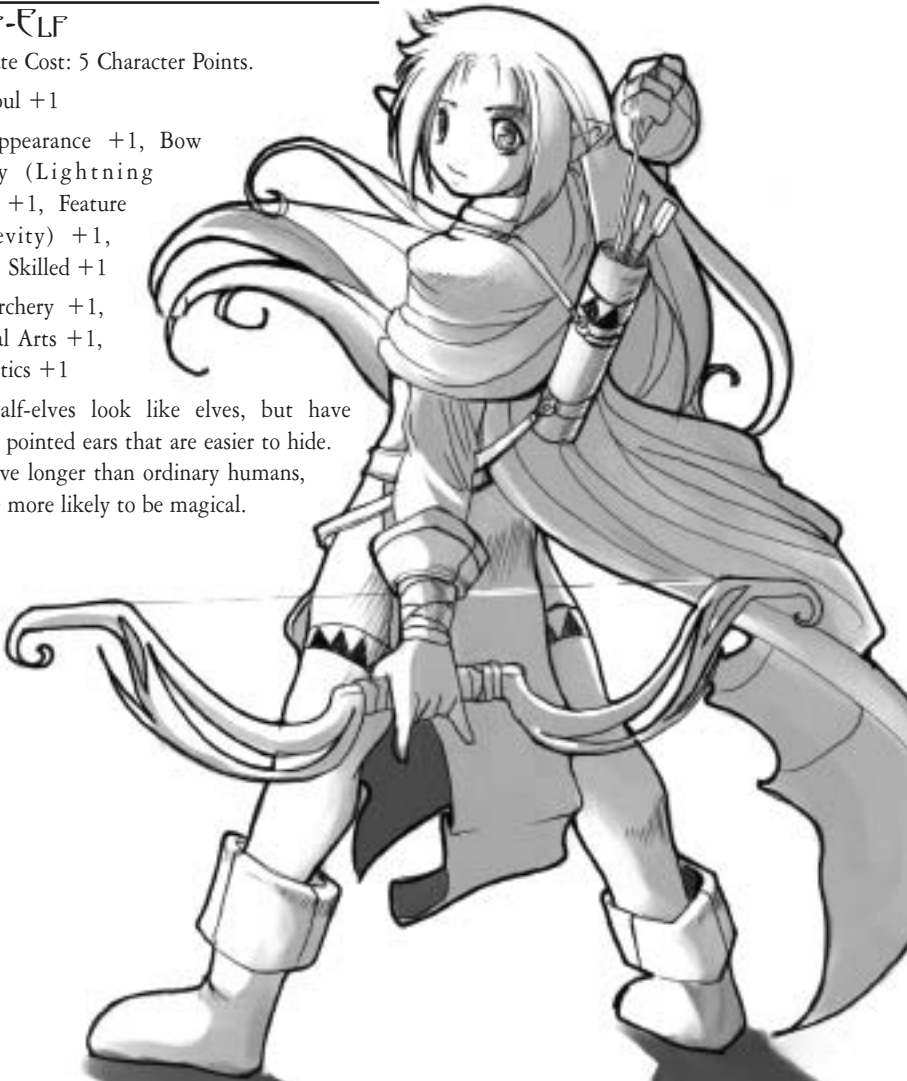
Soul +1

Appearance +1, Bow

Bunny (Lightning Draw) +1, Feature (Longevity) +1, Highly Skilled +1

Archery +1, Cultural Arts +1, Linguistics +1

Half-elves look like elves, but have smaller pointed ears that are easier to hide. They live longer than ordinary humans, and are more likely to be magical.



SHAPECHANGERS

Also known as were-creatures, these are humanoid beings, chiefly humans and nekojin, who can transform into bestial shapes. Shapechanger characters are best for campaigns with higher power levels.

A specific example of a werecreature is a werewolf:

WEREWOLF

Template Cost: 25 Character Points.

Damn Healthy! +1, Metamorphosis (See below) +5

Involuntary Physical Change (Forced to become werewolf when moon is full) +1

A werewolf is a person cursed with lycanthropy, a condition that allows him or her to transform into a wolf when the moon is full. In wolf form, a werewolf is very hard to injure, due to his or her magical vitality, but is also bestial in temper.

A werewolf may spend up to eight hours in wolf form each night during the full moon. He or she must spend at least an hour as a wolf during the full moon. Each time the moon turns full, the characters transforms into a bestial killer.

Lycanthropy is contagious. Anyone who takes damage equal or greater than his or her Shock Value from a werewolf's bite will transform during the next full moon unless he or she makes a successful Soul Stat roll. Only one roll is necessary regardless of the number of bites suffered. If the wounds were cauterised (requires a successful Medical: Emergency Response Stat check that inflicts 5 points of damage) or treated with the herb wolfsbane within an hour of the wounds being suffered, add a -2 bonus to the Soul Stat check (-3 bonus if both treatments applied).

Lycanthropy is also hereditary. The child of a werewolf and a normal parent has a 3 in 6 chance of inheriting the curse. Lycanthropy is passed on automatically if both the parents are werewolves. When a person turns into a werewolf, he or she assumes this metamorphosis template:

WEREWOLF METAMORPHOSIS TEMPLATE

Body +2, Mind -3

Combat Mastery +1, Damn Healthy! +3, Heightened Awareness +2, Heightened Senses (Smell) +1, Jumping +1, Natural Weapons (Claws, Fangs) +2, Regeneration +4, Speed +2, Super Strength +1

Awkward Size +1, Cannot Talk +1, Easily Distracted (By "prey") +2, Vulnerability: Silver +2

OTHER RACES

Players or Game Masters looking to add more races to their *BESM Dungeon* campaigns should take a look at the *BESM Fantasy Bestiary* (#02-109), a sourcebook filled with dozens of racial templates for use in any anime fantasy game.

DUNGEON OCCUPATIONAL TEMPLATES

These templates are presented as an aid for creating genre-appropriate characters, and are highly recommended. The players can modify them with GM permission.

All of these templates are designed with a starting base of 25 Character Points in mind. It's suggested that players spend 12-16 points on Stats, choose one Occupational Template for 7-9 Character Points, and then use remaining points on Attributes or Species Templates. Taking additional Defects can allow starting characters to acquire the more expensive Species Templates such as Half-Dragon.

ADVENTURERS

ASSASSIN

Template Cost: 10 Character Points.

Art of Distraction +2, Heightened Awareness +2, Highly Skilled +4, Massive Damage +1, Organisational Ties (Assassin's Guild) +1, Personal Gear +2

Pick three Defects: **Easily Distracted (Wealth) +1, Not So Strong +1, Not So Tough +1, Owned by a Megacorp (Assassin's Guild) +1, Wanted +1**

Acrobatics +1, Controlled Breathing +2, Disguise +1, Melee Attack +1, Poisons +2, Stealth +3, Unarmed Defence +1, Urban Tracking +1

The assassin is a professional killer. He or she may be from a ninja clan, cult, or assassin's guild, or be employed as an agent of a king, thieves' guild, or other organisation. Some assassins simply work alone. Despite the occupation, not all assassins are evil or even dishonourable. Many adhere to codes of conduct that borders on the heroic, taking missions only to eliminate villains and other nefarious sorts. Even so, assassins regularly operate on the fringes of society. They prefer to work alone or in small groups of like-minded individuals. When they join adventuring parties, they do so for very specific reasons rather than from some general desire to explore or do great deeds.

BARBARIAN WARRIOR

Template Cost: 10 Character Points.

Body +3, Mind -1

Combat Mastery +2, Damn Healthy +2, Heightened Awareness +1, Highly Skilled +2, Personal Gear +1

Pick any two Defects: **Guy/Girl Magnet +1, Easily Distracted (Wonders of civilisation) +1, Marked (Tribal scars/tattoos) +1, Nemesis (Clan enemies) +1**

Melee Attack +1, Melee Defence +1, Unarmed Attack +1, Wilderness Survival +1, Wilderness Tracking +1.

A brave warrior from a more primitive culture, barbarians are reminiscent of Japanese Ainu, Celtic Gaul, and Norse Viking rolled into one. The barbarian might be a wandering mercenary, or an exile fleeing a tribal feud or seeking to avenge the destruction of his or her clan by sinister forces now residing in the dungeon. He or she is loyal to friends and deadly to foes, and has no tolerance for cowardice among warriors — an attitude mitigated by a lack of respect for the fortitude of civilised folk.

Tempered by their lives in the unforgiving wastes, barbarians are superior physical specimens, with exotic looks that attract the opposite sex. Barbarians often have a love-hate relationship with civilised folk, finding them effete but liking some of the benefits like steel swords and hot baths. They tend to be spendthrifts.

BATTLE MAGE

Template Cost: 15 Character Points.

Body +1, Soul +1

Damn Healthy! +1, Energy Bonus +1, Highly Skilled +1, Magic +3

Pick any two Defects from: **Easily Distracted (Magical items) +1, Magical Restriction +1, Nemesis (Rival magician) +1, Phobia +1**

20 BIG EYES, SMALL MOUTH DUNGEON

ADVENTURERS

Choose 30 Power Points worth of Magic Powers from among the following: **Environmental Control: Summon Light** +1 (Light, 1 PP), **Environmental Control: Rain Cloud** +1 (Weather, 1 PP), **Flight: Levitate** +1 (Can Hover, 4 PP), **Force Field: Elemental Shield** +1 (Stops 30 Damage, Limited: Only vs. Ranged Attacks, 3 PP), **Illusion: Brain Mirage** +1 (Affects Vision, 2 PP), **Sixth Sense** +1 (Detect Magic, 1 PP), **Special Attack "Fireball"** (30 Damage; Area Effect, Short Range, 8 PP) +2, **Special Attack "Lightning"** (60 Damage; Short Range, 12 PP) +3, **Special Attack "Dragon Flame"** (60 Damage; Area Effect x 2, Extra Energy, Short Range, Static, 12 PP) +3, **Special Attack "Winter's Breath"** (45 Damage; Tangle, Short Range, 12 PP) +3, **Special Attack "Linear Quake"** (45 Damage; Quake, Short Range, 12 PP) +3, **Special Attack "Magma Blade"** (60 Damage; Melee, 8 PP) +2, **Special Attack "Burning Swarm"** (15 Damage; Auto-Fire, Low Penetration, Short Range, 8 PP) +2

Cultural Arts +1, **Ranged Defence** +1, **Thrown Weapons** +1

The battle mage practices elemental magic and, in particular, specialises in offensive spells of lightning, fire, and ice. He or she also knows a few general-purpose spells (mostly learned in his or her apprenticeship). Battle mages usually have a fiery temperament to match their arsenal, and are equally likely to be good, evil, or mercenary in character. Those that do not earn a living as dungeon adventurers are often found serving warlords, slaying bandits, or ruling the world. They also tend to eat a lot, perhaps to replenish their energy.

GOOD PRIEST OR PRIESTESS

Template Cost: 15 Character Points.

Soul +2

Art of Distraction +2, **Divine Relationship** +2, **Energy Bonus** +1, **Highly Skilled** +2, **Magic** +2, **Organisational Ties (Church)** +1

Attack Restriction +1, **Magical Restriction** (Works at pleasure of patron deity) +1, and pick one Defect: **Easily Distracted** (Innocents in danger) +1, **Marked** (Holy symbol tattooed on forehead) +1, **Nemesis** (Evil cultists) +1, **Recurring Nightmares** (Tempted by evil) +1

Common Magic Powers: **Environmental Control: Summon Light** +1 (Light, 1 PP), **Exorcism: Holy word** +2 (2 PP), **Force Field: Circle of Faith** +1 (Stops 30 Damage, Extendable, static, 4 PP), **Healing: Healing hand** +1 (4 PP), **Precognition: Bibliomancy** +1 (2 PP), **Sixth Sense: Sin compass** +1 (Detect evil, 1 PP), **Sixth Sense: Divine Judgement** +1 (Sense truth, 1 PP), **Special Attack "Sleep of the Just"** (Damage 15; Incapacitating, Extra Energy, No Damage, Short Range, Toxic, 4 PP) +1, **Sprit Ward: Holy symbols** +1 (1 PP)

Linguistics +1, **Medical** +1, **Melee Attack** +1, **Melee Defence** +1, **Performing Arts** +1, **Social Sciences** +1

This occupation describes a priest or priestess whose powers come from a heavenly source, or possibly from benevolent nature spirits. He or she has sworn to help the innocent and fight evil. These characters are especially effective in battling evil spirits, undead, and demons, but otherwise their magic is primarily supportive and protective in nature. In *BESM Dungeon*, a good priest or priestess might serve Lysandra and seek to explore the Ghost Tower as a means of restoring its temple to his or her patron goddess. Servants of other deities might have different reasons for adventuring, but whatever they are, they are primarily benevolent in nature.

ADVENTURERS

HEROIC KNIGHT

Template Cost: 10 Character Points.

Appearance +1, Combat Mastery +1, Damn Healthy +2, Highly Skilled +3, Kensei +1, Organisational Ties (Feudal system) +1, Personal Gear +2

Attack Restriction (Code of chivalry) +1, and two other Defects: Guy/Girl Magnet +1, Nemesis (Rival knight) +1, or Red Tape (Orders from his or her feudal lord) +1

Gaming +1, Law +1, Melee Attack +2, Melee Defence +2, Military Science +1, Riding +1

The knight is an aristocratic warrior trained to fight in full armour on foot and horseback. The knight's Organisational Ties enable him or her to command respect and other perks from those of lesser status. Knights make excellent adventurers, since many are sent out by their lords to act as wandering agents of justice and law. Their skills as soldiers are unsurpassed and their rigid codes of honour ensure they are much respected throughout the land. This template could also be used to represent a less heroic knight simply by removing the mandatory Attack Restriction Defect and replacing it with another appropriate one, such as Easily Distracted, Physically Unappealing, or Skeleton in the Closet.

MAGICAL KNIGHT

Template Cost: 10 Character Points

Soul +1

Appearance +1, Art of Distraction or Aura of Command +1, Combat Mastery +1, Damn Healthy +1, Energy Bonus +2, Divine Relationship +1, Highly Skilled +1, Magic +1, Servant +1

Ageism +1, Magical Restriction (Must transform) +1, and any three Defects: Attack Restriction ("Good" morality) +1, Awkward +1, Not So Strong +1, Red Tape (Orders from his or her bossy animal companion or mystic guardians) +1, Unskilled +1, Wanted (Forces of evil hunt the character) +1

Common Magic Powers: Focused Damage +2 (Sword; 2 PP), Sixth Sense +1 (Detect Evil, 1 PP), Transmutation: Magical Knight Power Up +3 (Own Clothes into Battle Armour with Sword, 3 PP), Weapon Attack: Elemental Wave +1 (30 Damage; Spreading, Extra Energy, Short Range, 4 PP)

Melee Attack +1, Melee Defence +1

The Magical Knight is the fantasy equivalent of the magical girl. He or she looks like an ordinary kid, often only 10-14 years old, but with an appropriate phrase can "power up" into an armoured warrior with limited magical powers.

The Magical Knight transforms by using the Transmutation magic power to turn their own clothes and a talisman of some sort into a suit of cheesecake armour (page 27) and finely crafted weapon (usually a longsword). Only after transforming can the Magical Knight use his or her other Magic Powers. The transmuted weapon also serves as a magic power focus for the Special Attack. This type of character usually has either a mystical guardian or talking animal companion as a patron and/or advisor. More often than not, the patron serves to rein in the Magical Knight's youthful enthusiasm and channel it into more "productive" venues.

MECHA KNIGHT

Template Cost: 15 Character Points

Mind +1

Combat Mastery +1, Highly Skilled +2, Mechanical Genius +1, Own a Big Mecha +2, Personal Gear +2

22 BIG EYES, SMALL MOUTH DUNGEON

ADVENTURERS

Pick two Defects: **Ageism +1**, **Conditional Ownership +1**, **Easily Distracted (Mechanical Devices) +1**, **Nemesis (Evil Wizard Seeking Secret of Mecha) +1**, **Owned by a Megacorp (King or Wizard) +1**, **Red Tape (Orders from Superiors) +1**, **Wanted +1**

Mecha Sub-Attributes: **Extra Capacity +1**, **Extra Endurance +2**, **Flight +1**, **Ground Speed +1**, **Heavy Armour +2**, **Heightened Senses (Hearing) +1**, **Jumping +2**, **Life Support +2**, **Manoeuvre Bonus +2**, **Mind Shield +1**, **Speed +1**, **Superstrength +2**, **Toughness +2**

Driving +2, **Mechanics +2**, **Melee Attack +1**, **Melee Defence +1**, **Navigation +1**

The Mecha Knight is a specialised warrior (often a young boy or girl) who uses a suit of clockwork or magical armour to overcome his or her own physical shortcomings (or enhance his or her natural abilities, if not a child) to fight against evil. The Knight's "mecha" may be unique, perhaps the result of a mad wizard's experiments or a secret project by a kingdom, in which case the character may be in the employ of its inventor, field-testing it as he adventures. Alternatively, he or she may have stolen it from its rightful owner (who may be evil) and is now wanted throughout the land for this crime.

MYSTIC

Template Cost: 15 Character Points

Body +1, Soul +1

Combat Mastery +1, **Damn Healthy! +1**, **Heightened Awareness +1**, **Highly Skilled +2**, **Speed +1**, **Weapon Attack: Raging Thunder Dragon Fist (30 Damage; Incapacitating, Extra Energy, Melee) +2**

Attack Restriction (Code of Honour) +1, **Unique Character Defect (Poverty) +1**

Acrobatics +2, **Controlled Breathing +1**, **Unarmed Attack +2**, **Unarmed Defence +1**



ADVENTURERS

The Mystic is a wandering ascetic who has devoted his or her life to meditation and physical deprivation in a quest for enlightenment. On the plus side, the Mystic's unusual lifestyle has given him or her remarkable martial arts abilities to use in the battle against evil! Mystics sometimes join adventuring parties to hone their skills or to achieve good ends, such as rescuing prisoners or recovering ancient artefacts sacred to their philosophical school. The Temple of Lysandra at Petra included mystics among its ranks. It is possible that a mystic devoted to the moon goddess might have been sent by his or her superiors to enter the Ghost Tower and determine whether it can be restored to its previous state. Alternately, a mystic may have received a vision during meditation that pointed him or her toward the cursed temple.

NECROMANCER

Template Cost: 15 Character Points

Soul +1

Extra Energy +2, Highly Skilled +1, Magic +3, Personal Gear +1

Pick two Defects: **Easily Distracted (Corpses) +1, Marked (Scars) +1, Not So Strong +1, Not So Tough +1, Physically Unappealing +1, Recurring Nightmares +1, Skeleton in the Closet +1**

Common Magic Powers: **Aura of Command: Dreadful Mien +1 (1 PP), Environmental Control: Call Darkness +2 (Darkness, 2 PP), Environmental Control: Death Chill +1 (Temperature, 1 PP), Exorcism: Grave Command +2 (2 PP), Flunkies: Animate Dead +6 (6 PP), Force Field: Bone Shield +3 (Stops 60 Points; Only Protects Character, Blocks Incorporeal, Shield Only, 9 PP), Heightened Senses: Dead Man's Eyes +1 (Sight, 1 PP), Precognition: Wisdom of the Dead +2 (4 PP), Servant: Summon Spirit +2 (4 PP)**

Biological Sciences +1, Cultural Arts +2, Medical +1

The Necromancer is a wizard who specialises in communicating with and raising the dead. While not necessarily evil, his or her grim demeanour and unpleasant activities do not win many friends. Most people instinctively distrust necromancers, seeing them as "unnatural" or even blasphemous in their dealings with the Land of the Dead. Nevertheless, necromancers can be quite useful, since they can create armies of minions from dead bodies, as well as gain information by speaking with the spirits of the departed. They will sometimes choose to become adventurers as a way to test their abilities, as well as to acquire powerful Items of Power to aid them in their grim research. The Ghost Tower is a natural draw for necromancers, since it is rumoured to contain many undead creatures and spirits — beings with which these wizards have great experience.

SUMMONER

Template Cost: 5 Character Points

Soul +1

Energy Bonus +1, Highly Skilled +1, Magic +1, Sixth Sense (Sense spirits) +1.

Common Magic Powers: **Flunkies: Summon Spirits (3 PP) +3, Astral Projection: Spirit Walk (3 PP) +1, Exorcism: Rebuke Spirits (2 PP), +2, Heightened Senses: Clairvoyance +2 (Sight, Hearing, 2 PP)**

Magical Restriction (Cannot Violate Taboos — wearing wrong colour clothing, facing wrong direction when summoning, etc.) +1 and two other Defects: **Marked (Ritual Scars) +1, Recurring Nightmares +1, Sensory Impairment +1, Skeleton in the Closet +1**

Cultural Arts +1, Interrogation +1, Law, +1, Linguistics +1

24 BIG EYES, SMALL MOUTH DUNGEON

ADVENTURERS

The summoner is a mage who specialises in the conjuring of spirits and other such entities. Summoners are sometimes called shamans and are important members of barbarian cultures. In both cases, these mages stand between the world of spirits and those of mortals. This marks them as somehow “different” from other people. They likewise have difficulty relating to everyday life and hold to a variety of taboos they cannot break for fear of losing their magical rapport with spirits. Despite this, summoners often become adventurers, since their magical talents can come in handy while exploring dungeons and ancient ruins.

THIEF

Template Cost: 5 Character Points

Art of Distraction +1, Focused Damage (Back stab) +1, Heightened Awareness +1, Highly Skilled +2, Organisational Ties (Thieves' Guild) +1, Personal Gear +1

Pick two Defects: **Easily Distracted (Wealth) +1, Not So Strong +1, Owned by a Megacorp (Thieves' Guild) +1, Wanted +1.**

Acrobatics +1, Cultural Arts +1, Sleight of Hand +1, Stealth +2, Urban Tracking +1

The thief is a lithe, roguish, and often acrobatic outlaw who lives by his or her wits, charm, and light fingers. Some thieves steal from anyone, while others prefer to rob only wicked folk. They make natural adventurers. Both their skills and their general demeanours are well-suited to a life of dungeon delving. In addition, thieves commonly have a weakness for wealth, which is often found in great abundance in ruins and similar locales, making them ideal places to explore — and loot. Thieves often have a sinister reputation. Even the noblest among them (and there are such unusual individuals) find it hard to convince ordinary people that they use their larcenous abilities only for good ends. Consequently, thieves are often unwelcome in civilised settlements. Agents of the law are never far behind them, making it hard for thieves to put down permanent roots.

VETERAN WARRIOR

Template Cost: 10 Character Points

Aura of Command +2, Combat Mastery +1, Damn Healthy +2, Highly Skilled +3, Kensei +1, Personal Gear +2

Pick any two Defects: **Marked (Scars) +1, Nemesis (Rival warlord) +1, Skeleton in the Closet (Exiled heir to throne) +1, Significant Other (Innocent hangers-on) +1, Wanted +1**

Intimidation +1, Melee Attack +2, Melee Defence +3, Riding +1, Unarmed Attack +1, Unarmed Defence +1

The Veteran Warrior is an experienced, battle-scarred fighter, usually at least 25 years old, and extremely tough and skilled. He or she may be a strong, silent type, often with a secret past, or a hard-bitten, rough-tongued mercenary. Some veterans were on the wrong side of a war, or served evil warlords, before striking out on their own. They may be wanted by the authorities, who may not realise they are reformed or apolitical. It is no surprise that veteran warriors often join adventuring parties. They make excellent leaders, although many have an imperious air that makes them difficult to get along with. Of course, many veterans are more easy-going, preferring to lead by example rather than by stern dictates. In all cases, these characters are among the most impressive warriors in the land, which is exactly what a group of dungeon explorers needs in their party.

ADVENTURERS

WEALTH AND MONEY

One of the main goals of dungeon adventuring is loot. In *BESM Dungeon*, money is treated in a somewhat less abstract fashion than in ordinary *BESM* campaigns. This set of rules is optional and GMs should ignore it if it cramps their style.

ADVENTURING GEAR

This equipment is available in addition to the Personal Gear in *BESM*.

WEAPONS

These weapons are usually available in the medieval society prevalent within the *BESM Dungeon* setting: battle axe, club, wooden staff (as bo), broadsword, long sword (as katana), glaive (as naginata), spear (as yari), short sword (as wakizashi), whip, crossbow, long bow (as dai-kyu), shuriken, thrown knife.

TABLE 2-1: NEW MELEE WEAPONS

Weapon	Damage	Abilities	Disabilities	Skill	Item
Greatsword	12*	None	Melee	Melee (Sword)	Major
Halberd	15*	None	Melee, Inaccurate	Melee (Polearm)	Minor
Mace	10	None	Melee	Melee (Club)	Minor
Morning Star	10	None	Inaccurate, Melee	Melee (Baton/club)	Minor
Warhammer	5	Penetrating (Armour)	Inaccurate, Melee	Melee (Axe)	Minor

* Requires two hands to wield; cannot be used one-handed.

NEW WEAPONS

In addition, these weapons are also available:

- Greatsword** A big sword that requires both hands to wield.
- Halberd** A pole arm that consists of a long staff topped with an axe head, spear point, and a spike on the back. It looks impressive, and so guards often carry it.
- Mace** A club with a metal head, good for bashing in armour and breaking skulls.
- Morning Star** A spiked mace. It looks so nasty that goblins and ogres like to use it.
- Warhammer** A hammer with a spike on one end. A weapon liked by dwarves.

FINE CRAFTSMANSHIP

A weapon may be “fine,” indicating it was created by a master craftsman using high quality materials. Such a weapon counts as one step higher in terms of Personal Gear (for example, a fine knife is a minor item instead of a mundane item, a superior longsword is a major item instead of a minor item, etc.). A fine weapon adds 2 to damage that it normally inflicts.

EXTRA REACH AND WEAPONS

A spear or halberd, if used two-handed, can strike from the second rank of a row of warriors in close formation. When so used, it has Damage 5 rather than the usual 10 (spear) or 15 (halberd).

ARMOUR

A character who has armour on may not take full advantage of his or her Appearance Attribute unless wearing Cheesecake Armour (see below).

FINE CRAFTSMANSHIP

This is also available for armour. It adds +1 (not +2) to the points of damage that the armour protects against. As usual, it counts as one step higher in terms of Personal Gear.

CHEESECAKE ARMOUR

This metal armour leaves strategic parts of the body bare but, for some reason, the enemy never hits them! A suit of cheesecake armour reduces damage by 2 points of Armour +1 per Level of Appearance. A Major Item of Personal Gear.

EVIL ARMOUR

This metal plate armour is covered with menacing spikes, giant baroque shoulder plates, and other fashion accessories. It acts exactly as full metal plate armour and gives a -1 bonus to wearer's Intimidation Skill Checks. Evil armour is a Major Item of Personal Gear.

SHIELDS

A shield is usable if a character is not using a two-handed weapon (or does not require both hands for spell casting). Slinging a shield on one's back requires a full character action. A shield is a Minor Item of Personal Gear and counts as Shield Level 1.

CURRENCY

Even heroic adventurers need to buy things. Currency in the world of *BESM Dungeon* comes in two primary forms precious metal coins, as well as gems and jewellery. Neither is more inherently valuable than the other, although many adventurers prefer gems and jewellery to coins, since they weigh less and are easier to carry.

COINS

Adventurers rarely care about individual coins. Instead, they lug around bags of the stuff. A typical sack of coins represents about 100 medium-sized coins. Two types of coins are in common use: the gold coin and the silver coin. One gold coin is worth as much as four silver coins, mostly due to the gold being slightly alloyed with other metals, while the silver was kept pure for religious reasons. Since whole mule-loads of money are routinely hauled out of the ground, inflation has set in. As a result:

GOLD COINS

100 gold coins are equivalent to a Major Item of Personal Gear.

SILVER COINS

100 silver coins are equivalent to a Minor Item of Personal Gear.

COPPER COINS

1,000 copper coins are equivalent to a Minor Item of Personal Gear. Copper isn't worth much, but it's good for spending on ale or roast beef sandwiches at the local inn.

GEMS AND JEWELLERY

These are rated for the number of gold coins they are worth (for example, "diamond bracelet (200 gold)"). Every 100 gold an item is worth is equal to one bag of gold or Major Item of Personal Gear.



CHAPTER 3: NOAH'S LANDING AND ENVIRONS

NOAH'S LANDING AND ENVIRONS

The village of Noah's Landing is the nearest settlement to the Ghost Tower of Petra, in the lost island of Jessenia. The village sprawls inward from the seacoast. It is built atop the ruins of an older and larger town that was burned to the ground following Valkyrion's Invasion 60 years earlier.

LOCAL GEOGRAPHY — THE EASTERN COAST OF JESSENIA

Interesting features on the eastern half of the island include:

THE BRIGHT HILLS

Located in the interior of the Island of Jessenia, the Bright Hills are rich in silver. A few centuries ago, humans and dwarves collaborated to build the mining town of Silverlode to exploit the ore. The mines in Silverlode were mostly played out a generation ago. The town now has a population of only 1,200, most of them human farmers and herdsman, though a few families of determined dwarves still work the old mine. Silverlode's main source of income is now wool and meat from the sheep and goats pastured in the hills. A few kilometres from Silverlode is the manor of Lord Shingle, who holds the lands for the King.

GALLOWS WAY

This is a gravel road that runs for about 20 km, between Silverlode in the Bright Hills and the ruined coastal town of Black Harbour. Gallows Way passes the southern edge of the Great Swamp. Lord Shingle's retinue occasionally patrols Gallows Way, but the road is not a very safe one, especially at night.

Gallows Way gets its name from an incident a century ago, when goblins from the swamp raided caravans travelling to Noah's Landing. In retaliation, the lord of Silverlode led his forces into the swamp, and captured over 800 goblins, hanging one of them every 25 metres along the road.

THE GREAT OAK SWAMP

This large swamp is located a day's journey inland west of Noah's Bay and four day's journey east of the Bright Hills. Gallows Way between the Bright Hills and Black Harbour runs along the southern border of the Great Swamp, and the swamp's inhabitants have been known to menace travellers.

The Great Oak Swamp is a foul, trackless marsh and quagmire cut by many streams. The swamp is heavily overgrown, with numerous dense clumps of trees, mainly of swamp oak and willow. Marsh fowl, frogs, snakes, and fierce tribes of swamp goblins and water trolls inhabit it. Its interior is also known as the breeding ground of other monsters, among them swamp serpents, marsh ogres, and the terrible hydra. It is also a haven for human outlaws, of which the most famous was the Dragonlord.

The swamp's denizens have always harried the human and dwarven settlers, raiding caravans that carried silver ingots between the Bright Hills and Black Harbour. About 100 years ago, Earl Percy fought a pitched battle against the swamp goblins, defeating them and breaking their power for a generation. Hundreds of captive goblins were hanged along the swamp road, giving it its new sobriquet: Gallows Way.

NOAH'S LANDING AND ENVIRONS

The monsters of the swamp, however, would have their vengeance. Sixty years ago, the monsters of the Great Oak Swamp rallied to the banner of Valkyrion the Dragonlord, and eagerly followed him in his attacks against the temple. They burned Black Harbour to the ground, sacked Noah's Landing, and besieged the Lighthouse of Petra, only to be cursed by its high priestess. Some of the monsters were caught in a time warp, and trapped in the lighthouse. Others scattered, escaping back to the swamp.

NOAH'S BAY AND THE COAST

Noah's Bay is a long, curving bay that runs along the east coast of Jessenia. Noah's Bay has a few good anchorages, but there are also many dangerous rocks, particularly those in the shadow of Mount Petra. At winter and early spring, the weather is especially treacherous, and then few dare sail its water.

Off the coast of Noah's bay lived a tribe of fish-men. When the Acolytes of Lysandra were strong, fear of the lighthouse and the powerful magic of its priests and priestesses kept the fish-men away from the coast. Now they are growing in numbers again....

THE FOREST OF PETRA

Inland from the coast are the woods. The trees are deciduous with silvery grey bark and dark green leaves. The woods are very quiet. The forest stretches over an area 7 km by 10 km.

RUINS OF BLACK HARBOUR

Black Harbour is located on the southern rim of Noah's Bay. The Gallows Way leads to a tumble of overgrown ruins — homes, warehouses, wharves — charred by fire, scarred by war, and plundered by decades of scavenging from nearby villages. It is a gloomy place, and sometimes a hideout for brigands. Black Harbour was once a thriving port town. Silver ore from the Bright Hills was carried by caravan up Gallows Road to the Black Harbour, where it was loaded on ships and shipped south to the capital. Then came a series of unfortunate events: the Great Plague, the Great Fire, and finally the invasion of Valkyrion Dragonlord. The town was sacked and looted, and the few survivors scattered or fled to the Lighthouse of Petra.

NOAH'S LANDING

This is a fishing village located on the coast, only 3 km north of the ruins of Black Harbour, on the foothills of Mount Petra. It is inhabited by the descendants of refugees who escaped the destruction of the larger town and sheltered in the Lighthouse of Petra.

Noah's Landing has a population of 400 people, most of them humans. With the destruction of Black Harbour, it is also the only port on the east coast of Jessenia, and links Silverlode with the sea. Merchants usually come in once every two weeks from Silverlode. A trading ship from the New Kingdom occasionally visits (usually once every month from April to October), which is a good excuse for a fair.

Over the last decade, however, Noah's Landing has discovered an additional source of income. Adventurers have begun visiting the dungeons under Mount Petra, and those who survive often bring back silver, jewels, and gold. Most of this is carried off, but some of this treasure has helped the local economy. Noah's Landing now boasts an expanded inn, a large general store, and a smith who can make weapons as well, and a very special school.

The pillars of the local economy are the St. George Academy and Noah's Inn, which cater to rich dungeon-delvers.

30 BIG EYES, SMALL MOUTH DUNGEON

NOAH'S LANDING AND ENVIRONS

NOAH'S INN

Issac Strange keeps this inn. A lean, rugged 30-ish man who dresses in a purple fur-trimmed robe and hood and enjoys playing a flute, Strange is talkative and inquisitive. He is also wealthy, often buying exotic treasures and selling them to traders who come through every few months. He usually has a reserve of 500 gold coins and 2,000 silver coins for trading, and a backroom for making deals.

There are usually a dozen locals drinking or eating in the inn, as well as several travellers and mysterious cloaked strangers. The inn has stables for two dozen riding beasts.

SAIN'T GEORGE'S ACADEMY FOR YOUNG SORCERERS AND SORCERESSES

This school is installed in a two-story stone building with a bell tower. The school grounds are enclosed by an iron fence three metres high. Other buildings on the premises are a garden shed and storehouse.

FACULTY

Head Mistress Emerald is the principal of the school, and also drills students in advanced magic.

Master Guisarme teaches the arts of melee combat as well as gym.

Mistress Mercury teaches the art of alchemy and cooking.

Master Sage drills students in the art of monster recognition and history.

Mistress Newt teaches students in witchcraft.

Master Theo teaches the students in astrology.

STUDENTS

Saint George's accepts promising students aged between 14 and 17, provided they bring a letter of recommendation from a well-known adventurer, or otherwise impress the faculty. It presently has 20 students, half boys and half girls.

Students of St. George's wear school uniforms: a white belted tunic and black breeches for boys and a white tunic with sailor collar and black pleated skirt for girls. All also wear high lace-up boots.

TOWER OF THE SPIDER NINJA CLAN

The Spider Ninja Clan is open only to men. Of course, some women disguise themselves as men to enter the clan and learn its arts. This has been going on for generations; at present, the entire population of the clan, with only one exception, is made of women disguised as men. None of them realise this.

THE HILL

The townspeople have grown an orchard of trees between them and Mount Petra. The fences along its border are less to keep sheep in and more to keep out the brooding presence. Windows in the town do not face the Ghost Tower.

Every evening of the full moon, eerie blue wildfire flickers across the hillside and disturbing howls and shrieks pierce the night. Then the tower shimmers into sight: a silver tracery in the moonlight, then a vast grey shadow against the sky, and finally solid: an upraised finger of darkness silhouetted against the moon.

MOUNT PETRA

This small mountain rises above the north side of Noah's Bay. It is 500 metres north of Noah's Landing, and overlooks the sea. Goats from Noah's Landing occasionally graze on its lower foothills. The summit of Mount Petra is haunted.

A few centuries ago, a plague of shipwrecks claimed the lives of many sailors, destroying both sailing vessels and fishing boats with great regularity. Then, over the course of the last two decades, the number of shipwrecks declined noticeably. Unfortunately, this turn of events was not good fortune, but black magic! A secret cult has arisen that worships the sea-demon Alrinach, mistress of tides, dark sister of the moon. In exchange for sacrificing babies and virgins to the demon during nights of the full moon, they ensure favourable winds and good luck. As the cult grows, however, the demon's presence casts a miasma of fear upon the town. People lock their doors and windows at night. Insanity becomes more common and dark things stalk the night.

Then came the priests of Lysandra, Lady of Light, and her consort Moloch, Lord of Fire. In an epic battle, the warrior-saint Elleksa, armed with the sacred Silver Spear, defeated the demon-goddess and bound her with chains beneath the earth. The followers of Lysandra, the Silver Acolytes, then hunted down the demonic cultists and other terrors, slaying them or driving them into the dark or sea.

To mark their victory over chaos, the priests built a new temple atop the Island of Petra. It was the Lighthouse of Lysandra, a great tower whose lamp was fed by a sacred flame, that all might see the light of the goddess, and that the fisherfolk need not rely on unholy powers to avoid the rocks. Thanks to a tithe of the silver that passed through the nearby port, the Acolytes grew wealthy, amassing a vast store of treasure.



NOAH'S LANDING AND ENVIRONS

Perhaps the favour of the goddess did smile on them. Within a generation, gold and silver was discovered a few day's journey inland, in the Bright Hills, and ships began to dock at Noah's Landing. Then the town grew prosperous, and with it the temple, for the priests of Moloch and Lysandra demanded a tithe from every treasure-ship that docked with the harbour. The priests grew rich indeed.

With their new wealth, the Temple of Lysandra became famous for its wealth, with gold idols and marble statues, and the golden armour of the temple guard. Eventually, the gold mine played out, but the priests invested their wealth wisely: they became bankers and moneylenders. They tunnelled deep beneath the mountain, into ancient caves that had once been used by the cult of Proteus, and there they put their vaults. Kings and princes banked with the Temple of Lysandra, and many treasures were stored therein...

Their riches attracted envy and greed. Many thieves tried to penetrate the vaults and, to protect their treasures, the priests both hired mercenary guards to supplement the templars, and erected traps. They called upon the learned mechanic, Albert Scott, and he built clockwork golems and a great metal dragon. Over the centuries, a hundred thieves died trying to penetrate the temple's treasury, and the priests boasted it was impregnable.

Then came Valkyrion, the Dragonlord, the Lord of the Swamp. After the destruction of Black Harbour, many fugitives had fled to the Acolytes for protection, sheltering in the cellars beneath Mount Petra. Valkyrion's legions besieged the Lighthouse to claim its riches for himself, and through treachery captured it. As the blood of his slaughtered victims stained the altars crimson, the last remaining priestess called upon her goddess to deny the tower to the invaders. The castle vanished — lost in the moonlight. Valkyrion's host was split in half, and knights from Silverlode and the New Kingdom soon defeated the leaderless horde left outside. The other minions were trapped in the castle, whose return was tied to the phases of the moon.

Now it reappears every 28 days, filled with foul beasts and echoing with mocking laughter.

THE LOCALS

These are villagers, students, and local adventurers who can be found in and around the village, or, sometimes, adventuring in the dungeons.

GMs can use these as pre-generated characters, as rivals, allies, romantic interests, or enemies of the player characters. They can be met in the village or as "wandering encounters" on expeditions into the dungeons.

THEO VON HOHENHEIM

Von Hohenheim is the astrology teacher at St. George's Academy, which explains why he only teaches classes at night. He has aristocratic manners, long blond hair, longer legs, dresses entirely in black, and is gay. Consequently, girls are attracted to him like moths to a flame. To Theo, girls are merely an appetiser. Theo is a vampire, drawn to the school to seek a special someone with whom he can share eternity.

Theo wears a pair of wire-rimmed spectacles. When he stalks prey, he takes off his glasses. This leaves him shortsighted, but insures that no one will recognise him as Professor von Hohenheim.

NOAH'S LANDING AND ENVIRONS

THEO VON HOHENHEIM

70 Character Points

Body 6, Mind 8, Soul 6

Health Points 75, Energy Points 70, Attack Combat Value 8, Defence Combat Value 6

ATTRIBUTES

Aura of Command Level 3, Combat Mastery Level 2, Contamination Level 3, Damn Healthy! Level 2, Heightened Awareness Level 3, Highly Skilled Level 1, Life Support Level 2, Mind Control Level 2, Natural Weapons (Claws, Fangs) Level 2, Regeneration Level 1, Reincarnation Level 2, Special Attack: Vampiric Bite Level 1 (30 Damage; Drain Soul, Vampiric, Melee, Low Penetration), Special Defence (Ageing) Level 2, Special Defence (Disease) Level 2, Speed Level 3, Super Strength Level 2, Swarm (Bats or rats) Level 2

SKILLS

Cultural Arts (Occultism) Level 2, Linguistics (Common Obari, Nagari, Old Obari) Level 2, Performing Arts (Public speaking) Level 2, Seduction (Male) Level 2, Social Sciences (Theology) Level 2, Stealth (Silent Movement) Level 1, Unarmed Defence (Strikes) Level 1

DEFECTS

Bane (Holy Symbols) (1 BP), Bane (Sunlight) (2 BP), Easily Distracted (Killing anything that lives) (2 BP), Girl Magnet Level 2, Sensory Impairment (Shortsighted) (1 BP), Vulnerability (Wood) (2 BP).

YUKI YAMAMOTO

Yuki is a girl from another world, summoned here when she hit level 10 on *Ultimate Fantasy*, a new hand-held computer game produce by the mysterious Sin-Dyne Corporation. She was transported while playing it on a school trip to Tokyo Tower, just as the tower was hit by lightning. No one really believes her stories of being from modern-day Tokyo, although she dresses in a Japanese high school uniform.

Yuki has no special abilities but was charged with magical energy because of the lightning strike, and acts as a magical suppressor. As an elite console game player, Yuki knows all the clichés, which effectively gives her Precognition. She has a school bag that is always full of weird equipment.

YUKI YAMAMOTO

30 Character Points

Body 4, Mind 5, Soul 6

Health Points 50, Energy Points 55, Attack Combat Value 5, Defence Combat Value 3

ATTRIBUTES

Appearance Level 1, Art of Distraction Level 1, Divine Relationship Level 1, Personal Gear Level 1, Precognition Level 1, Special Attack: Magical Suppression Aura Level 4 (15 Damage; Area Affect, Aura, Drain Energy, No Damage)

SKILLS

Cooking (Home) Level 1, Medical (Emergency Response) Level 1, Performing Arts (Singing) Level 1, Social Sciences (Psychology) Level 1, Visual Arts (Drawing) Level 1

DEFECTS

Inept Combat (2 BP), Marked (Always wears school uniform) (1 BP), Not So Strong (2 BP), Unskilled (1 BP)

PERSONAL GEAR

(Minor) Ballpoint pen, schoolbooks, Walkman, CDs

(Major) Laptop computer

34 BIG EYES, SMALL MOUTH DUNGEON

NOAH'S LANDING AND ENVIRONS

MI-CHAN

Mi-Chan is a cat girl and street thief. She looks to be about 11 years old. She has a secret, however: she's the granddaughter of the cat-god and can transform into Magical Princess Tiger Lily, a 15-year-old cat-eared human cleric and avenger of the night. She helps keep the village's were-rat population down.

MI-CHAN

30 Character Points

Body 6, Mind 4, Soul 6

Health Points 60, Energy Points 45, Attack Combat Value 5, Defence Combat Value 3

ATTRIBUTES

Appearance Level 1, Art of Distraction Level 1, Divine Relationship Level 3, Features (Night vision) Level 1, Focused Damage (Back stab) Level 1, Heightened Awareness Level 2, Highly Skilled Level 1, Magic Level 1, Organisational Ties (Thieves' Guild) Level 1, Natural Weapons (Claws) Level 1, Personal Gear Level 1, Special Movement (Cat-like) Level 1, Speed Level 2

MAGIC POWERS

Sixth Sense Level 1 (Detect Evil, Focus), Transmutation ("Tiger Lily power up," own clothes turn into cheesecake armour battle costume) Level 1, Weapon Attack "Striped Elemental Wave" (Focus, 30 Damage, Spreading, Extra Energy, Short Range) Level 2

SKILLS

Acrobatics (Balance) Level 2, Burglary (Breaking-and-entering) Level 1, Disguise (Costume) Level 1, Forgery (Paper Documents) Level 2, Gaming (Gambling/Card games) Level 1, Seduction (Male) Level 1, Sleight of Hand (Pick Pocketing) Level 1, Stealth (Silent movement) Level 4

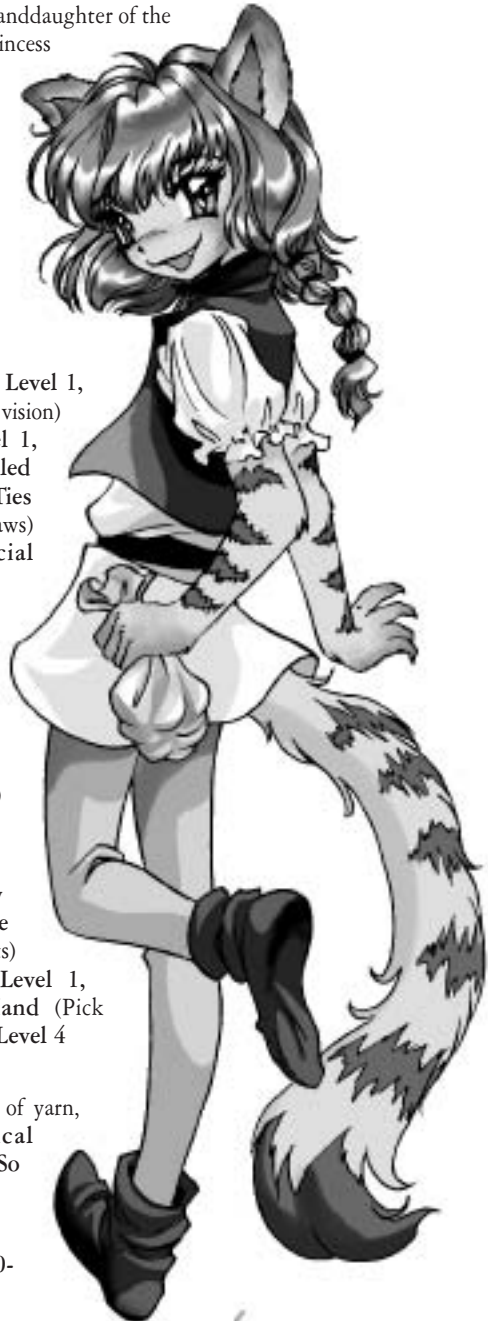
DEFECTS

Ageism (1 BP), Easily Distracted (Balls of yarn, mice, fish, etc.; Wealth) (2 BP), Magical Restriction (must transform) (1 BP), Not So Strong (1 BP), Wanted (1 BP)

PERSONAL GEAR

(Minor) Grappling hook, lockpick, 10-metre rope, shortsword.

(Major) Thieves' Kit.



NOAH'S LANDING AND ENVIRONS

ICE SHERBET

The handsome Sherbet is a cool warrior, the son of a famous knight, and a senior at the St. George Academy. He is vain about his appearance, but justly confident in his abilities. He can move very quickly — a whirling storm of steel attack with his sword “Blizzard Hurricane.” He can also use the “blade blizzard” attack to create an icy vacuum in the air, unleashing the cold of space. Sherbet is very wealthy and owns his own horse, in addition to a wide variety of other gear.

ICE SHERBET

40 Character Points

Body 7, Mind 4, Soul 5

Health Points 80, Energy Points 45, Attack Combat Value 6, Defence Combat Value 4

ATTRIBUTES

Appearance Level 1, Aura of Command Level 2, Combat Mastery Level 1, Damn Healthy! Level 2, Flunkies Level 1, Highly Skilled Level 2, Item of Power Level 2 (“Blizzard Hurricane,” Focused Damage Level 6), Kensei Level 2 (Chanbara Master, Precise Stroke), Special Attack: Blade Blizzard Level 2 (30 Damage; Drain Body, Penetrating: Armour, Melee), Unique Character Attribute (Wealth) Level 1

SKILLS

Intimidation (Street) Level 1, Melee Attack (Sword) Level 2, Melee Defence (Sword) Level 2, Riding (Horses) Level 1, Wilderness Survival (Mountains) Level 1

DEFECTS

Easily Distracted (Opportunities to Show Off) (1 BP), Girl Magnet (2 BP)

GIBLI GOLDFINGERS

Gibli is a dwarven bard and player of the Electric Axe, a strange dwarf instrument that is charged by lightning. One hand is made of gold, a magical artefact, and can sense the precious metal, as well as giving him superhuman strength. He is a hard-drinking party animal, whose lechery drives girls to distraction.

GIBLI GOLDFINGERS

30 Character Points

Body 6, Mind 6, Soul 6

Health Points 80, Energy Points 60, Attack Combat Value 8, Defence Combat Value 6

ATTRIBUTES

Aura of Command Level 2, Combat Mastery Level 2, Damn Healthy! Level 2, High Skilled Level 2, Item of Power Level 2 (“Electric Axe” Environmental Control: Weather Level 3, Mind Control: Emotions Level 2), Item of Power Level 1 (“Hand of Gold,” Sixth Sense: Detect Gold Level 1, Super-Strength Level 2), Special Defence (Disease) Level 1

SKILLS

Architecture (Fortifications) Level 1, Artisan (Metalworking) Level 1, Cultural Arts (History, Legends) Level 2, Linguistics (Common Obari, Deep Runic, High Elvish, Old Obari) Level 3, Melee Attack (Warhammer) Level 1, Navigation (Underground) Level 1, Performing Arts (Public Speaking, Singing) Level 2, Unarmed Attack (Holds) Level 1, Wilderness Survival (Mountains) Level 1, Writing (Lyrics) Level 1

DEFECTS

Easily Distracted (Women) (1 BP), Marked (Bright orange beard) (1 BP), Not So Fast (1 BP)

NOAH'S LANDING AND ENVIRONS

APPRENTICE NINJA CEDRIC

Cedric is the only boy currently attending the Spider Clan ninja school. He is pretty much an ordinary anime boy-hero — naïve, tongue-tied with girls, loyal to his clan, and eager to prove himself. He is struggling with feelings of attraction to some of the other classmates, especially Mint Yamaha, and feels awkward about it, since he does not believe he is gay. He does not realise that the entire school is made up of girls disguised as boys. Cedric spends a lot of his time nursing a bitter rivalry with Ice Sherbet, who defeated him in a duel when he was an overconfident 14 year old; he's been training ever since.

APPRENTICE NINJA CEDRIC

30 Character Points

Body 6, Mind 6, Soul 5

Health Points 50, Energy Points 50, Attack Combat Value 5, Defence Combat Value 3

ATTRIBUTES

Appearance Level 1, Art of Distraction Level 1, Divine Relationship Level 2, Heightened Awareness Level 2, Highly Skilled Level 1, Kensei (Blind Fighting, Katanaspace, Lightning Draw) Level 3, Massive Damage Level 2, Organisational Ties (Spider Ninja Clan) Level 1, Personal Gear Level 1

SKILLS

Acrobatics (Tumbling) Level 1, Controlled Breathing (Slow Heart Rate) Level 1, Disguise (Make-up) Level 1, Poisons (Natural) Level 2, Stealth (Silent Movement) Level 2, Melee Attack (Sword) Level 1, Unarmed Defence (Throws) Level 2, Urban Tracking (Underworld) Level 1

DEFECTS

Easily Distracted (Wealth) (1 BP), Nemesis (Ice Sherbet) (1 BP), Owned by a Megacorp (Spider Ninja Clan) (1 BP)

PERSONAL GEAR

(Minor) Grappling hook, lockpick, 10-metre rope, shortsword.

(Major) Poison

RELIGIONS OF EASTERN JESSANIA

Several religions are practised in the region, but the most important is that of the goddess Lysandra.

THE SILVER ACOLYTES OF LYSANDRA

Lysandra is a goddess of the moon and the waters. She protects her followers from evil, and in particular, protects fishermen and sailors from rough seas and rocks. She is the goddess of lighthouses, mirrors, and silversmiths. The latter associations also led to her being worshipped by money changers and some merchants, especially those who do business by sea.

Lysandra's sacred colours are the deep blue of the ocean at night and the silver of the moon. Her sacred beasts are the naga, the white wolf, the albatross, the deer, the peryton, the white cat, and the oyster. Her sacred objects are made of silver or mother-of-pearl.

Lysandra has been worshipped for many millennia under various names, and was popular during the ancient Millennium Empire. The Lighthouse of Lysandra of Petra is one of her major temples.

The Order of Lysandra, or Silver Acolytes as they are commonly known, are the priests and priestesses who serve Lysandra. They wear blue-and-silver robes and winged helmets.

NOAH'S LANDING AND ENVIRONS

Worshippers of Lysandra generally donate five percent of their income to the nearest temple. The larger temples are lighthouses, but smaller shrines also exist. These are notable for a simple wooden post taken from a ship or sailboat's mast, topped or hung with a silver winged helmet.

LANGUAGES

The major languages used in Jessenia are:

COMMON OBARI

The language most humans, dwarves, and elves speak in Jessenia and the New Kingdom. Often just called "Common."

DEEP RUNIC

Deep Runic is the secret written language of the dwarves. Most dwarves speak Common Obari. Some magical symbols are written in Deep Runic, and it can be traced in the air to make magical gestures.

HIGH ELVISH

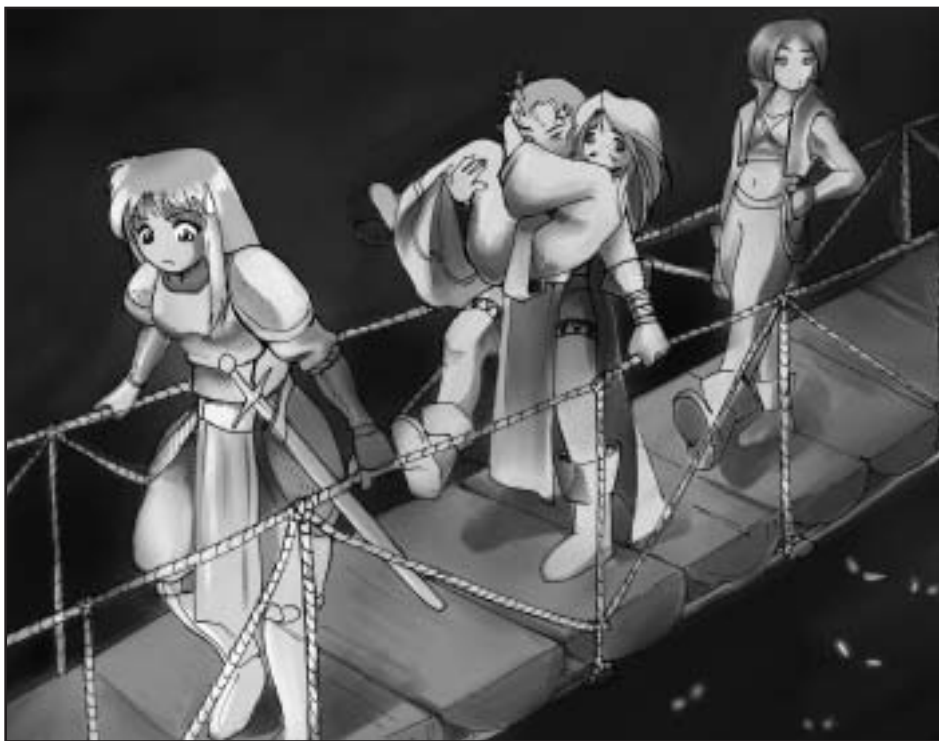
High Elvish is the oldest spoken and written language. Many spells are written in this language.

NAGARI

The spoken language of the swamp monsters and goblins, said to have been taught them by a wise dragon or naga. Some spells are also cast in Nagari.

OLD OBARI

Old Obari was the language of the ancient Twin Empire, whose grammar is largely derived from High Elvish. Today it is written and spoken mostly by scholars, poets, nobles, priests, etc.





CHAPTER 4: LABYRINTHS OF LYSANDRA

LABYRINTHS OF LYSANDRA

Beneath the lighthouse are three subterranean levels of rooms, chambers, passages, and caves. As the Order of Lysandra grew in wealth and members, more rooms were carved out of the rock. In its heyday, the dungeon housed storerooms containing fuel and food, stables, cisterns, wineries (wine and winemaking were sacred to the goddess), and treasure vaults, as well as quarters for the acolytes and templars. It was said that a novice dedicated to the Lysandra of Petra spent two years in darkness before being allowed to see the light, so that they would greater appreciate Lysandra's gift.

HUNTING

There are some foodstuffs in the dungeon: the sea caves provide fish, and there are various fungi growing in the caves, some of which are edible. The so-called "dungeon chicken" — a species of subterranean fowl — also breed in the tunnels and are often caught and eaten. The larger monsters, such as trolls, manticores, and others, enjoy bigger game.

The monsters of the dungeon don't stay in their chambers all the time (except for those forced to do so, such as golems or zombies). Many of them will come out to hunt, either swimming, flying, or crossing the causeway to reach the shore, then raiding the village or hunting wild animals in the forests.

Normally, such a large concentration of ravenous critters would exhaust the local wild life (and peasants). Since the ghostly lighthouse and dungeons only exist three nights out of every month and most monsters hunt only once every couple of nights, their predation remains at a manageable level....

KEY TO ENCOUNTER AREAS

Each encounter area includes the following sections:

- **DESCRIPTION**

The GM can read or paraphrase this text, which indicates what the adventurers will usually be able to see at first glance. It assumes they have light or can see in the dark.

- **DENIZENS**

This is the occupant, if any, of the area. Denizens may not be immediately noticeable, though. Statistics will be provided below.

- **GM NOTE**

These are things not readily apparent to the characters, but which they may not discover depending on their actions. For example, the presence of hidden treasure or traps would be indicated in this section.

- **HISTORICAL NOTE**

Not given for all encounters, these are tidbits of local history, describing the areas original use. Someone familiar with the dungeon (i.e. a denizen living there) would be able to impart this information if questioned.

THE MAPS

See page 42 for the map of level 1, page 55 for level 2, and page 67 for level 3.

UNOCCUPIED ROOMS

Several rooms in the dungeon have been numbered but left empty. The GM can populate these will different creatures suitable for the level (see the random encounter tables) between adventures if desired.

40 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

SEARCHING

Smart adventurers take care to carefully search rooms for treasure, doors and hallways for traps and secret passages, and other unseen secrets and threats. A careful search, while it may reveal some hidden riches or pitfall, takes time and increases the chances of wandering foes stumbling upon the characters. Conversely, while a quicker search may reduce the chances of a monster stumbling upon the characters, their chance of finding something that is hidden is decreased. The following table indicates how long a search takes, the modifier provided to the search Check, and the chances of a random encounter. Roll one die. If the result is in the range indicated, a random encounter occurs. Consult the appropriate Random Encounter table for the area in which the characters are searching.

Search Length	Check Modifier	Chance of Random Encounter
Cursory Search (1.5 minutes)	+3 penalty	1
Speedy Search (3 minutes)	+2 penalty	1-2
Quick Search (5 minutes)	+1 penalty	1-3
Careful Search (10 minutes)	no modifier	1-4
Detailed Search (20 minutes)	-1 bonus	1-5
In-depth Search (30 minutes)	-2 bonus	1-6

DUNGEON DOORS

Unless otherwise noted, doors in the dungeon are made of thick oak or ash wood, banded with iron. Some doors are locked or jammed. A locked or jammed door can be smashed open with a successful Body Stat Check. Up to three normal size people can work together (or several if using a ram): each rolls against their Body, and any one success opens the door.

Add a -2 bonus to the roll if charging. Upon success, the characters' momentum will carry them through it, even if there's a pit or a hungry monster on the other side! Add usual modifiers for Not So Strong and Super Strength. Multiple attempts can be made to smash open a door, but each takes one round and the noise alerts anyone (or thing) in the vicinity.

LOCKS

Doors, chests, and traps are often locked. The keys may be long since lost, although some can be found scattered through the dungeon. Picking a typical lock requires a Body-based Sleight of Hand (Lockpicking) or Burglary (Lockpicking) Skill Check. A few locks can be noted as having an increased difficulty modifier. Add +3 to the difficulty if lacking lockpicks and using improvised tools, such as a knife; it is impossible to pick a lock without some sort of thin, strong, tool. Each attempt to pick a lock takes one minute. A lock-picker has a cumulative +1 penalty each time a prior attempt fails (as the mechanics of the lock begin to suffer due to the poking and prodding).

GLIMMERMoss AND LIGHT

A phosphorescent moss, glimmermoss, grows on many of the dungeon's stone walls. In the absence of torches, it provides an eerie illumination sufficient to see a human-sized shape at a distance of 3-4 metres.

A torch or lantern will illuminate an area of about 10-metre radius (but the lantern-bearer and those around him can be seen from much farther away); the advantage of a lantern is that it can be safely placed on the ground.

LABYRINTHS OF LYSANDRA

RANDOM ENCOUNTERS

A random encounter occurs on a roll of 6 on a six-sided die. Roll every minute of game time when moving through a passage, up or down stairs or shafts, or when occupying a busy area (such as near a well). Roll every 30 minutes otherwise. When a random encounter occurs, roll two dice on the appropriate table to see what it might be.

The tables show the encounter type, the number of monsters, and a page reference for typical statistics. For the number of monsters in an encounter, either a fixed quantity is given (such as “3”), or a random range is provided with the format of “Xd+Y.” X is the number of dice rolled with the value of Y added to the result. For example, 2d+3 indicates the GM rolls 2 dice and adds 3 to the result (giving a range of 5-15, with an average of 10).

Most monsters encountered will be in search of food, on patrol, or engaged in a raid on the surface world or a deeper dungeon level. The GM may roll one die: On a 1-4 they will be healthy, on a 5-6 half are wounded (half Health Points). An encounter with dungeon adventurers may be with a GM-created NPC, or the player characters may stumble on a dead (and usually looted or half-eaten) body.

FIRST DUNGEON LEVEL

The first level below the lighthouse contained the main quarters, worship halls, and storehouses of the Silver Acolytes. The first level has squared-off corridors and sturdy oak doors, with floors, walls, and ceilings of smooth polished stone. Rooms, chambers, and passages are regular in shape, a result of centuries of crafting. Ventilation is good, with frequent breezes from the main airshaft.

The dungeons were originally used as a storehouse for wood to fuel the lighthouse’s fire. As the Order of Lysandra grew in wealth and numbers, more and more rooms were carved out of the rock, and a system of natural caves were discovered and enlarged. Dwarf engineers did most of the mining, directing volunteers from Black Harbour, paid engineers, and some slaves.

FIRST LEVEL RANDOM ENCOUNTERS

This table gives typical encounters for this dungeon level. The GM can modify results if the characters clean out portions of the first dungeon level.

TABLE 4-1: FIRST LEVEL RANDOM ENCOUNTERS

Roll	Encounter	See Page
2	Dungeon adventurers (GM option)	
3	Blood Pudding (1)	78
4	Ruin Rats (2d)	85
5	Thunder Rat (1)	88
6	Goblin Warriors (2d-1)	47
7	Redcap (1) and Goblin Warriors (1d+2)	84 and 47
8	Giant Spider (1)	82
9	Pokedrake (1)	84
10	Conflict or pursuit: Roll twice.	
11	Raiders from lower level; roll on Level 2 Table 4-2.	56
12	Raiders from lower level; roll on Level 3 Table 4-3.	66

LABYRINTHS OF LYSANDRA

ENTRANCES AND EXITS

To the Lighthouse — Octagon Stair Chamber (1-1), opens in Lighthouse 1st floor.

To Surface — Great Chimney (1-2), opens in cliff side.

To Second Level — Spiral Stair (1-28), Great Chimney (1-2), and Well (1-6).

1-1: OCTAGON STAIR CHAMBER

• DESCRIPTION

A large octagonal chamber (90 metres across) with a spiral staircase in the centre. Eight two-metre-tall marble statues are arranged around the edge of the chamber's walls, one in each of the corners. Each statue is of a female warrior-angel.

• DENIZENS

There are no permanent inhabitants here, but there is double the normal chance of a random encounter if time is spent here, since it is a well-travelled area.

• GM NOTE

There is a secret door behind Statue "A" in the northwest corner. Lifting the statue's right arm causes a portion of the northwest wall to slide open, revealing the hidden vault behind the northwest wall (1-14).

• HISTORICAL NOTE

This is the main ventilation shaft to the surface.

1-2: GREAT CHIMNEY (LEVEL 1)

• DESCRIPTION

This is a shaft 3 metres wide cut into the ceiling that opens into the side of Mount Petra overlooking the water (see Mount Petra, page 32), with a matching hole in the floor. Narrow handholds are carved into the stone on its west side, sufficient to allow one person to climb it, provided they have at least one hand and both feet free. Moonlight shines through the top shaft, but the lower hole descends in darkness. Anyone sniffing the lower shaft will smell a faint whiff of decay.

• GM NOTE

The distance from the upper shaft to the surface is 15 metres. The shaft runs all the way down to Level 2 (about 30 metres below).

• DENIZENS

None, but this is a busy area for random encounters, and further down (see 2-2) are some nasty bird nests! If climbing down, roll for both Level 1 and Level 2 encounters.

1-3: WINE CELLAR

• DESCRIPTION

A room with several large dusty barrels piled up. In a far corner, partly hidden, lies a pale humanoid shape. It may be a corpse in a white robe.

• DENIZENS

Three giant spiders are hiding on the ceiling, concealed in the shadows, one above the door and the other behind the barrels. The pale shape is a human corpse, but the robe is a cocoon of spider silk.

44 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

- **GM NOTE**

There are 13 barrels. Three are empty. Nine hold sweet table wines worth 10 gold coins each. One contains a stronger liquid: Zikarian Plum Brandy, 70 years old, worth 200 gold to a connoisseur. A Mind-based Cultural Arts skill Check can identify its provenance.

GIANT SPIDERS

25 Character Points each

Body 6, Mind 1, Soul 1

Health Points 35, Energy Points 10, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 3, Extra Arms Level 3, Light Armour (Thin area) Level 2, Natural Weapons (Fangs) Level 1, Special Movement (Wall-Crawling) Level 1, Speed Level 1, Stealth (Vision) Level 1, Special Attack “Web Shooting” (Damage 30; Tangle, No Damage, Short Range) Level 1, Special Attack “Bite” (Damage 15; Linked to Fangs, Limited Shots, Toxic) Level 2

Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

I-4: CHAMBER OF THE NOVICES

- **DESCRIPTION**

This rectangular room (6 metres by 9 metres) is furnished with 11 wooden beds, some of them damaged. Bloodstained linen bed sheets, many of them hacked apart, are scattered about, and there are bloody stains on the floor where it looks like bodies were dragged out the door. Eleven white hooded robes hang from pegs on the walls hang with 10 pairs of sandals nearby. A few are speckled with blood, but they are otherwise in good shape. In one corner is a book, one cover torn off and with a few pages scattered about and chewed.

- **DENIZENS**

Hiding under the bed is a nest of ruin rats. Most are usually on the prowl in the dungeon, but there are several — twelve at the moment — here in the lair.

- **GM NOTE**

The book is a copy of the “Hymns to Lysandra,” a prayer book used by the silver acolytes. Although torn and bloodstained, it is written in silver ink and contains several beautiful illustrations of Lysandra appearing to her faithful, and the Silver Towers of the Moon where her heavenly city is supposedly found. The hymnbook would be worth 100 silver to a collector, twice that to an acolyte.

- **HISTORICAL NOTE**

This chamber housed several of the younger novice Silver Acolytes. They were caught napping by the Dragonlord’s raiders and either slain in their beds or taken prisoner.

RUIN RATS

20 Character Points each

Body 4, Mind 1, Soul 1

Health Points 5, Energy Points 10, Attack Combat Value 3, Defence Combat Value 1

Combat Master Level 1, Natural Weapons (Fangs) Level 1, Special Attack “Disease” (15 Damage; Contagious: Mild, Drain Body, Linked: Fangs, No Damage, Toxic) Level 5

Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Not So Strong (2 BP), Not So Tough (2 BP), Phobia (Fire) (1 BP), Unskilled (2 BP)

LABYRINTHS OF LYSANDRA

1-5: KITCHEN

• DESCRIPTION

A kitchen with a fireplace (the chimney runs up through the ceiling), roasting spit, worktable, and cutlery hanging from the walls. There is a wooden keg on the floor. An overturned basket of half-eaten, shrivelled vegetables is spilled over the floor. There is a shelf holding a number of small bags, containers, and boxes. A human skeleton in ragged robes and torn leather apron lies on the floor, a butcher's cleaver clutched in one hand.

• GM NOTE

Cutlery includes an assortment of tin spoons of negligible value, four knives and the cleaver (treat as a shortsword, but +1 penalty to attack). On the shelf are bags of dried herbs and spices, one of which is black pepper worth 20 gold. The keg sloshes when picked up, and is three-quarter filled with water: actually holy water (and worth 400 silver), but this may not be apparent without the use of the Sixth Sense (Virtue) Attribute.

• DENIZENS

Six swamp goblin warriors have camped here. They work for the Ogres in room 1-7 as mercenaries.

• HISTORICAL NOTE

This was the main kitchen on Level 1. The holy water was moved here to prevent it being desecrated after the font was abandoned in the defence, then lost track of when the cook was killed.



LABYRINTHS OF LYSANDRA

SWAMP GOBLIN WARRIORS

15 Character Points each

Body 5, Mind 4, Soul 5

Health Points 50, Energy Points 45, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 1, Heightened Awareness Level 1

Melee Attack (Sword) Level 1, Melee Defence (Sword) Level 1, Stealth (Silent Movement) Level 1, Wilderness Tracking (Swamp) Level 1, Wilderness Survival (Swamp) Level 1

Not So Fast (1 BP), Physically Unappealing (1 BP)

I-6: WELL

• DESCRIPTION

A stone well, a metre high, with a winch and wooden bucket on a rope. The shaft is 1.5 metres wide and vanishes into darkness.

• DENIZENS

At present, the area is occupied by a group of eight fish-men, who have paused to drink, and to bandage various injuries their war party sustained from a skirmish with a group of goblins. They are a raiding party from the 2nd Dungeon Level, seeking goblin prisoners.

• GM NOTE

The water is pure. The well shaft is 30 metres deep, drawing water from the pool in The Underground Lake (2-10), below, near the giant crabs' beach. The rope and winch is not strong enough to support more than 60 kg, but the well shaft could be used with strong rope to reach the pool on Level 2. The shaft opens above the southeast corner of the pool — it is a swim of a several dozen metres to reach the island.

FISH-MEN

20 Character Points each

Body 5, Mind 3, Soul 4

Health Points 45, Energy Points 35, Attack Combat Value 4, Defence Combat Value 2

Damn Healthy! Level 1, Life Support Level 1, Natural Weapons (Bite) Level 1, Water Speed (Amphibious) Level 2

Unarmed Attack (Wrestling) Level 1, Sports (Fishball), Level 1, Swimming (Deep-Sea Diving) Level 5

Unskilled (1 BP)

I-7: UPPER GUARD ROOM

• DESCRIPTION

A room with a large table. There is a small chest and a chamber pot in one corner. Hanging from the ceiling on a butcher hook is the half-eaten corpse of a muscular man. The place smells awful.

• DENIZENS

Two ogre knights are squatting at the table, gambling with ivory dice over who gets to finish off the leftovers. The ogres have their swords handy. The corpse is that of a farmer named Albert, slain during a raid into the village. The ogres are two males, Orang and Vanitar, both veterans of the Dragonlord's legions. Every so often, they raid the nearby village.

LABYRINTHS OF LYSANDRA

- **GM NOTE**

A small chest contains 177 silver coins and a gold ring with a ruby gem worth 400 gold. The dice are not ivory but dragon bone, worth 1,200 gold. The chamber pot is worthless and fouled.

OGRE KNIGHTS

25 Character Points each

Body 7, Mind 3, Soul 5

Health Points 80, Energy Points 40, Attack Combat Value 5, Defence Combat Value 3

Damn Healthy! Level 2, **Light Armour** Level 4, **Massive Damage** Level 1, **Natural Weapons** (Claws, Fangs) Level 2, **Super Strength** Level 1

Melee Attack (Sword) Level 2

Awkward Size (1 BP), **Not So Fast** (1 BP), **Unskilled** (1 BP)

I-8: GOBLINS IN A TOMB

A dusty old tomb with a pair of stone sarcophagi, their lids shattered on the floor. Scattered about the room are seven urns and three old wooden chests. The room is occupied by six swamp goblins. They are laughing and joking as they search the old tomb.

- **DENIZENS**

These are swamp goblin warriors from the Cat Scratch Fever war band, loyal to Kedi and seeking loot.

SWAMP GOBLIN TOMB RAIDERS (15 CHARACTER POINTS)

Use the stats for Swamp Goblin Warriors (page 47) with this exception:

Personal Gear — They are clad in steel caps and dirty leather armour, with black shields emblazoned with a yellow cat's eye, and armed with short swords and spears.

I-9: STOREROOM

- **DESCRIPTION**

This is an ordinary looking storeroom, but hanging by a rope from a beam on the ceiling is the corpse of a young man, a noose around his neck. His hands are bound and he wears a simple tunic.

- **GM NOTE**

The man was a member of an adventuring party who caught him picking their pockets. They executed him when he would not admit where he put the item that he'd stolen. In fact, he swallowed it: it's a flute carved from some spiral-ridged ivory-like material — a unicorn's horn (see *The Unicorn Flute*, page 93).

I-10: LOWER FOUNTAIN COURT

- **DESCRIPTION**

A plain room furnished only by a marble fountain carved to resemble a wood nymph. The fountain still works, and clear water swirls around its basin.

48 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

- **DENIZENS**

A Blood Pudding is oozing about the fountain. It has cornered its prey, a Dwarven girl who is clinging to the top of the fountain. The girl is Mandy Silversmith, a Dwarf warrior, the sole survivor of a doomed expedition. Mandy has a battle-axe and wears mail armour, but is helpless against the creature.

- **GM NOTE**

Mandy has a backpack filled with two sacks, one of 200 gold coins, one of six diamonds, each of them worth 250 gold. She will reward any party who saves her life with the gems.

BLOOD PUDDING

20 Character Points

Body 4, Mind 1, Soul 1

Health Points 25, Energy Points 10, Attack Combat Value 2, Defence Combat Value 1

Elasticity Level 2, Sixth Sense (Detect Life) Level 1, Special Attack "Blood Drain" (45 Damage; Drain Body, Flexible, Vampiric, Melee) Level 4

Cannot Talk (1 BP), No Arms (2 BP), Unskilled (2 BP)

MANDY SILVERSMITH

30 Character Points

Body 6, Mind 4, Soul 5

Health Points 85, Energy Points 45, Attack Combat Value 6, Defence Combat Value 4

Aura of Command Level 2, Combat Mastery Level 1, Damn Healthy! Level 3, Focused Damage (Battle-axe) Level 1, Heightened Awareness Level 1, Heightened Senses (Sight) Level 1, Kensei (Blind Fighting, Judge Opponent) Level 2, Light Armour Level 2, Personal Gear (Masterwork Battle-axe) Level 1, Special Defence (Disease) Level 1

Architecture (Fortifications) Level 1, Artisan (Metalworking) Level 1, Linguistics (Common Obari, Deep Runic) Level 1, Melee Attack (Axe) Level 1, Navigation (Underground) Level 1, Unarmed Attack (Strikes) Level 1

Not So Fast (1 BP)

I-II: WOOD ROOM

- **DESCRIPTION**

This room has a rough stone floor. It is full of stacked cords of wood, some neatly tied together by twine, all carefully cut. An iron wheelbarrow sits next to one of the woodpiles.

- **DENIZENS**

Hiding behind one woodpile is a Thunder Rat.

- **GM NOTES**

In the woodpiles is the charred corpse of a young goblin. It has a dagger and a bag containing 20 silver and 70 copper coins, which it looted before it was killed.

- **HISTORICAL NOTE**

This room was one of several store rooms used by the Acolytes for wood that kept the Eternal Flame burning atop the lighthouse.

LABYRINTHS OF LYSANDRA

THUNDER RAT

20 Character Points

Body 4, Mind 2, Soul 5

Health Points 35, Energy Points 35, Attack Combat Value 5, Defence Combat Value 3

Art of Distraction Level 3, Combat Mastery Level 2, Light Armour Level 1 (Optimised: Electricity), Speed Level 2, Special Attack "Thunder Shock" (30 Damage; Penetrating: Armour, Spreading, Melee, Uses Energy) Level 1

Cannot Talk (1 BP), Not So Strong 1 (BP), Not So Tough 1 (BP), Unskilled (2 BP)

I-12: FURNITURE ROOM

- DESCRIPTION

This medium-sized room contains piles of broken wood furniture: chair legs, split tables, and so on. There is also the mast of a small sailboat, and a pile of broken spear-shafts and axe-handles.

- GM NOTE

An empty room, with nothing special here at all.

- HISTORICAL NOTE

Every midwinter's eve, villagers would bring offerings of old broken wooden furniture, tools, etc. to the silver acolytes, where they would be ceremonially burned in the Eternal Flame. This was intended to ensure good luck for the village craftspeople.



50 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

I-13: SCROLL ROOM

- **DESCRIPTION**

This small room contains mounds of mouldering paper and scrolls. They are arranged neatly in small slots that are covering the walls of the room. All of the scrolls are waterlogged and illegible. The few that are dry have decayed to the point of uselessness. There are puddles of foetid water in the corners of the room.

- **DENIZENS**

The room is now the home of a large bread pudding colony that has found the moisture of the room congenial to its growth.

- **HISTORICAL NOTE**

This room was used by the Acolytes to store damaged scrolls and paper products. The Acolytes did not believe in destroying such things such as they did with other damaged goods (see Furniture Room, 1-12). Instead, they left the scrolls here to dissolve in the moisture.

BREAD PUDDING

20 Character Points

Body 4, Mind 1, Soul 1

Health Points 25, Energy Points 10, Attack Combat Value 2, Defence Combat Value 1

Special Attack "Spore Cloud" (45 Damage; Burning, Irritant, Spreading, Short Range, Toxic)
Level 4, Super Strength Level 1

Cannot Talk (1 BP), No Arms (2 BP), Unskilled (2 BP)

I-14: LOCKED HIDDEN VAULT

- **DESCRIPTION**

The secret passage in room 1-1 opens into this small room: 3 metres by 4.5 metres, with two urns and a tattered blanket. The hump of the blanket suggests someone is under it.

- **DENIZENS**

The ghost of the dog will haunt anyone who takes the child's ring (see below). It will materialise outside whatever place they sleep late at night, and howl. It will do this until the boy's skeleton is given a decent burial. It will defend itself if attacked.

- **GM NOTE**

If the blanket is lifted up, it reveals a half-rotted corpse of a child, dressed in ragged finery, and in his arms the corpse of a small dog. The child wears a gold ring on his finger. The dog has a studded iron collar. Both have no marks on them: they starved to death in the locked room. The child's ring is of silver with a moonstone gem. The ring is worth 500 gold as jewellery. One of the urns is empty. The other holds 1,200 silver coins and 700 copper coins.

- **HISTORICAL NOTE**

The boy is the 8-year-old son of a local knight, one of several children sent to the Acolytes for safekeeping after the fall of Black Harbour. During the siege, an Acolyte locked him and his dog in the roof for safety, but was then killed and forgotten. They both died of thirst. The ring is a family heirloom.

LABYRINTHS OF LYSANDRA

GHOST DOG

35 Character Points

Body 4, Mind 4, Soul 6

Health Points 50, Energy Points 50, Attack Combat Value 4, Defence Combat Value 2

Heightened Senses (Hearing, Smell) Level 2, **Mind Shield** Level 2, **Natural Weapon** (Fangs) Level 1, **Special Attack** "Drain Mind" (15 Damage; Drain Mind, Soul Attack, Extra Energy x2) Level 5, **Speed** Level 1, **Special Movement** (Untrackable) +1

Cannot Talk (1 BP), **Phobia** (Relics of Lysandra) (1 BP), **Rudimentary Manipulation** (1 BP), **Unskilled** (2 BP), **Vulnerability** (Silver) (1 BP)

I-15: GRANARY

• DESCRIPTION

This room has a stout iron door, but is unlocked. In it are two dozen large urns, most of them cracked and broken.

• GM NOTE

They are empty, but smell like they once held grain and flour.

• HISTORICAL NOTE

This was once the Silver Acolytes' grain and flour store. Most of the grain was taken during or after the invasion.

I-16: QUARTERS OF THE SENIOR PRIESTESS

• DESCRIPTION

The small room has two torches in brackets on the north and south walls. The floor is covered with a rug of braided human hair. On the wall is a painting of an elven sorceress standing on a mountaintop, clad in a priestly robe. There is an open chest. In the room's corner is the decapitated body of a young male sorcerer (a student from St. George's, in his uniform), and nearby his head.

• DENIZENS

Shadris Ghan, a necromancer armed with a staff, is accompanied by twelve priest zombies, both humans armed with swords. The zombies were just killed and then raised by Ghan. They are loading treasure from the chest into sacks.

• GM NOTE

Ghan has a gold ring worth 200 gold coins. One zombie has a dagger that, if thrown, becomes a lightning bolt (Damage 45; Short Range). The open chest holds 2,400 silver coins. The elves have loaded a further 800 silver coins into sacks. The north torch is hollow and conceals the Mirror of the Silver Moon (see page 91).

• HISTORICAL NOTE

This chamber once held the office of the senior acolytes who supervised activities on the first level.

SHADRIS GHAN

40 Character Points

Body 5, Mind 7, Soul 8

Health Points 65, Energy Points 115, Attack Combat Value 6, Defence Combat Value 4

ATTRIBUTES

Damn Healthy! Level 1, **Extra Energy** Level 4, **Heightened Awareness** Level 1, **Heightened Senses** (Hearing) Level 1, **Highly Skilled** Level 2, **Magic** Level 3, **Personal Gear** Level 1

52 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

MAGIC POWERS

Environmental Control: Call Darkness (Darkness, 2 PP) Level 2, **Environmental Control:** Death Chill (Temperature, 2 PP) Level 2, **Exorcism:** Grave Command (2 PP) Level 2, **Flunkies:** Animate Dead (6 PP) Level 6, **Force Field:** Bone Shield (Stops 60 Points; Block Incorporeal, Shield Only, 9 PP) Level 3, **Heightened Senses:** Dead Man's Eyes (Sight, 1 PP) Level 1, **Precognition:** Wisdom of the Dead (4 PP) Level 2, **Servant:** Summon Spirit (4 PP) Level 2

SKILLS

Controlled Breathing (Slow Heart Rate) Level 2, **Cultural Arts** (Occultism) Level 3, **Intimidation** (Street) Level 1, **Linguistics** (Common Obari, Nagari, Old Obari) Level 2, **Medical** (Pathology) Level 2, **Physical Sciences** (Chemistry) Level 1, **Poisons** (Natural) Level 1, **Unarmed Defence** (Throws) Level 2

DEFECTS

Not So Strong (1 BP), **Physically Unappealing** (1 BP)

Ghan is a necromancer and adventurer who has entered the dungeon in search of the various relics, hoping to gain power by taking possession of them.

PRIEST ZOMBIES

20 Character Points each

Body 4, Mind 2, Soul 3

Health Points 35, Energy Points 25, Attack Combat Mastery 6, Defence Combat Mastery 4

Combat Mastery Level 3, **Life Support** Level 2, **Reincarnation** Level 2, **Stealth** (Hearing) Level 2

Bane (Holy Symbol) (1 BP), **Easily Distracted** (Killing anything that lives) (2 BP), **Unskilled** (2 BP)

1-17: TORTURE CHAMBER

• DESCRIPTION

A pit in the centre dominates this circular room, with a winch next to it. Hanging from the winch is a chain and pair of manacles: someone chained up could be raised to dangle in the air, or lowered slowly into the pit. There is a table and shelf on which are set a set of sharp scalpels, pincers, and pliers, a whip, and a bucket of nails. On the east wall are several iron rings and chains allowing prisoners to be fixed there. There is also an iron cauldron.

• DENIZENS

Three Redcaps currently inhabit the chamber. Their leader is Tivald the Tickler, the Dragonlord's former chief interrogator. They will capture and torment anyone for the fun of it. They also trade stripped corpses, in exchange for prisoners, to the necromancer in room 1-16 for use as skeletons. The Redcaps are allied with Kedi (page 76) and will interrogate any prisoners, asking them if they know what the Rod of Lysandra is and who might have it. The Redcaps themselves don't know why Kedi wants it. If they find any clues, they'll report to her.

• GM NOTE

The pit is three metres deep. The last two metres are filled with strong acid, which does 10 points penetrating damage per round if someone is partially immersed, double that if fully immersed. The cauldron is filled with warm stew (a mix of human, rat, and lizard-goblin meat, savoured with some bread pudding monster jelly). Tivald has a belt pouch with three emeralds each worth 200 gold and 20 gold pieces. The other two Redcaps each have bags with 3-18 gold pieces.

LABYRINTHS OF LYSANDRA

- **HISTORICAL NOTE**

This room was originally used for the cleaning, embalming, and preparation of corpses. Soldiers of the Swamp Legion converted it to a torture chamber after they captured the dungeons. They put several captive Acolytes to the question, hoping to discover the nature of the curse that befell them.

REDCAPS

25 Character Points

Body 6, Mind 4, Soul 5

Health Points 80, Energy Points 50, Attack Combat Value 7, Defence Combat Value 5

Combat Mastery Level 2, Damn Healthy! Level 2, Feature (Night Vision) Level 1, Focused Damage (Glaive or Spear) Level 1, Item of Power Level 1 (Red Cap: Special Defence: Ageing) Level 1, Natural Weapons (Fangs) Level 1, Size Change (Grow) Level 2

Phobia (Daylight) (1 BP), Unskilled (2 BP)

I-18: DUNGEON GALLERY

- **DESCRIPTION**

Around this room are hung several portraits crudely nailed to the walls. They are done in dark crimson, and show the tormented faces of humans, elves, and goblins.

- **TREASURE**

There are 17 portraits. The portraits are painted in blood on flayed human- or goblin-skin parchment. They capture emotion, and their bold line work suggests a twisted genius. A collector with esoteric tastes might pay up to 50 gold coins each.

I-19 TO I-22: EMPTY STORAGE ROOMS

These are all bare stone chambers — old tombs and storage rooms that have long since been stripped clean by the dungeon's denizens. They may be occupied at a latter date.

I-23 TO I-27: LOOTED CRYPTS

Each of these five crypts contains a large, empty stone sarcophagus, and 1-3 wooden chests or large pottery urns. They are empty, and the urns are often broken. The tombs have been looted, and the bodies in them have been taken out and reanimated.

I-28: THE SPIRAL STAIR

- **DESCRIPTION**

A stone chamber with a spiral staircase (90 steps) runs down to room 2-1 on level 2.

- **DENIZENS**

None, but it's a busy area (see 1-1).

The Labyrinths of Lysandra Level 2

Scale 1mm = 1 m



LABYRINTHS OF LYSANDRA

SECOND DUNGEON LEVEL

This level beneath the Citadel is a maze of caverns and rough-hewn chambers. It can be reached from caves in the mountainside as well as well as from the first level. The Acolytes of Lysandra originally used it as a storage facility and temple treasury.

The caverns are rough, natural rock, often with stalactites extending down from the ceiling. They are cool and damp.

During the siege, the Dragonlord's monsters entered the third level, through the undersea passage, and took the Silver Acolytes by surprise. In the latter battles, many of them retreated here.

TABLE 4-2: SECOND LEVEL RANDOM ENCOUNTERS

Roll	Encounter	See Page
2	Dungeon adventurers (GM option)	
3	Redcap (1) and Goblins (2d)	84 and 87
4	Ruin Rats (3d)	85
5	Blood Pudding (1)	78
6	Ghasts (1d+1)	80
7	Fish-Men (1d)	80
8	Giant Spiders (1d)	82
9	Will O' Wisp (1)	89
10	Conflict or pursuit: Roll twice.	
11	Raiders from lower level; roll on Level 3 Table 4-3.	66
12	Raiders from upper level; roll on Level 1 Table 4-1.	43

ENTRANCES AND EXITS

Level 1 — The caves connect to Level 1 through the Great Chimney (2-2, below) and the Lower Spiral Stair below.

Level 3 — The caves connect to Level 3 through the Lost Stair (page 61, 2-9).

Outside — An underwater tunnel (page 64, 2-14) connects the Sea Caves with the ocean.

SECOND LEVEL RANDOM ENCOUNTERS

This table gives typical encounters for this dungeon level. The GM can modify results if the characters clean out portions of the first dungeon level.

2-1: LOWER SPIRAL STAIR

• **DESCRIPTION**

A flight of stone stairs goes up to room 1-28 on the first level.

2-2: GREAT CHIMNEY (LEVEL 2)

• **DESCRIPTION**

A large shaft in the ceiling to the Great Chimney, Level 1. See 1-2, page 44, for details.

• **DENIZENS**

A flock of carnivorous marsh birds from the Great Swamp are nesting here, in niches halfway down the shaft.

• **GM NOTE**

The birds will attack people clambering down. There are nine eggs. These are steel-coloured, and are worth 100 silver coins each to collectors and gourmets.

56 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

STYMPHALIAN BIRD

20 Character Points each

Body 4, Mind 1, Soul 1

Health Points 25, Energy Points 10, Attack Combat Value 4, Defence Combat Value 2

Combat Mastery Level 2, Flight (Can Hover) Level 1, Light Armour Level 3, Natural Weapons (Beak) Level 1, Special Attack “Brass Feather Darts” (30 Damage; Auto-Fire, Limited Shots x2, Short Range) Level 2

Cannot Talk (1 BP), Not So Tough (1 BP), Not So Strong (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

2-3: CAVE OF THE LION-BEAST

• DESCRIPTION

This cavern near the dungeon’s entrance is the lair of a terrible hybrid creature with a lion’s head, a giant body, and the tail of a scorpion.

• DENIZENS

A manticore giant lives here. After the Dragonlord was slain, it fled into the deep caverns, and now makes its lair here. The manticore giant wears an iron collar.

• GM NOTE

The recent corpses of a few farmers (and two swamp goblins) are present. In the back of the cave is the picked-clean skeleton of one of the elite Silver Templars; his magical Silver Sword fallen by his side (see page 93).

MANTICORE GIANT

25 Character Points

Body 7, Mind 2, Soul 3

Health Points 80, Energy Points 25, Attack Combat Value 7, Defence Combat Value 5

Combat Mastery Level 3, Damn Healthy! Level 3, Light Armour Level 2, Natural Weapons (Claws, Fangs) Level 2, Special Attack “Tail Stinger” (30 Damage; Burning, Penetrating: Armour, Limited Shots, Melee) Level 1

Awkward Size (2 BP), Unskilled (2 BP)

2-4: TROLL LAIR

• DESCRIPTION

This cavern is the home of a group of three cave trolls.

• DENIZENS

Three cave trolls, named Rond and Urg (males) and Izara (a female).

• GM NOTE

They are former members of the Dragonlord’s legion, who have deserted. They have accumulated a small pile of treasure from looting the temple, including 800 gold coins, two Recovery Potions (page 94), and the Moon Shield (page 92). They sometimes venture into upper levels or out into the countryside in search of food.

LABYRINTHS OF LYSANDRA

CAVE TROLL

20 Character Points each

Body 8, Mind 3, Soul 4

Health Points 80, Energy Points 35, Attack Combat Value 7, Defence Combat Value 5

Combat Mastery Level 2, Damn Healthy Level 2, Focused Damage (Bite) Level 1, Natural Weapons (Claws, Fangs) Level 2, Super Strength Level 1

Awkward Size (1 BP), Cursed: Permanently turns to stone in sunlight (2 BP), Easily Distracted (Wealth) (1 BP), Not So Fast (1 BP), Unskilled (2 BP)

2-5: GIANT FUNGI PATCH

• DESCRIPTION

This corridor contains a patch of 11 giant toadstools. They are up to five feet tall, with red and purple spots.

• DENIZENS

Five of the toadstools are actually carnivorous hungry toadstools, which will strike out at anyone passing by.

GM NOTES

Aside from the hungry toadstool, the others are edible, although they taste rather unappetising to most monsters (and adventurers).

HUNGRY TOADSTOOL

10 Character Points each

Body 6, Mind 1, Soul 1

Health Points 35, Energy Points 10, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 3, Natural Weapons (Fangs, Tentacles) Level 2, Sensors (Indirect) Level 2

Cannot Talk (2 BP), No Hands (2 BP), Restricted Ground Movement (2 BP), Unskilled (2 BP)

2-6: SKARN'S GUARD ROOM

• DESCRIPTION

A mid-sized chamber (9 metres by 6 metres). In the centre is a low stone table carved out of the rock floor. A water bucket sits in one corner. The floor is covered with scattered bones.

• DENIZENS

Seven Fish-Men linger in this room. They are guards of Aklissa Skarn (page 59), and are usually squatting by the table, munching on cavefish or captured adventurer.

• GM NOTE

The bones are mostly cavefish, but there's a dwarf's skull, the skeleton of a Thunder Rat, and the skeleton of a Forest Goblin as well. Amid the debris are 100 copper coins.

2-7: LAIR OF AKLISSA SKARN

• DESCRIPTION

A rough stone chamber, but nicely furnished. There is a large wooden couch, a table, and metal cages dangling from hooks in the ceiling. The cages hold a couple of rats, a trio of bats, and a handsome barbarian warrior.

58 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

- **DENIZENS**

Aklissa Skarn, leader of the Fish-Men, usually reclines on an iron couch in this room.

- **GM NOTE**

Aklissa has a golden goblet (worth 50 gold coins) from which she drinks bat's blood. Her sea chest (looted from an old shipwreck) holds 700 silver coins, some gaudy pirate's clothing, and a silver bracelet (worth 10 gold coins). On Aklissa's couch is a fluffy feather pillow, its case of orange and red silk embroidered with the images of dancing flames. The pillow is worth 40 silver coins if not identified as the Phoenix Pillow (see page 92).

AKLISSA SKARN

30 Character Points

Body 6, Mind 5, Soul 5

Health Points 75, Energy Points 50, Attack Combat Value 7, Defence Combat Value 5

ATTRIBUTES

Appearance Level 2, Aura of Command Level 1, Combat Mastery Level 2, Damn Healthy! Level 2, Highly Skilled Level 1, Life Support Level 1, Water Speed (Amphibious) Level 2

SKILLS

Cooking (Humans) Level 1, Linguistics (Common Obari, Old Obari) Level 1, Melee Attack (Trident) Level 2, Melee Defence (Trident) Level 2, Seduction (Male) Level 2

DEFECTS

Easily Distracted (Cute guys) (1 BP)

Aklissa is a mutant fish-woman, who looks quite attractive by human standards, with her light blue skin, long green hair, and slightly webbed fingers and toes. Her voice is liquid and behind it can be heard an echo of the sea breaking on rocks. Unfortunately, she has a taste for the flesh of human babies, muscular humanoids (human or otherwise), and fresh bat's blood. She was an officer in the Dragonlord's legion, but considers herself retired. Aklissa knows that Kedi is still alive in the tower. She also has a general idea of who is who on Level 2 and 3.

The barbarian warrior held within the cage is Jemja, whose tribe wandered by the Ghost Tower when it last reappeared in the normal world. He entered the dungeons, hoping to find glory but soon found himself trapped within its walls. He will gladly aid anyone who frees him.

JEMJA

25 Character Points

Body 7, Mind 4, Soul 5

Health Points 70, Energy Points 45, Attack Combat Value 7, Defence Combat Value 5

Appearance Level 2, Combat Mastery Level 2, Damn Healthy! Level 1, Divine Relationship Level 1, Heightened Awareness Level 1, Heightened Senses (Smell) Level 1, Highly Skilled Level 1

Melee Attack (Axe) Level 2, Melee Defence (Axe) Level 1, Ranged Defence (Personal) Level 1, Swimming (Diving) Level 1, Unarmed Attack (Wrestling) Level 1, Wilderness Survival (Mountains) Level 1, Wilderness Tracking (Mountains) Level 1

Girl Magnet (1 BP), Easily Distracted (Ancient Wonders) (1 BP)

LABYRINTHS OF LYSANDRA

2-8: ROCK FALL

• DESCRIPTION

Harsh cries, a buzzing, and the crack of whips are audible before the characters reach this area, which is a corridor blocked by a collapsed ceiling (the result of a battle between some ogres and a giant earthworm).

• DENIZENS

A chain gang is working with picks. There are eight ragged, foul-smelling, scarred humans and three similarly abused dwarves, being overseen by two whip-wielding ogre knights and four giant bees!

There is a bucket of slops and water to one side, and the prisoners are occasionally fed and watered from it. They work a 16-hour shift, then sleep.

• GM NOTE

The ogres are searching for a hidden stairway which one thinks may be buried in a forgotten room somewhere behind the rock fall. They believe the stairway leads to the lower temple and a great treasure. They enslaved several beings (mostly villagers taken captive in raids, plus a few templars or priests left over from the original invasion, still alive due to the differences in time), who are presently being used to clear a rock fall that is blocking a chamber. The slave drivers each have 50 silver coins. The rock fall leads to 2-9: Lost Stair (page 61) and takes 50 man-hours to clear. If the characters retreat it's up to the GM whether the gang will have broken through, or whether the tunnelling will be interrupted.



60 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

OGRE KNIGHTS

Use the stats for the Ogre Knights presented earlier (see page 48).

GIANT BEES

15 Character Points each

Body 4, Mind 1, Soul 1

Health Points 25, Energy Points 10, Attack Combat Value 2, Defence Combat Value 1

Flight (Can Hover) Level 1, **Natural Weapon** (Stinger) Level 1, **Special Attack** "Poison" (15 Damage; Burning, Linked; Stinger, Slow, Toxic) Level 2

Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

2-9: LOST STAIR

• DESCRIPTION

This stairway runs to Level 3. The door that opens onto the stairway is emblazoned with a silver crescent moon. The same crescent moon is carved into each step.

• GM NOTE

Identifying the symbol requires a successful Mind-based Cultural Arts (Archaeology or Occultism) Skill Check. The crescent moon is an old death-symbol of the Lysandra cult, relating to the cult's belief that souls of believers end up in the sacred Silver City of Lysandra, which is said to be located on the moon.

• DENIZENS

None, but counts as a busy area for random encounters. On the stair roll for a Level 3 encounter.

• HISTORICAL NOTE

The Acolytes of Lysandra to the crypts used this door and stairway for funeral processions on the way to the crypt.

2-10: UNDERGROUND LAKE

Several caverns and passages open into the underground lake, and there are two stretches of "beach" on different sides.

• DESCRIPTION

A body of dark water, wide enough that its far side can only be dimly seen. A small island a few dozen metres across, however, will be visible to lanterns or torchbearers (or those who can see in the dark).

• DENIZENS

In addition to fish, a terrible fire-breathing hydra lives here. He is asleep half the time, but there is a 3 in 6 chance he will attack anyone swimming or boating across the lake. The hydra normally sleeps underwater. When the hydra first approaches, the GM should have only one head pop above water, describing it as if it were a single sea-monster.

• GM NOTE

The water is mostly 12-15 metres deep except where otherwise noted, with a rocky bottom covered by a metre of ooze. The water is home to blind cavefish (up to 30 cm long) and other small water-creatures. One of the pieces of the password tablet is hidden among the skeletons and shattered armour that litters the beach near the hydra's lair.

LABYRINTHS OF LYSANDRA

FIRE-BREATHING HYDRA

70 Character Points

Body 6, Mind 2, Soul 4

Health Points 70, Energy Points 30, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 1, Damn Healthy! Level 2, Extra Attacks Level 3, Heavy Armour Level 1, Heightened Awareness Level 1, Natural Weapons (Fangs, Tail Striker) Level 2, Regeneration Level 6, Special Attack “Fiery Breath” (45 Damage; Area Effect, Burning, Short Range, Uses Energy) Level 3, Super Strength Level 2

Awkward Size (3 BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

2-11: SANDY BEACH

• DESCRIPTION

A sandy cavern. Five giant orange crabs (a metre wide) are scuttling about.

• DENIZENS

Five giant crabs patrol the beach, which they consider “their” territory. They will attack anyone who dares to step foot in this area.

• GM NOTE

There is a buried pot in the sand holding a ruby ring worth 100 gold. The ring is magical, and if worn will inflict 1 point of heat damage per turn to a finger.

GIANT CRABS

25 Character Points each

Body 6, Mind 1, Soul 1

Health Points 55, Energy Points 10, Attack Combat Value 3, Defence Combat Value 1

Combat Mastery Level 1, Damn Healthy! Level 2, Focused Damage (Claws) Level 3, Heavy Armour Level 2, Life Support Level 1, Natural Weapons (Claws) Level 1, Super Strength Level 2

Awkward Size (2 BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

2-12: LAIR OF THE WATER TROLL

• DESCRIPTION

This cavern opens onto the lake as well as having an entrance that connects with the other passages. It is a dirty, foul smelling chamber, its floor littered with bones and waste. Two wicker cages, suspended by iron chains, hang from the ceiling. There is a girl in a rose-colored dress in one of the cages, singing a lullaby. Squatting below, listening, is a huge troll.

• DENIZENS

The troll is Vormag and the caged woman is Ilind, a junior priestess from the temple who was taken captive rather than killed because he took a fancy to her. She has been a prisoner for the last two years of “dungeon time.” Behind the main chamber is piled Vormag’s treasure.

• GM NOTE

Vormag possesses 300 gold coins, as well as the Cloak of Eyes (page 91) and the Wings of Lysandra (page 93), neither of which he recognises as magical items.

62 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

VORMAG THE WATER TROLL

40 Character Points

Body 7, Mind 3, Soul 4

Health Points 70, Energy Points 30, Attack Combat Value 7, Defence Combat Value 5

ATTRIBUTES

Combat Mastery Level 3, Damn Healthy Level 2, Heightened Senses (Smell) Level 2, Light Armour Level 1, Natural Weapons (Claws, Fangs) Level 2, Regeneration Level 4 (Does not regenerate fire), Super Strength Level 1

DEFECTS

Easily Distracted (Humanoids to eat) (1 BP), Unskilled (2 BP)

Vormag likes to hum to himself, and enjoys music. He may demand a composition from captives each day. Make a Mind-based Performing Arts Skill Check to come up with something decent and perform it.

ILIND THE PRIESTESS

40 Character Points

Body 4, Mind 5, Soul 7

Health Points 55, Energy Points 70, Attack Combat Value 5, Defence Combat Value 3

ATTRIBUTES

Art of Distraction Level 2, Divine Relationship Level 4, Energy Bonus Level 1, Magic Level 2, Organisational Ties (Temple of Lysandra) Level 1, Personal Gear Level 1

MAGIC POWERS

Environmental Control: Summon light (Light, 1 PP) Level 1, Exorcism: Holy word (2 PP) Level 2, Force Field: Circle of Faith (Extendable, static, 4 PP) Level 1, Healing: Healing hand (4 PP) Level 1, Precognition: Bibliomancy (2 PP) Level 1, Sixth Sense: Sin compass (Detect evil, 1 PP) Level 1, Sixth Sense: Divine judgement (Sense truth, 1 PP) Level 1, Special Attack "Sleep of the Just" (Damage 15; Area Effect, Incapacitating, Extra Energy, No Damage, Short Range, Toxic, 4 PP) Level 1, Sprit Ward: Holy symbols (1 PP) Level 1

SKILLS

Linguistics (Common Obari, Old Obari) Level 1, Medical (Emergency Response) Level 1, Melee Attack (Mace) Level 1, Melee Defence (Mace) Level 1, Performing Arts (Public Speaking) Level 1, Social Sciences (Psychology) Level 1

DEFECTS

Attack Restriction (Code of Honour) (1 BP), Magical Restriction (Works at pleasure of Lysandra) (1 BP), Marked (holy symbol tattooed on forehead) (1 BP)

Ilind is a well-muscled young woman with short black hair and a crescent moon tattoo on her forehead. She is a little crazy after being kept in the dungeons for two years, and has no idea at all that sixty or more years have passed "outside."

LABYRINTHS OF LYSANDRA

2-13: UNDERWATER TUNNEL

- **DESCRIPTION**

This long (60 metres long, 2 metres wide) tunnel runs into Noah's Bay from the underground lake, emerging 9 metres underwater.

- **DENIZENS**

Various creatures, such as the fish-men, may be using the tunnel, although fear of the hydra keeps it from being used too often by intelligent beings. Roll for an encounter, but ignore anything that can't swim.

2-14: CAVERN, WHARF, AND BOAT

- **DESCRIPTION**

A small six-man funeral barge is moored here.

- **GM NOTE**

It can be used to sail down to the underwater pool — it will ride the waterfall easily. There is a shade living in the barge — a guard who fell asleep on watch during the siege, and died here, cursed for having betrayed his post. It cannot move more than 50 metres from the boat

SHADOWY BARGE MAN

50 Character Points

Body 4, Mind 4, Soul 7

Health Points 55, Energy Points 65, Attack Combat Value 5, Defence Combat Value 3

Contamination (Victims killed by a shade are turned into shades) **Level 4**, **Energy Bonus Level 1**, **Environmental Control** (Decrease Temperature) **Level 1**, **Flight Level 2**, **Insubstantial** (Incorporeal Form) **Level 1**, **Life Support Level 2**, **Special Defence** (Ageing) **Level 2**, **Speed Level 1**, **Special Attack "Life Drain"** (45 Damage; Drain Energy, Soul Attack, Vampiric, Melee, No Damage) **Level 4**

Bane (Holy Symbols) (2 BP), **Bane** (Sunlight) (2 BP), **Easily Distracted** (Killing anything that lives) (2 BP), **Unskilled** (2 BP)

2-15: THE GOBLIN SCULPTOR

- **DESCRIPTION**

A sandy beach on the shore of the underground lake. A goblin is working on a complex sandcastle, using a dagger and his bare hands to sculpt it.

- **DENIZENS**

The goblin's name is Porrid. He was cut off from his fellow goblins, then possessed by a shade, whose control over him is extremely limited.

- **GM NOTE**

Many years ago, a young novice at the temple, would sneak away from lessons, where he was often bullied, and come here to play at the beach. It was his special place. Over many months he worked on a sandcastle, his pride and joy. The bullies eventually discovered where he was going and followed him. When they started to knock down his castle, he refused to back down — and they threw him in the water. He was caught by the current and drowned. To this day, the shade of the boy haunts this stretch of beach. The spirit attempts to take possession of individuals and force them to construct the castle, which is precisely what Porrid is currently doing. Except for his obsessive behaviour, Porrid is otherwise an ordinary goblin, but he will attack anyone who attempts to interfere with his project.

64 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

2-16: LAIR OF THE EARTHWORM

- **DESCRIPTION**

This maze of tunnels is the lair of a monstrous giant earthworm. There is a pile of reeking worm-dung at the rear of the main cavern.

- **DENIZENS**

One Giant Earthworm prowls the caverns, devouring all who it encounters. The only thing it fears is the great dragon Basharat — they have skirmished on a few occasions. There were originally three of these worms, but the dragon ate two.

- **GM NOTE**

In the worm-dung are various metal bits and coins that it could not digest. While it tends to spit out armour, there are several steel rings (remains of mail shirts), two steel helmets, 37 gold coins, 17 silver coins, and a ruby necklace worth 300 gold. There is also a silver ring with an image of the wyvern — The Drake Amulet (see page 95).

GIANT EARTHWORM

40 Character Points

Body 8, Mind 1, Soul 1

Health Points 85, Energy Points 10, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Damn Healthy! Level 4, Elasticity Level 2, Focused Damage (Bite) Level 3, Light Armour Level 2, Natural Weapons (Fangs) Level 1, Sensors (Indirect) Level 1, Super Strength Level 4, Tunnelling Level 3

Awkward Size (3 BP), Unskilled (2 BP)

2-17: ISLAND IN THE LAKE

- **DESCRIPTION**

This island is overgrown with wild plants of various sorts. It also houses a small temple-like structure surrounded by amazingly realistic statues of warriors and priests in various poses — frequently with their hands up, as if shielding their eyes.

- **DENIZENS**

Two mountain medusae live on this island. They were once members of the Dragonlord's army, but since his defeat, they have taken up residence here.

- **GM NOTE**

The small structure on the island is indeed a shrine to Lysandra, which the medusae have defiled by their presence. A staircase leads down to room 3-5, page 69. The medusae have a small hoard of treasure here, consisting of 500 gold coins, a cat golem (without the key, which is found in room 3-2, page 66), and the Invisible Dagger (see page 95), the last of which one of the medusae will use if necessary.

MOUNTAIN MEDUSAE

20 Character Points each

Body 4, Mind 4, Soul 5

Health Points 45, Energy Points 45, Attack Combat Value 4, Defence Combat Value 2

Natural Weapons (Fangs, Tail Striker) Level 2, Special Attack "Poison Sting" (30 Damage; Linked: Tail Striker, Toxic) Level 2, Special Attack "Petrifying Gaze" (15 Damage; Accurate, Incapacitating: Soul Stat, Spreading, No Damage, Short Range, Toxic, Unique Disability x2: Defender must meet medusa's gaze directly for attack to work) Level 1

Unique Defect (Special Attack is permanent — anyone who meets medusa's gaze will be turned to stone) (2 BP), Unskilled (2 BP)

LABYRINTHS OF LYSANDRA

THIRD DUNGEON LEVEL

The crypts are cool and still, although there is some ventilation provided by the main airshafts. The crypt walls and floors are stone, worn smooth over the centuries.

RANDOM ENCOUNTERS

This table gives typical encounters for this dungeon level. The GM can modify results if the characters clean out portions of the third dungeon level.

TABLE 4-3: THIRD LEVEL RANDOM ENCOUNTERS

Roll	Encounter	See Page
2	Dungeon adventurers (GM option).	
3	Redcaps (1d) and Goblins (2d)	84 and 87
4	Shade (1)	86
5	Thunder Rats (2d)	88
6	Pokedrake (1-2)	84
7	Fish-Men (1d+3)	80
8	Giant Spiders (1d+3)	82
9	Will O' Wisp (1)	89
10	Conflict or pursuit: Roll twice.	
11	Raiders from upper level; roll on Level 1 Table 4-1	43
12	Raiders from upper level; roll on Level 2 Table 4-2	56

ENTRANCES TO LEVEL 3

To Level 2 — From the island of the Medusae (2-17) and the Lost Stair (2-9).

3-1: CHAMBER OF THE ENDLESS STAIRWAY

• DESCRIPTION

A rough stone stairway, it leads up to room 2-9 (see page 61).

3-2: HAUNTED CRYPTS

• DESCRIPTION

This is a maze of small rooms and passages. The floor is littered with cracked and gnawed bones — the remains of more than two dozen humans, goblins, and fish-men that the ghosts have dragged into their lair and devoured. It smells foul. There are two large sarcophagi with heavy stone lids.

• DENIZENS

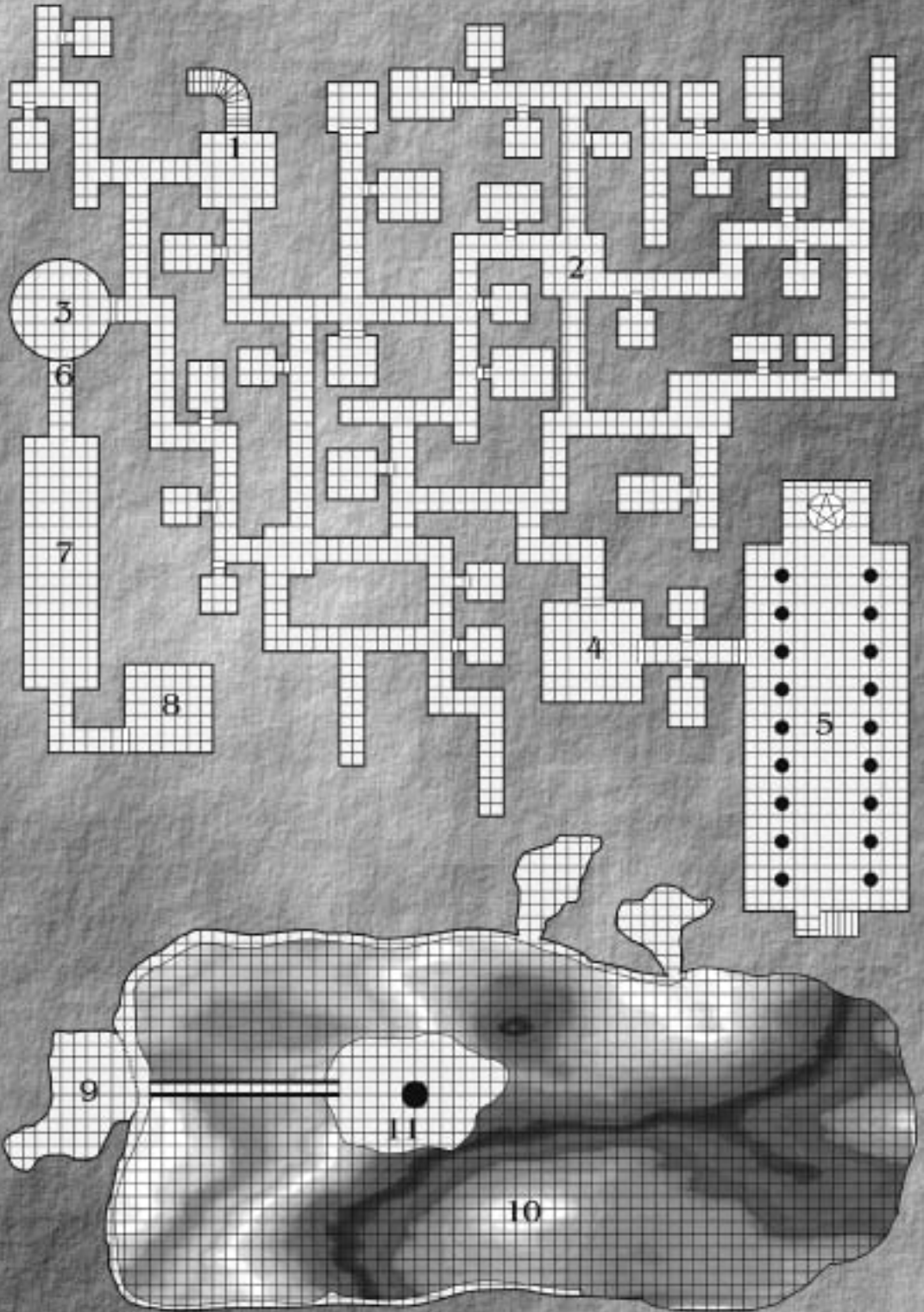
This reeking tomb is the lair of a pack of fierce ghosts, who are perched atop the sarcophagi, munching on the remains of a corpse. There are seven ghosts here.

• HISTORICAL NOTE

The Temple of Lysandra originally used the crypts as burial chambers. After a funeral ceremony, the bodies of acolytes were ceremonially carried down the Last Stair and interred here. The key to the cat golem (page 94) is located here.

The Labyrinths of Lysandra Level 3

Scale 1mm = 1 m



LABYRINTHS OF LYSANDRA

GHASTS

20 Character Points each

Body 6, Mind 2, Soul 3

Health Points 45, Energy Points 25, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Natural Weapons (Claws, Fangs) Level 2, Special Attack "Paralysing Bite" (45 Damage; Drain Body, Drain Soul, Low Penetration, Melee) Level 1, Special Attack "Charnel Stench" (15 Damage; Area Effect, Drain Body, No Damage, Short Range) Level 1, Special Defence (Ageing) Level 2, Stealth Level 2

Bane (Holy Symbol) (1 BP), Bane (Sunlight) (2 BP), Easily Distracted (Killing anything that lives) (2 BP), Unskilled (2 BP)

3-3: CIRCULAR CRYPT

• DESCRIPTION

A dusty room smelling of decay. In niches in the crypt are several skeletons with rusty daggers and short-swords guarding a larger sarcophagi. There is an inscription on the sarcophagi. There are a couple of smashed chests in the tomb; it appears to have been looted. There is also a statue of Lysandra, arm outstretched as if to hold a sword, but no sword is in its hand.

• GM NOTE

The inscription reads "Here lies the great templar of Lysandra, Kylindra, Slayer of Evil Sorcerers." The skeleton is well preserved, but missing a right hand. There is a secret panel (Mind Stat Check with a +2 penalty to find) under the sarcophagi containing treasure: A well-made short-sword carved with runes spelling out the name Spellraker (see page 93). If a sword (whether ordinary or magical) is placed in the hands of the statue, it opens a secret door to the Hall of Statues (3-7, page 70).

3-4: SUMMONING CHAMBER

• DESCRIPTION

This room contains only a single circular pillar-like altar in the centre of the room, on top of which rests a silver dagger.

• DENIZENS

The room is empty at present, but anyone picking up the dagger summons a gargoyle demon into the room.

• GM NOTE

The dagger is a cursed item placed here by Kedi in her madness. It has no other value, except as a trap.

• HISTORICAL NOTE

The Acolytes originally used this room as a place to summon and communicate with spirits allied to Lysandra. It is blessed, so any attempts to summon good spirits gained a -1 bonus while performed here.

GARGOYLE DEMON

45 Character Points

Body 6, Mind 2, Soul 3

Health Points 85, Energy Points 25, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Damn Healthy! Level 4, Heavy Armour Level 2, Life Support Level 2, Natural Weapons (Claws, Fangs, Horns) Level 3, Flight (Glider) Level 1, Reincarnation Level 1, Special Defence (Ageing) Level 2, Stealth (Vision) Level 5, Super-Strength Level 2

Awkward Size (1 BP), Cannot Talk (1 BP), Not So Fast (1 BP), Unskilled (2 BP)

68 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

3-5: LOWER TEMPLE OF THE GODDESS

• DESCRIPTION

A 6-metre tall stone angel stands on a dais dominating this vast hall: a marble statue of a beautiful woman with feathered wings — she holds a lantern high in one hand. A large, white marble altar rises before the dais, stained with blood.

Eighteen elaborately engraved columns support the hall's ceiling, and five silver candelabra hang from the ceiling. In the middle of the temple coils a great dragon. Its scales glitter like emeralds, and his eyes are golden, slit like a cat's. Its body is 30 metres long from head to its long barbed tail. Around it are piled gold and silver looted from the temple's treasuries.

• GM NOTE

Each candelabrum is worth 100 gold, but they are four metres off the ground and weigh 50 kg each. The carvings depict the origin of the Lysandra cult in Petra: engravings show a shipwreck, men performing a human sacrifice on the sea-shore, a terrible demon rising from the sea, and finally the demon being exorcised by a heroic priestess armed with a magical mirror.

• DENIZENS

This room contains a swamp dragon named Basharat the Green. He was raised by Lord Valkyrion from an egg, and is still young. He sleeps a lot of the time, plays chess (see below), and occasionally flies out to go hunting. Basharat has a healthy respect for Kedi, but finds most other beings beneath him. He may be well disposed to any offering of treasure, but particularly likes emeralds. His favourite foods are Elf and Thunder Rat.

Basharat is missing one of his chess pieces: the black knight, which was stolen by a thief several months ago (over a decade by real time). He would be willing to bargain with anyone who can help him find it.

• GM NOTE

The hoard includes 3,000 gold coins and 12,000 silver coins. The temple contains many other treasures, such as Armour of Melantha (page 90), the Magician's Hat (page 94), and the silver cat key, but the ones that Basharat most enjoys are his life-sized set of ivory chess pieces.

BASHARAT THE GREEN

80 Character Points

Body 8, Mind 5, Soul 7

Health Points 105, Energy Points 80, Attack Combat Value 8, Defence Combat Value 6

Aura of Command Level 3, Combat Mastery Level 2, Damn Healthy! Level 3, Dynamic Sorcery Level 1, Energy Bonus Level 2, Feature (Longevity) Level 1, Flight Level 3, Heavy Armour Level 1, Heightened Awareness Level 1, Highly Skilled Level 2, Kensei (Judge Opponent) Level 1, Mind Shield Level 1, Natural Weapons (Claws, Fangs, Tail Striker) Level 3, Sixth Sense (Magic) Level 1, Super Strength Level 3, Special Attack "Poison Spittle" (60 Damage; Area Effect, Short Range, Toxic) Level 3, Extra Capacity Level 2

Cultural Arts (History) Level 2, Intimidation (Dungeon) Level 2, Linguistics (Common Obari, Nagari, Old Obari) Level 1, Navigation (Underground) Level 1, Wilderness Survival (Swamp) Level 1

Awkward Size (2 BP), Easily Distracted (Treasure) (1 BP)

LABYRINTHS OF LYSANDRA

Basharat is wise in the ways of humans from his decades of service to the Dragonlord. He loves gold and treasure for its own sake, and enjoys the flesh of intelligent creatures. If suddenly confronted by adventurers, he will try to disable or kill them as swiftly as possible, with help from his minions. If he is confident and will try to take them alive for food or ransom. If people talk to him, he will demand they surrender and give him tribute. Anyone not being polite will be disposed of by flame and fang. If he is obviously outmatched, he may attempt to escape.

Basharat possesses two of the six pieces of the tablet that open the door to Alrinach's chamber. Unlike Kedi, the dragon has little interest in gaining access to the chamber. Consequently, he is willing to trade the pieces to the adventurers, should they provide him with other items that are more valuable to him. He is especially interested in books from the Lighthouse's library, as well as other magical items. If the characters can establish a rapport with him, they may be able to obtain the tablet pieces without having to fight Basharat.

3-6: SECRET ENTRANCE

A secret door triggered by restoring a sword to a statue of Lysandra in the Circular Crypt (3-3, page 68) leads to the Hall of the Statues (3-7).

3-7: HALL OF THE STATUES

- **DESCRIPTION**

A long hall lined with silver statues.

- **DENIZENS**

The silver statues are actually Silver Golems. They will challenge anyone who attempts to enter the Hall of Mirrors without the proper password: "We are the guardians of the goddess Lysandra. If you would enter her sacred hall of mirrors, speak the password." The password is "Ardnasy!" (Lysandra spelled backward). The golems will attack anyone who enters without the password, or anyone who attacks them, even from beyond the threshold.

SILVER GOLEM

35 Character Points each

Body 7, Mind 2, Soul 2

Health Points 85, Energy Points 20, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Damn Healthy! Level 4, Heavy Armour Level 2, Life Support Level 2, Special Defence (Ageing) Level 2, Super Strength Level 3

Awkward Size (1 BP), Cannot Talk (1 BP), Not So Fast (1 BP), Unskilled (2 BP)

3-8: THE CHAMBER OF MIRRORS

- **DESCRIPTION**

There are four mirrors in this room. All have silver frames worked with images of angels and monsters.

- **GM NOTE**

Each mirror is magical. Various benefactors gave all these to the temple over the years. Some are sacred relics of the temple, while others are cursed items given for safekeeping.

NORTH MIRROR: THE MIRROR OF VISIONS

The mirror will show a vision of a far-off place, plucking an image out of the user's mind, such as his or her birthplace, or another significant location to them. Someone with a strong willpower can order it to show a different location in "real time" for one round. This costs 5 Energy Points and requires a successful Soul Stat Check; failure shows a different location (GM's option) or nothing but darkness.

70 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

EAST MIRROR: THE MIRROR OF CONFLICT

This mirror is cursed. The Acolytes of Lysandra seized it from an evil wizard centuries ago and hid it here to prevent the mirror's wreaking any further havoc in the world. It creates a warped, mad, duplicate of the user, who will step out of the mirror and attack the original and his or her friends. The duplicate drains 5 Energy Points/round from the user (who will realise he or she is losing energy, but not know it's going to the duplicate). If the original passes out or is killed, the duplicate will also vanish, as the original powers it.

WEST MIRROR: THE MIRROR OF DESIRE

The mirror shows a reflection of the character's greatest desire (the GM or player can work this out). If the character touches the mirror, he or she will be physically transformed into what was shown. After this, the mirror will not perform any magic for him or her again. The mirror is not cursed as such, but it can be dangerous if misused. The Acolytes of Lysandra used it to train their novices in the need to remain aloof from even those things one most desires, lest they be consumed by them.

One of the pieces of the password tablet is hidden within this mirror. Only if a character says that finding a piece of the tablet is his or her greatest desire can it be gained. It will appear in the mirror, like all other objects of desire, but, if the character reaches in, he or she can grab it instead of being transformed into it.

SOUTH MIRROR: THE MIRROR OF DAMNATION

The mirror appears normal until touched. It is a gateway that leads into the Vestibule (3-9).

3-9: THE VESTIBULE

This is a stone cave that overlooks the cavern from the west side. On the eastern wall is a silver mirror that is an exact mirror image (including the script) of the Mirror of Damnation.

It is the other side of the gate that leads to the Cavern of Moondark (see below).

3-10: THE CAVERN OF MOONDARK

This is a vast cavern, 120 metres wide and 60 metres high. A bubbling, crimson pool, with steam rising from the surface, fills most of it. In the centre of the cavern, a single pillar rises, just above the lake. Chained to that pillar is a demonic figure — a humanoid monster five times taller than a man. A spear protrudes from the demon's breast, pinning her to the pillar's rock.

THE BRIDGE

• DESCRIPTION

A narrow stone bridge spans the terrible red lake, running from the Vestibule to the Pillar of Damnation. The bridge is 30 metres long, 2 metres wide, with 1 metre high rails.

THE BOILING BLOOD

The pool is indeed full of blood, and at boiling temperature. Anyone falling in will take 20 points of penetrating damage each round. The blood is only 1.5 metres deep, however, so it will only run up to the shoulders or neck of most people. As long as someone who has fallen into the blood can stay conscious, they won't drown.

THE NARROW PATHS

A slim path encircles the outer edge of the lake. The path is six metres above the lake's surface and only 1.5 to 2 metres wide. The heat from the boiling blood can be easily felt at this level.

The eastern path slopes downward, spiralling into the lake itself. Someone who falls into the lake will need to take this path if they wish to climb back out.

The western path slopes upward, eventually reaching the first and then the second of the two cave-mouths higher in the cavern (see Peryton Nests, page 72).

LABYRINTHS OF LYSANDRA

PERYTON NESTS

• DESCRIPTION

Two niches in the upper wall of the cavern are homes to nesting perytons. These monsters will attack anyone attempt to cross the bridge, swooping down to grab them in their claws, and hover over the lake. If they can, they will grab their prey and carry them into their nests to feed. If not, they'll drop them in the lake to boil!

• DENIZENS

There are nine perytons. The demonic spirit of Valkyrion Dragonlord also dwells here, but he will only appear after the characters have defeated the perytons. When he was killed during the final battle of the assault 60 years ago, his body fell into the pool of blood and was slowly revived as a mortal-demon hybrid. Since then, he has waited here for the time when adventurers would come bearing the complete tablets he could use to free Alrinach the Corrupter and exact his revenge.

When the last peryton is killed, the dragonlord will arise from the pool of blood and attempt to seize any tablet pieces the characters are carrying. If they will not give them to him willingly, he will attack them. Valkyrion is a deadly fighter and extremely powerful. He fights intelligently and will withdraw from combat if it looks like he will be defeated. If the characters do succeed in destroying him, they will lift the curse of Lysandra, which was designed to imprison the dragonlord. With him dead, there is no longer any need for it to remain in effect.

• HISTORICAL NOTE

The perytons are sacred guardian beasts captured and raised by the Temple of Lysandra. According to legend, their bodies house the souls of shipwrecked sailors, whose lives were lost before the lighthouse was built.

PERYTON

25 Character Points each

Body 7, Mind 2, Soul 6

Health Points 80, Energy Points 40, Attack Combat Value 6, Defence Combat Value 4

Combat Mastery Level 2, Damn Healthy! Level 2, Features (Night vision) Level 1, Flight (Can Hover) Level 1, Natural Weapons (Claws, Antlers) Level 2

Rudimentary Manipulation (1 BP), Unskilled (2 BP)

VALKYRION DRAGONLORD

70 Character Points

Body 8, Mind 6, Soul 8

Health Points 110, Energy Points 70, Attack Combat Value 10, Defence Combat Value 8

ATTRIBUTES

Astral Projection Level 1, Aura of Command Level 3, Combat Mastery Level 3, Damn Healthy! Level 4, Divine Relationship Level 2, Dynamic Sorcery Level 1, Flight Level 1, Highly Skilled Level 2, Heightened Awareness Level 1, Kensei (Chanbara Master, Judge Opponent) Level 2, Life Support Level 2, Mind Shield Level 2, Natural Weapons (Claws, Fangs) Level 2, Reincarnation Level 1, Shape Change Level 1, Sixth Sense (Magic) Level 1, Special Defence (Ageing) Level 1, Super Strength Level 2

72 BIG EYES, SMALL MOUTH DUNGEON

LABYRINTHS OF LYSANDRA

SKILLS

Cultural Arts (Occultism) Level 1, **Linguistics** (Common Obari, Nagari) Level 1, **Melee Attack** (Sword) Level 5, **Melee Defence** (Sword) Level 3, **Military Sciences** (Tactics) Level 2, **Ranged Defence** (Personal) Level 2, **Social Sciences** (Psychology) Level 1

DEFECTS

Magical Restriction (Agent of a Demon Lord) (1 BP)

3-II: THE PILLAR OF DAMNATION

• DESCRIPTION

This chamber can only be entered by first using all six pieces of the shattered tablet to reconstruct the password that breaks the magical protections against entry. If this is done, the characters may enter the room, in which they see a large pillar of ornate covered with scenes from the legends of Lysandra. On this pillar is chained the demon lord Alrinach the Corrupter. She stands 10 metres tall, vast arms raised above her head, bound by shimmering silver chains to a hook mounted in the stone. A long lance pierces her breast, driven through her body and into the stone of the pillar, pinning her like a butterfly. From the wound drips blood, slowly spilling into the lake. The wound continuous to bleed, but the demon will not die.

• DENIZENS

The demoness Alrinach. She is awake and in torment. She cannot use her powers while the Lance pins her to the pillar.

• GM NOTE

The spear is the sacred Lance of Lysandra, a Temple relic (page 90). The chains are worth 2,000 gold. Severing the silver chains requires cutting through Heavy Armour Level 2; they have Health 20.

ALRINACH THE CORRUPTER, DEMON OF SHIPWRECKS

100 Character Points

Body 10, Mind 7, Soul 8

Health Points 140, Energy Points 75, Attack Combat Value 10, Defence Combat Value 8

ATTRIBUTES

Appearance Level 4, **Art of Distraction** Level 4, **Aura of Command** Level 1, **Combat Mastery** Level 2, **Damn Healthy!** Level 5, **Dynamic Sorcery** Level 5, **Extra Attacks** Level 1, **Flight** (Can Hover) Level 1, **Heightened Awareness** Level 2, **Highly Skilled** Level 2, **Light Armour** Level 5, **Natural Weapons** (Fangs) Level 1, **Super Strength** Level 3, **Special Attack** “Drowning Wave” (60 Damage; Spreading x2, Limited Shots, Short Range) Level 3

SKILLS

Intimidation (Street) Level 2, **Ranged Defence** (Personal) Level 2, **Unarmed Attack** (Holds) Level 3, **Unarmed Defence** (Holds) Level 2

DEFECTS

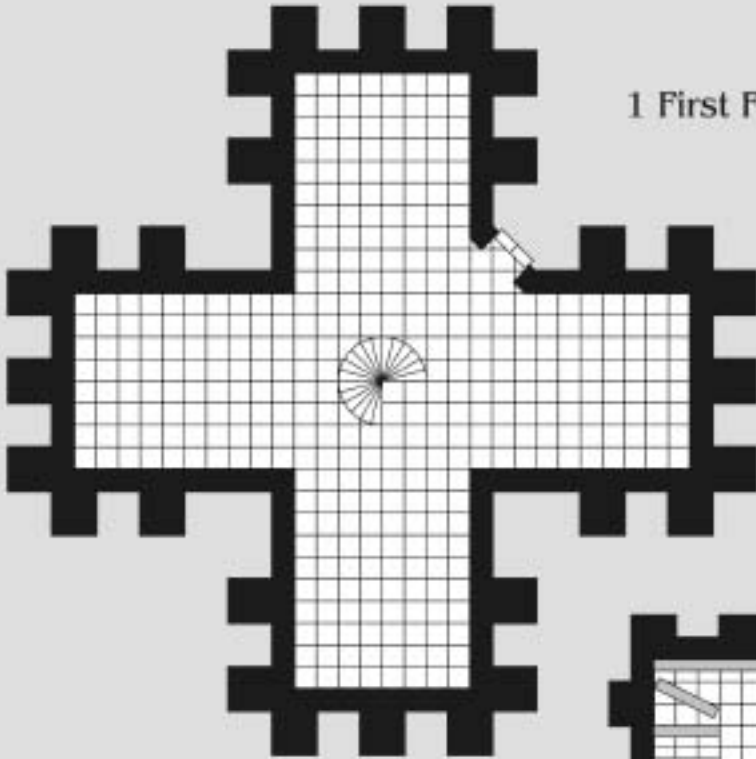
Awkward Size (2 BP)

Alrinach, the fallen angel sister of Lysandra, looks exactly like her twin — except that when she smiles she has tiny fangs, and her eyes glow green if angered. She was bound here years ago, when the cult was first formed. She will try to convince adventurers that she is the goddess, cruelly trapped here, and offer to grant their wishes if they free her.

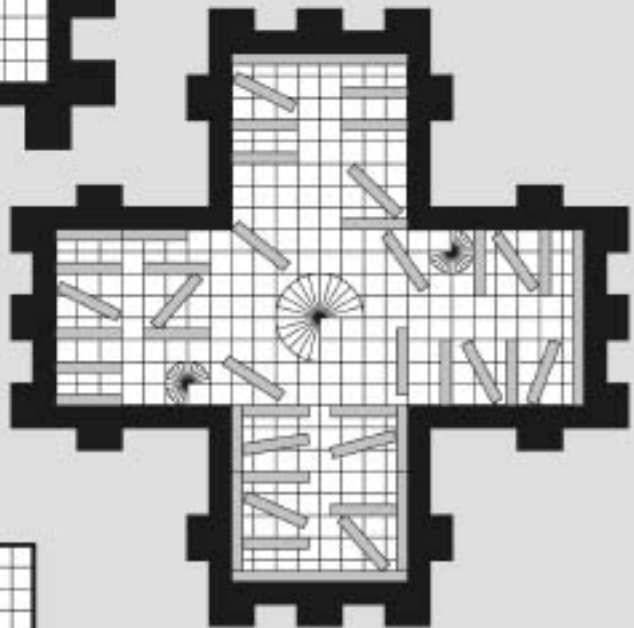
The Lighthouse of Petra

Scale 1.5 mm = 1 m

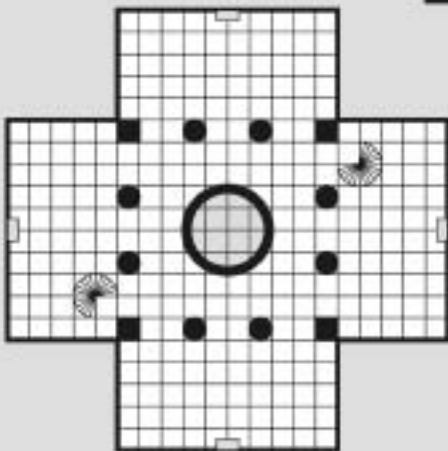
1 First Floor



2 Second Floor



3 Third Floor



LABYRINTHS OF LYSANDRA

LIGHTHOUSE OF PETRA

The Lighthouse is a tall structure that stands above the dungeons. It consists of three large, open levels, the topmost of which is where the eternal flame once shone. The lower two levels have a tube that runs through their middles. It is allowed air to flow upward to stoke the flame on the top and is a means, albeit a dangerous one, to drop down to lower levels, including the first level of the dungeons.

TABLE 4-4: LIGHTHOUSE RANDOM ENCOUNTERS

Roll	Encounter	See Page
1	Pokedrake (1)	84
2	Redcaps (1d) and Goblins (2d)	85 and 87
3	Kedi and Cave Trolls	76
4	Blood Pudding (1d)	78
5	Ghasts (2d)	80
6	Drakes (1d)	79

ENTRANCES TO LIGHTHOUSE

From Level 1 — Octagon Stair Chamber (1-1).

L-1: FIRST FLOOR

• DESCRIPTION

This room is large and stripped of almost anything of value. Scattered around room are shattered bits of wood, metal, and glass. During the dragonlord's assault, a large pitched battle took place here. The bodies of the dead were long ago consumed by the ghasts of the Swamp Legion, some of whom still linger here.

• DENIZENS

There are a dozen ghasts lurking in this room. They will quickly attack anyone who enters the room.

GHASTS (20 CHARACTER POINTS EACH)

Use the Ghast stats on page 80 for this encounter.

L-2: THE LIGHTHOUSE LIBRARY

• DESCRIPTION

This large room contains row upon row of books and scrolls, all arranged according to the ancient cataloguing system of the Acolytes of Lysandra. Many of the bookshelves and wall niches are now overturned or otherwise damaged, but enough are intact that this room is a treasure house of knowledge for scholars with an interest in history or theology. The total value of the books and scrolls in this room is in excess of 10,000 gold coins if sold to a dealer with interest in such matters. Other branches of the temple of Lysandra would pay only half this amount, but they would be very grateful if the sacred books were returned to them.

• DENIZENS

This room contains four drakes.

LABYRINTHS OF LYSANDRA

DRAKES

30 Character Points each

Body 6, Mind 2, Soul 6

Health Points 75, Energy Points 35, Attack Combat Value 4, Defence Combat Value 2

Damn Healthy! Level 2, **Flight** Level 1, **Heavy Armour** Level 1, **Natural Weapons** (Claws, Fangs, Tail Striker) Level 3, **Special Attack “Poison Sting”** (15 Damage; Linked: Tail Striker, Toxic) Level 2, **Speed** Level 2

Awkward Size (2 BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

L-3: THE ETERNAL FLAME

• DESCRIPTION

This large room contains an open fire pit used by the Acolytes for the eternal flame, when it was lit in the past. A window circles the entire room and looks out onto the sea and the settlement of Noah’s Landing. There are small altars in different areas of the room, as well as subsidiary shrines dedicated to spirits associated with the moon goddess.

• DENIZENS

Kedi makes her home base here. One cave troll per member of the adventuring party always accompanies her. Kedi is present in this room less than half the time. If the GM rolls 1-2 on 1d, the nekojin is here.

• GM NOTES

Kedi possesses two pieces of the password tablet, which she carries with her at all times. She seeks the tablet because she believes she can convince Alrinach to restore Valkyrion to life. Kedi loves him with an insane love — so insane that she betrayed him during the original assault on the Lighthouse. She killed him with a well-placed arrow shot, because she feared he would abandon her for Melantha, as she had long feared. Now, Kedi regrets her decision and wishes to make amends. Of course, the cat-girl is utterly mad and will let nothing stand in the way of her plan.

KEDI

50 Character Points

Body 7, Mind 5, Soul 6

Health Points 65, Energy Points 55, Attack Combat Value 8, Defence Combat Value 6

Appearance Level 3, **Art of Distraction** Level 3, **Combat Mastery** Level 2, **Divine Relationship** Level 1, **Extra Attacks** Level 1, **Features** (Night Vision) Level 1, **Heightened Awareness** Level 1, **Heightened Senses** (Vision) Level 1, **Highly Skilled** Level 3, **Jumping** Level 1, **Kensei** Level 3 (Chanbara Master, Judge Opponent, Two Weapons), **Massive Damage** Level 3, **Natural Weapons** (Claws) Level 1, **Special Movement** (Cat-like) Level 1, **Speed** Level 1

Acrobatics (Tumbling) Level 3, **Burglary** (Breaking and Entering) Level 2, **Melee Attack** (Sword) Level 2, **Melee Defence** (Sword) Level 2, **Poisons** (Natural) Level 1, **Seduction** (Male) Level 2, **Stealth** (Silent Movement) Level 2

Easily Distracted (Balls of yarn, mice, fish, etc.) (1 BP), Unique Defect: Mentally Unstable (1 BP)

CAVE TROLLS (25 CHARACTER POINTS EACH)

Use the stats for the cave trolls on page 79. There is one troll for each member of the adventuring party.



APPENDICES

APPENDIX I: DUNGEON MONSTER TEMPLATES

The following monster templates are all anime versions of standard fantasy beasts. Some, like dragons, are similar to their classical fantasy forms, but many of the intelligent monsters are more anthropomorphic, thereby allowing greater possibilities for inter-species romance — a trope of the genre. Each template has a Point cost. The Game Master can increase the power of any creature by giving it more Character Points with which to buy Stats, Attributes, and Skills. This makes it easy for the GM to scale *BESM Dungeon* according to the power level of the characters involved. Examples of monsters using these templates are found in Chapter 4.

Additional monster templates can be found in the *BESM Fantasy Bestiary* (#02-109), all of which are suitable for use with this book.

NEW DEFECT RUDIMENTARY MANIPULATION

Several animals do not have hands, as humans think of them, yet have the ability to grasp items. Birds, for example, have talons with which they can grasp, hold, and carry objects. A bear has four legs but possesses the ability to grab and hold fish while eating. Neither animal is able to open a door, though, or pick a lock or write a message — they only have rudimentary ability to manipulate things. These animals possess a unique Defect called Rudimentary Manipulation. It is worth 1 Bonus Point and allows the animal to make grappling attacks or simply to lift and carry objects. It cannot perform any action requiring fine motor control (GM discretion). If the animal completely lacks arms (or front legs, as the case may be), such as a bird, this Defect replaces the No Arms Defect. Though a bird lacks arms, the limited dexterity of its legs and talons compensates for the absence of arms. If an animal, such as a horse, possesses four legs and has no ability to manipulate objects it possesses the No Arms Defect at 2 BP as normal.

BLOOD PUDDING

Blood pudding is an amorphous jelly-like mass created by an evil sorcerer from the blood of humans, elves, dwarves, and other humanoid creatures. The pudding slithers and oozes through dungeon corridors, seeking out potential prey, whose blood it drains to add to its own mass. In principle, a blood pudding can continue growing indefinitely, if it has a ready supply of victims, but few grow larger than about 3-4 cubic metres.

BLOOD PUDDING TEMPLATE

Template Cost: 10 Character Points

Mind -3, Soul -3

Elasticity +2, Sixth Sense +1 (Detect Life), Special Attack “Blood Drain” +4 (45 Damage; Drain Body, Flexible, Vampiric, Melee)

Cannot Talk +1, No Arms +2

BREAD PUDDING

When food is left for centuries to rot, strange colony-growths can form. Bread Pudding is a mutated mobile mould. It looks like a giant loaf of mouldy bread, about 3 cubic metres. It slithers along, seeking prey to infect with its own spores. Bread pudding can also be eaten by anyone with a sufficiently strong stomach.

78 BIG EYES, SMALL MOUTH DUNGEON

BREAD PUDDING TEMPLATE

Template Cost: 10 Character Points

Mind -3, Soul -3

Special Attack "Spore Cloud" +4 (45 Damage; Burning, Irritant, Short Range, Spreading, Toxic), Super Strength +1

Cannot Talk +1, No Arms +2

CAVE TROLL

These large, brutish humanoids with coarse and sharp nails are more bestial than even the common troll, to which they are obviously related. Cave trolls somewhat resemble giant goblins. Their skin is a brown or grey, and warty, and they sometimes carry big clubs as weapons. Their bones are very strong, and some cave trolls claim to be the firstborn children of Mother Earth — a claim disputed by the dwarves, among others.

Cave trolls hate the sunlight, and only come out at night, hence they usually live in caves or dungeons. If slain, they turn to stone. They lack the cunning of Water Trolls or Ogres, but are man-eaters.

CAVE TROLL TEMPLATE

Template Cost: 10 Character Points

Body +4, Mind -1

Combat Mastery +2, Damn Healthy +2, Focused Damage (Bite) +1, Natural Weapons (Claws, Fangs) +2, Super Strength +1

Awkward Size +1, Cursed: Permanently turns to stone in sunlight +2, Easily Distracted (Wealth) +1, Not So Fast +1

DRAKE

A drake is a two-legged dragon with a barbed stinger at the end of its tail. Drakes are sleek graceful creatures, but they are natural beasts, and lack much in the way of intelligence, which may explain why dragons show no evidence of warm feelings toward them.

DRAKE TEMPLATE

Template Cost: 20 Character Points

Body +2, Mind -2, Soul +2

Damn Healthy! +2, Flight +1, Heavy Armour +1, Natural Weapons (Claws, Fangs, Tail Striker) +3, Special Attack "Poison Sting" +2 (15 Damage; Linked: Tail Striker, Toxic), Speed +2

Awkward Size +2, Cannot Talk +1, Rudimentary Manipulation +1

FIRE-BREATHING HYDRA

A fire-breathing hydra is a snake with three or more heads. It is very hard to kill, because of its natural regenerative abilities. Unless all its heads are cut off or a killing blow delivered to the body, a hydra can rapidly regrow its heads and continue the fight against its opponents. In addition, their fiery breath is much to be feared and has led some sages to suggest they are somehow related to dragons, perhaps being a crossbreed between them and ordinary hydras.

FIRE-BREATHING HYDRA TEMPLATE

Template Cost: 60 Points

Body +2, Mind -2

Combat Mastery +1, Damn Healthy! +2, Extra Attacks +3, Heavy Armour +1, Heightened Awareness +1, Natural Weapons (Fangs, Tail Striker) +2, Regeneration +6, Special Attack "Fiery Breath" (45 Damage; Area Effect, Burning, Short Range, Uses Energy) +3, Super Strength +2

Awkward Size +3, Cannot Talk +1, Rudimentary Manipulation +1

APPENDICES

FISH-MAN

These amphibious humanoid have fish heads, silvery-grey scaly bodies, sharp teeth, and webbed fingers and toes. They hate surface dwelling creatures and are skilled warriors, using their bites to inflict great damage against opponents. Fortunately, fish-men are also somewhat slow-witted compared to other hostile creatures.

FISH-MAN TEMPLATE

Template Cost: 10 Character Points

Body +1, Mind -1

Damn Healthy! +1, Highly Skilled +1, Life Support +1, Natural Weapons (Bite) +1, Water Speed (Amphibious) +2

Unarmed Attack +1, Sports +1, Swimming +5

GARGOYLE DEMON

A Gargoyle Demon is a winged humanoid summoned from a hellish dimension by means of magic. A gargoyle demon has a monstrous head, usually with a sharp horn and big bat-like ears, a pair of leathery wings, and sharp claws, spurs, and talons — much like regular gargoyles. The creature is a very fast flyer and immensely strong. Most gargoyle demons are male, but adventurers will occasionally encounter females; the latter can be quite attractive.

GARGOYLE DEMON TEMPLATE

Template Cost: 35 Character Points

Body +2, Mind -2, Soul -1

Combat Mastery +2, Damn Healthy! +4, Heavy Armour +2, Life Support +2, Natural Weapons (Claws, Fangs, Horns) +3, Flight (Glider) +1, Reincarnation +1, Special Defence (Ageing) +2, Stealth (Vision) +5, Super Strength +2

Awkward Size +1, Cannot Talk +1, Not So Fast +1

GHAST

Ghasts are undead scavengers that survive by eating the corpses of the dead, as well as the bodies of the dying. They hunt in packs and use their horrid paralysing bite to stun their prey before consuming it. Their smell of death is so powerful upon them that it can overpower opponents. Despite their bestial nature, they are deadly opponents and show a surprising cunning in combat. They are especially common in areas that have recently seen battle or plague, since both such events provide them with a ready supply of corpses on which to feast.

GHAST TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -2, Soul -1

Combat Mastery +2, Natural Weapons (Claws, Fangs) +2, Special Attack “Paralysing Bite” (45 Damage; Drain Body, Drain Soul, Low Penetration, Melee, Toxic) +1, Special Attack “Charnel Stench” (15 Damage; Area Effect, Drain Body, No Damage, Short Range) +1, Special Defence (Ageing) +2, Stealth +2

Bane (Holy Symbol) +1, Bane (Sunlight) +2, Easily Distracted (Killing anything that lives) +2

80 BIG EYES, SMALL MOUTH DUNGEON

GHOST DOG

A ghost dog is an evil spirit that takes the form of a silver or black greyhound, with large teeth and glowing yellow eyes. They make excellent guard animals, which is why necromancers and evil priests sometimes summon them to this world. Ghost dogs can only be controlled through a series of dark rituals — another reason they are so favoured by the forces evil.

GHOST DOG TEMPLATE

Template Cost: 25 Character Points

Soul +2

Heightened Senses (Hearing, Smell) +2, Mind Shield +2, Natural Weapon (Fangs) +1, Special Attack “Drain Mind” (15 Damage; Drain Mind, Soul Attack, Extra Energy x2) +5, Speed +1, Special Movement (Untrackable) +1

Cannot Talk +1, Phobia (Relics of Lysandra) +1, Rudimentary Manipulation +1, Vulnerability (Silver) +1

GIANT BEE

These monstrous insects are wholly unnatural, being the result of a strange magical experiment gone awry. As a result of their creator’s errors, the bees are vicious and attack without provocation. The bees use their nimbleness and poisonous sting to deal death from above. Elves have a particular dislike for giant bees, since they consider them abominations and “crimes against nature.”

GIANT BEE TEMPLATE

Template Cost: 5 Character Points

Mind -3, Soul -3

Flight (Can Hover) +1, Natural Weapon (Stinger) +1, Special Attack “Poison” +2 (15 Damage; Burning, Linked: Stinger, Slow, Toxic)

Cannot Talk +1, Rudimentary Manipulation +1

GIANT CRAB

Giant crabs are the terror of beaches tainted by evil, which somehow spawns these enormous crustaceans. Despite their origins, giant crabs are little more than animals, albeit vicious ones that are relentless in their pursuit of prey.

GIANT CRAB TEMPLATE

Template Cost: 15 Character Points

Body +2, Mind -3, Soul -3

Combat Mastery +1, Damn Healthy! +2, Focused Damage (Claws) +3, Heavy Armour +2, Life Support +1, Natural Weapons (Claws) +1, Super Strength +2

Awkward Size +2, Cannot Talk +1, Rudimentary Manipulation +1

GIANT EARTHWORM

These are enormous carnivorous earthworms that gnaw at the roots of the world. A typical specimen is 20 metres long and 3 meters across. They are blind, using vibrations to seek prey, which allows them to detect moving objects within a 10-metre radius.

APPENDICES

GIANT EARTHWORM TEMPLATE

Template Cost: 30 Character Points

Body +4, Mind -3, Soul -3

Combat Mastery +2, Damn Healthy! +4, Elasticity +2, Focused Damage (Bite) +3, Light Armour +2, Natural Weapons (Fangs) +1, Sensors (Indirect) +1, Super Strength +4, Tunnelling +3
Awkward Size +3

GIANT SPIDER

This unpleasant creature is a man-sized arachnid, a metre across. Its multiple eyes glow red in the dark, and its exoskeleton is very tough, except for its eyes and mouth. Its fangs can inject a nasty poison. Giant spiders are fierce dungeon predators who attempt to ambush smaller monsters and adventurers. They often hide on ceilings. They are cunning, and will sometimes shadow a strong party in the hopes of attacking them when they are weakened. They retreat if badly hurt, rather than fighting to the death.

GIANT SPIDER TEMPLATE

Template Cost: 15 Character Points

Body +2, Mind -3, Soul -3

Combat Mastery +3, Extra Arms +3, Light Armour +2, Natural Weapons (Fangs) +1, Special Movement (Wall-Crawling) +1, Speed +1, Stealth (Vision) +1, Special Attack "Web Shooting" (30 Damage; Tangle, No Damage, Short Range) +1, Special Attack "Poison Bite" (15 Damage; Linked: Fangs, Limited Shots, Toxic) +1

Cannot Talk +1, Rudimentary Manipulation +1

HUNGRY TOADSTOOL

This carnivorous fungus can open its cap to reveal a circular mouth. Its neck can crane out, striking at foes up to 2 meters away. It has excellent vibration sense, and can use this to locate prey that is on the ground or speaking.

HUNGRY TOADSTOOL TEMPLATE

Template Cost: Zero Character Points

Body +2, Mind -3, Soul -3

Combat Mastery +3, Natural Weapons (Fangs, Tentacles) +2, Sensors (Indirect) +2

Cannot Talk +2, No Hands +2, Restricted Ground Movement +2

MANTICORE GIANT

A manticore giant has the head of a lion, the body of a giant, and a scorpion's tail. It is a terrible man-eater that prefers to live in mountain caves and venture forth in search of prey, although it can also be found in swamps and other similarly unpleasant environments.

MANTICORE GIANT TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -2, Soul -1

Combat Mastery +3, Damn Healthy! +3, Light Armour +2, Natural Weapons (Claws, Fangs) +2, Special Attack "Tail Stinger" (30 Damage; Burning, Penetrating: Armour, Limited Shots, Melee) +1

Awkward Size +2

82 BIG EYES, SMALL MOUTH DUNGEON

MOUNTAIN MEDUSA

A mountain medusa is a rare species of gorgon. Like more common medusae, it has the face and body of a beautiful woman, but her hair is composed of writhing serpents and she has red eyes. Unlike the more common type, the mountain variety's lower torso looks like a snake's and ends in a wicked barbed sting. Mountain medusae are usually interested in handsome male adventurers, whom they enjoy turning into art objects or taking as mates. When a mountain medusa petrifies someone, only the victim's body is transformed, not his or her clothing and other inorganic equipment. A mountain medusa may attack using a hand-held weapon, but her most lethal attack is her gaze — anyone with whom she locks eyes may be turned to stone. A wary person can deliberately look away or close their eyes, but will be at a +3 penalty when attacking the medusa (or defending against her attacks). Mountain medusae usually carry another weapon, typically a bow, in order to take advantage of this situation.

MOUNTAIN MEDUSA TEMPLATE

Template Cost: 10 Character Points

Soul +1

Natural Weapons (Fangs, Tail Striker) +2, Special Attack "Poison Sting" (30 Damage; Linked: Tail Striker, Toxic) +2, Special Attack "Petrifying Gaze" (15 Damage; Accurate, Incapacitating: Soul Star, Spreading, No Damage, Short Range, Toxic, Unique Disability x2: Defender must meet medusa's gaze directly for attack to work) +1

Unique Defect (Special Attack is permanent — anyone who meets medusa's gaze will be turned to stone) +2

OGRE KNIGHT

Ogres knights are giant humanoids with rough leathery skin and a bestial face. They have sharp fangs and clawed fingers. The epitome of the ogre race, they are personifications of cruelty and lust, and particularly enjoy eating human, elf, and dwarf children. A typical ogre knight, male or female, stands 3-4 metres tall and weighs 500-750 kg. They are quite strong and revel in displays of physical prowess. They usually dress in armour and carry impressive swords, having extorted human or dwarf smiths to forge them.

OGRE KNIGHT TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -1, Soul +1

Damn Healthy! +2, Highly Skilled +1, Light Armour +4, Massive Damage +1, Natural Weapons (Claws, Fangs) +2, Super Strength +1

Melee Attack (Sword) +2

Awkward Size +1, Not So Fast +1

PERYTON

The creatures have the head and legs of a deer and the plumage, wings, and hindquarters of a bird. Perytons do not cast their own shadows, but rather the shadows of humans, because their bodies house the spirits of travellers who have died far away from their homes. These winged beasts once dwelt in the mountains of the Lost Continent before it sank beneath the waves. A few survivors flew to shore, where they live today in the mountains and off-shore islands.

PERYTON TEMPLATE

Template Cost: 15 Character Points

Body +3, Mind -2, Soul +2

Combat Mastery +2, Damn Healthy! +2, Features (Night vision) +1, Flight (Can Hover) +1, Natural Weapons (Claws, Antlers) +2

Rudimentary Manipulation +1

APPENDICES

POKEDRAKE

The pokedrake is a small, semi-intelligent winged dragon with bright red skin, a yellow underbelly, and a ridge of small spines on its back. Originally a denizen of the Great Oak Swamp, pokedrakes first entered the temple with the Swamp Legion, which used them as a combination of scouts and shock troops. Though they look harmless, with their large soulful eyes and mewling cries, they are nevertheless vicious monsters. They have a fiery breath and a nasty streak that many adventurers underestimate to their eternal regret. There are fortunately few of them left in the dungeon.

POKEDRAKE TEMPLATE

Template Cost: 20 Character Points

Body +1

Art of Distraction +1, Combat Mastery +1, Damn Healthy! +2, Flight (Can Hover) +1, Natural Weapons (Claws, Fangs, Tail Striker) +3, Special Attack "Breath Weapon" (30 Damage; Area Effect, Short Range) +2

Cannot Talk +1

AVERAGE POKEDRAKE

30 Character Points

Body 5, Mind 4, Soul 4

Attack Combat Mastery 5, Defence Combat Mastery 3, Health Points 65, Energy Points 40

Art of Distraction Level 1, Combat Mastery Level 1, Damn Healthy! Level 2, Flight (Can Hover) Level 1, Natural Weapons (Claws, Fangs, Tail Striker) Level 3, Special Attack "Breath Weapon" (30 Damage; Area Effect, Short Range) Level 2

Cannot Talk (1 BP), Unskilled (2 BP)

PRIEST ZOMBIE

Priest zombies are the animated corpses of Lysandra priests created by the evil necromancers that accompanied the Dragonlord. More dangerous and stealthy than normal zombies, they are relentless in their pursuit of prey. They demonstrate a taste for the brains of the living — a mockery of their former love for knowledge. The existence of these creatures is an abomination against the moon goddess and further proof of Valkyrion's villainy.

PRIEST ZOMBIE TEMPLATE

Template Cost: 10 Character Points

Mind -2, Soul -1

Combat Mastery +3, Life Support +2, Reincarnation +2, Stealth +2

Bane (Holy Symbol) +1, Easily Distracted (Killing anything that lives) +2

REDCAP

Redcaps are a cunning tribe of magical goblin warriors. Like all goblins, they have pointed ears and glowing red eyes, large noses, and warty skin. They can alter their size to between 1 and 3 metres tall, and will often masquerade as smaller goblins to fool unwary prey. They usually fight with spears or glaives (which grow with them). They dress in chains and rags, with a characteristic red cap dyed with the heart's blood of their victims. Redcaps can stave off ageing as long as their cap still has fresh blood on it that was squeezed from the heart of an intelligent being. In this case, "fresh" is defined as no more than a week old. As a result, a few Redcaps are centuries old. This gives them more experience than other goblins.

84 BIG EYES, SMALL MOUTH DUNGEON

REDCAP TEMPLATE

Template Cost: 15 Character Points

Body +2, Soul +2

Combat Mastery +2, Damn Healthy! +2, Feature (Night Vision) +1, Focused Damage (Glaive or Spear) +1, Item of Power +1 (Red Cap: Special Defense: Ageing) +1, Natural Weapons (Fangs) +1, Size Change (Grow) +2

Phobia (Daylight) +1

RUIN RATS

These are fierce dungeon rats, the size of cats with sharp chisel-like teeth. They have white or grey fur, and large red eyes with superior night vision. They are usually found in packs of 5-10 (1d6+4), but larger packs are not uncommon. They will usually not attack adventurers unless they heavily outnumber them, or the adventurers are badly wounded (they can smell blood). These monstrous rodents carry a variety of virulent diseases, which is why their bites are so feared. Rat packs are afraid of fire and will scatter if more than a quarter of their number have been injured or killed by flames.

RUIN RAT TEMPLATE

Template Cost: 10 Character Points

Mind -3, Soul -3

Combat Mastery +1, Natural Weapons (Fangs) +1, Special Attack "Disease" (15 Damage; Contagious: Mild, Drain Body, Linked: Fangs, No Damage, Toxic) +5

Cannot Talk +1, Rudimentary Manipulation +1, Not So Strong +2, Not So Tough +2, Phobia (Fire) +1



APPENDICES

SHADE

Shades are soul-sucking ghosts, hating the living while hungering for their life force. An evil but strong-willed person may return as a shade if he or she was not given proper last rites. Physically, a shade is a shadowy humanoid shape with glowing embers instead of eyes. It is intensely cold, and anyone within several metres of it will feel a chill. It speaks with a hollow voice.

Another way to become a shade is to be transformed into one. Anyone killed by a shade may have his or her soul eaten. These unfortunate victims rise at midnight or sunset (whichever is farthest away) as another shade. Preventing this requires proper last rites performed in consecrated ground (such as a churchyard, shrine, etc.).

SHADE TEMPLATE

Template Cost: 35 Character Points

Soul +2

Contamination (Victims killed by a shade are turned into shades) +4, Energy Bonus +1, Environmental Control (Decrease Temperature) +1, Flight +2, Insubstantial (Incorporeal Form) +1, Life Support +2, Special Defence (Ageing) +2, Speed +1, Special Attack "Life Drain" (45 Damage; Drain Energy, Soul Attack, Vampiric, Melee, No Damage) +4

Bane (Holy Symbols) +2, Bane (Sunlight) +2, Easily Distracted (Killing anything that lives) +2

AVERAGE SHADE

50 Character Points

Body 4, Mind 4, Soul 6

Attack Combat Mastery 4, Defence Combat Mastery 2, Health Points 55, Energy Points 65

Contamination (Difficult; Victims killed by a shade are turned into shades) Level 4, Energy Bonus Level 1, Environmental Control (Decrease Temperature) Level 1, Flight Level 2, Insubstantial (Incorporeal Form) Level 1, Life Support Level 2, Special Defence (Ageing) Level 2, Speed Level 1, Special Attack "Life Drain" (45 Damage; Drain Energy, Soul Attack, Vampiric, Melee, No Damage) Level 4

Bane (Holy Symbols) 2 BP, Bane (Sunlight) 2 BP, Easily Distracted (Killing anything that lives) 2 BP, Unskilled (2 BP)

SILVER GOLEM

A silver golem is a magical construction, an animated statue constructed from silver and fashioned into a humanoid shape. Most silver golems are mindless automata that simply obey the commands of their creators, a quality that makes them excellent guards.

SILVER GOLEM TEMPLATE

Template Cost: 25 Character Points

Body +3, Mind -2, Soul -2

Combat Mastery +2, Damn Healthy! +4, Heavy Armour +2, Life Support +2, Special Defence (Ageing) +2, Super Strength +3

Awkward Size +1, Cannot Talk +1, Not So Fast +1

STYMPHALIAN BIRD

These are terrible marsh birds that once dwelt in the Lake of Symphalus in the Great Oak Swamp. Over generations, the high metal content of the water has transformed them into monsters. Their beaks and claws are made of brass, and their feathers are tipped with metal. They have the ability to shoot their feathers as arrows, and are vicious man-eaters.

86 BIG EYES, SMALL MOUTH DUNGEON

STYMPHALIAN BIRD TEMPLATE

Template Cost: 10 Character Points

Mind -3, Soul -3

Combat Mastery +2, Flight (Can Hover) +1, Light Armour +3, Natural Weapons (Beak) +1, Special Attack "Brass Feather Darts" (30 Damage; Auto-Fire, Limited Shots x2, Short Range) +2

Cannot Talk +1, Not So Tough +1, Not So Strong +1, Rudimentary Manipulation +1

SWAMP DRAGON

A swamp dragon has a snake-like body with a horned head on a long neck, small bat wings, and a serpentine tail. Swamp dragons are typically green or brown in colour and share many characteristics with other types of dragons, while being somewhat less sophisticated in their dealings with other races. For example, they love gold and treasure for its own sake, but most swamp dragons enjoy the flesh of intelligent creatures. A few swamp dragons are capable of assuming human and elf form, and occasionally mate with humans or elves whom they respect — generally warriors or powerful mages. Their offspring are half-dragons (see page 18).

SWAMP DRAGON TEMPLATE

Template Cost: 70 Character Points

Body +4, Mind +1, Soul +3

Aura of Command +3, Combat Mastery +2, Damn Healthy! +3, Dynamic Sorcery +1, Energy Bonus +2, Feature (Longevity) +1, Flight +3, Heavy Armour +1, Heightened Awareness +1, Highly Skilled +2, Kensei (Judge Opponent) +1, Mind Shield +1, Natural Weapons (Claws, Fangs, Tail Striker) +3, Sixth Sense (Magic) +1, Superstrength +3, Special Attack "Poison Spit" (60 Damage; Area Effect, Short Range, Toxic) +3, Extra Capacity +2

Cultural Arts +2, Intimidation +2, Linguistics +1, Navigation +1, Wilderness Survival +1

Awkward Size +2, Easily Distracted (Treasure) +1

SWAMP GOBLIN

Swamp goblins are ugly, nocturnal humanoids with dark green warty skin, large red eyes and pointed ears. They stand approximately 150 cm tall, but males often walk bow-legged and hunchbacked, making them seem shorter. Swamp goblin females are somewhat more attractive than the males, with smoother skin and an upright posture.

Swamp goblins are naturally cruel, but do get along well with certain kinds of animals, such as bats and wolves. They have a taste for human flesh, especially babies. Swamp goblins respect strength and black magic, and often fall under the sway of evil priests and sorcerers. They live in small tribal groups within the Great Oak Swamp.

SWAMP GOBLIN TEMPLATE

Template Cost: 5 Character Points

Body +1, Soul +1

Combat Mastery +1, Heightened Awareness +1, Highly Skilled +2

Melee Attack +1, Melee Defence +1, Stealth +1, Wilderness Tracking +1, Wilderness Survival +1

Not So Fast +1, Physically Unappealing +1

APPENDICES

THUNDER RAT

Thunder Rats look like chubby rats with big yellow eyes, blue and yellow fur that's always standing on end, and a lightning-bolt shaped tail. If faced by adventurers, they will neither fight nor flee, but make cute meowing noises designed to lure their natural prey — dwarf and goblin children (but also humans) — to pick them up and cuddle them. Then these tiny terrors strike, releasing a powerful electric charge that crisps the unfortunate victim!

The Thunder Rat hopes to render its prey unconscious and panic any of its prey's companions into fleeing, leaving it to feed on the body. If it cannot achieve this, it will streak away, hoping to ambush again another day. If cornered, thunder rats fight, biting and zapping like mad, then try to dash off. Should a Thunder Rat be left with a downed foe, it will gnaw at it, inflicting 2 points of damage per round.

THUNDER RAT TEMPLATE

Template Cost: 10 Character Points

Mind -2, Soul +1

Art of Distraction +3, Combat Mastery +2, Light Armour +1 (Optimised: Electricity), Speed +2, Special Attack "Thunder Shock" (30 Damage; Melee, Penetrating: Armour, Spreading, Uses Energy) +1

Cannot Talk +1, Not So Strong +1, Not So Tough +1

UNICORN

A Unicorn looks like a beautiful, supernaturally graceful pony with a long spiral horn emerging from its forehead. They are usually solitary but are fierce foes of evil and never shy away from combating its forces when they are near. Nevertheless, they are naturally shy creatures and will usually only allow the pure and innocent to ride them. Interestingly, unicorns do not reproduce. They have existed since the dawn of the world, and when the last one is gone, there will be no more. Goblins and other evil races (as well as some humans) have hunted unicorns for untold years, driving them to the brink of extinction.

UNICORN TEMPLATE

Template Cost: 10 Character Points

Body +2, Mind -1, Soul +2

Damn Healthy! +2, Divine Relationship +2, Extra Capacity +1, Healing +1, Natural Weapons (Horn) +1, Sixth Sense (Sense Evil) +1

Awkward Size +1, Cannot Talk +1, No Arms +2

WATER TROLL

These aquatic monsters stand 2.5 metres tall and weigh 300 kilograms. They wear hooded brown robes or go unclad, often covered in slime, and are hunched and muscular with dark green, lightly scaled skin. Their heads are bony and elongated, with a bare headless scalp and a long crocodile-like muzzle. Their mouths have sharp teeth and a darting tongue. Their ears are pointed, but their limbs are many-jointed, almost insectoid, ending in four-fingered or toed claws; their hands and feet area also webbed to aid their swimming. They have deep-set green-gold eyes, and smell sickly sweet. Water trolls speak in guttural hissing voices and are very crafty, capable of moving and striking silently. Like all other trolls, water trolls are man-eaters.

WATER TROLL TEMPLATE

Template Cost: 30 Character Points

Body +3, Mind -1, Soul -1

Combat Mastery +3, Damn Healthy +2, Heightened Senses (Smell) +2, Light Armour +1, Natural Weapons (Claws, Fangs) +2, Regeneration +4 (Does not regenerate fire), Super Strength +1

Easily Distracted (Humanoids to eat) +1

88 BIG EYES, SMALL MOUTH DUNGEON

WILL O'WISP

Will O'Wisps are malevolent spirits that delight in leading adventurers astray. They appear as glowing balls of blue and yellow light, which dance about in an attempt to enthrall those who view them. Once so dazed, will o'wisps either drain energy from their victims or use their mental attacks to draw them into a dangerous situation, such as a dungeon trap or a room full of cave trolls.

WILL O'WISP TEMPLATE

Template Cost: 45 Character Points

Body -3, Soul +3

Art of Distraction +3, Energy Bonus +2, Illusion (Hearing, Sight) +2, Insubstantial (Incorporeal) +1, Life Support +2, Mind Control (Anything with a mind) +2, Mind Shield +1, Special Attack "Drain Energy" (30 Damage; Area Effect, Drain Energy, Soul Attack, No Damage) +5, Special Defence (Ageing) +2, Telepathy (Universal) +1

Bane (Holy Symbols) +1, Bane (Sunlight) +2, Cannot Talk +1, Easily Distracted (Tricking anything that lives) +2

AVERAGE WILL O'WISP

55 Character Points

Body 1, Mind 4, Soul 7, Health Points 40, Energy Points 75, Attack Combat Mastery 4, Defence Combat Mastery 2

Art of Distraction Level 3, Energy Bonus Level 2, Illusion (Hearing, Sight) Level 2, Insubstantial (Incorporeal) Level 1, Life Support Level 2, Mind Control (Anything with a mind) Level 2, Mind Shield Level 1, Special Attack "Drain Energy" (30 Damage; Area Effect, Drain Energy, Soul Attack, No Damage) Level 5, Special Defence (Ageing) Level 2, Telepathy (Universal) Level 1

Bane (Holy Symbols) (1 BP), Bane (Sunlight) (2 BP), Cannot Talk (1 BP), Easily Distracted (Tricking anything that lives) 2 BP, Unskilled (2 BP)



APPENDIX II: MAGICAL ITEMS OF POWER

As servants of the goddess of light, the Acolytes of Lysandra were often the recipients of valuable gifts. Some of these were given in payment for blessings and miracles performed (such as healing spells or exorcisms). It was also a common practice for the wealthy to shower lavish gifts on the temple; they believed that the acolytes' prayers would ensure that Lysandra's light would guide their souls to heaven after they died. Consequently, the temple at Petra accumulated a sizeable hoard of valuable treasures, many with magical powers.

The acolytes used some of their magical items to defend the temple during Valkyrion's siege. When the acolytes fell in battle, these items were often captured or left with their corpses, depending on whether or not the priest or priestess was killed by an intelligent monster or a beast. Others were deliberately looted from the vaults where they were held. A few remain locked in vaults.

This appendix describes the items that can currently be found within the ruins of the temple and the lighthouse.

MAGICAL MATERIALS

Although the vast majority of magical items are made of ordinary materials infused with arcane energies, some are fashioned from one or more magical materials. These materials are both rare and valuable, since they are more easily imbued with this energy and retain it far longer. For the purposes of *BESM Dungeon*, these materials provide no game-related benefits, but they look impressive! The more powerful the magic item, the more likely it is to have been fashioned from a magical material. The GM may wish to add further benefits above and beyond aesthetics.

ORICHALCUM

An alchemical wonder metal (not to be confused with the historical alloy of zinc and copper), orichalcum is lighter than aluminium but stronger than steel. It was only mined on the Lost Continent that sunk beneath the waves many millennia ago. Since then, no other source has been available, so it is very rare.

HIHIRIKANE

A mysterious metal from the Far East, hihirikane never rusts, is heavier than iron, stronger than platinum, and brighter than gold. It comes in two colours; red and blue (called aboitakara). A sword made of this material can cut stone. Anyone holding an item made of hihirikane feels a rush of energy.

ITEMS OF POWER

This section details the Items of Power that may be found in the Ghost Tower and the dungeons beneath.

FINDING ITEMS OF POWER

If a character acquires an Item of Power because of an adventure, he or she does not need to spend any Character Points to keep it. Of course, the GM is under no obligation to replace the item if it is stolen, lost, or destroyed.

TEMPLE RELICS

These items were sacred to the Goddess Lysandra.

ARMOUR OF MELANTHA

Item of Power Level 4

This suit of finely wrought chain mail was once worn by the High Priestess Melantha and supposedly a gift from the Moon Goddess herself. Whatever the truth of its origins, the armour is remarkably strong despite its lightness, and enables the user to regenerate wounds while wearing it.

Provides: Heavy Armour Level 3, Regeneration Level 1

90 BIG EYES, SMALL MOUTH DUNGEON

ARROW OF DESIRE

Item of Power Level 2

This appears as an ordinary arrow, with a head made from orichalcum. On the shaft is written the phrase “seek the heart.” This arrow, if it scores a hit and penetrates armour, will cause the subject to fall in love with the closest person or creature. The person affected may attempt to break free of the arrow’s effect once per week.

Provides: Special Attack “Love Smite” (30 Damage; Soul Attack, No Damage, Short Range) Level 2, Unique Attribute: Target Falls in Love Level 1

ARROW OF LIGHT

Item of Power Level 2

This arrow is made from ordinary wood but has a silver head marked with the symbol of Lysandra. When fired from a normal bow, it transforms into a bolt of luminous energy, shedding brilliant light as well as exploding in a magical blast.

Provides: Special Attack “Energy Bolt” (30 Damage; Area Effect, Flare, Limited Shots x3) Level 2

BOW OF MOONBEAMS

Item of Power Level 4

The Bow of Moonbeams is an ancient weapon from the time before the fall of the Lost Continent. Long sacred to the temple of the moon goddess, it was used by the leader of its templars before Valkyrior’s invasion, where the Dragonlord himself seized it. Upon his death, it passed into the possession of Basharat the Dragon. The bow shoots arrows of moonlight that follow their targets, as well as dealing impressive damage.

Provides: Special Attack “Moonbeam Arrows” (30 Damage; Accurate, Homing, Slow) Level 4

CLOAK OF EYES

Item of Power Level 1

This extraordinary cloak is spun from the finest silk and is covered in over-sized appliqués in the shape of eyes. When worn, the eyes spring to life, providing the wearer with heightened senses and the ability to detect those attempting to sneak up on him or her.

Provides: Heightened Awareness Level 2, Heightened Senses (Sight x2) Level 2, Sixth Sense (See Invisible) Level 1

LANCE OF LYSANDRA

Item of Power Level 4

This is a 3-metre-long wooden spear with a true-silver tip. On the staff are written the runes for Love, Eternity, and Justice. This weapon is also known as the Spear of Vengeance and the Bright Spear. It is said that the spear was the personal weapon of the goddess, until she gave it to her high priestess as a gift. If used to strike a blow powerful enough to reduce a foe to below 0 Health, it may be left in the victim’s body rather than pulled out. If so, the foe will continue to suffer and bleed, but will neither heal nor die.

Provides: Sixth Sense (Detect Evil) Level 1, Special Attack “Bright Spear Stab” (Damage 60; Drain Body, Melee) Level 3, Special Attack “Relentless Justice Throw” (30 Damage; Homing, Short Range) Level 3, Spirit Ward Level 3

MIRROR OF THE SILVER MOON

Item of Power Level 4

This mirror leads to a strange dimension where magic does not work and where humans are the only intelligent species — contemporary Earth! Anyone who steps through the mirror is taken to 21st century Earth. They can return home again by stepping back through the Earth-side location of the portal.

Provides: Dimensional Portal (Mobile) Level 6

APPENDICES

MIRROR OF TRANSFORMATION

Item of Power Level 2

Like the changing face of the moon, the acolytes of Lysandra believed that most beings have many aspects, each just as valid as the others. By looking into this mirror, a person can see their other hidden aspects and, if they so desire, transform into them.

Provides: Metamorphosis Level 2

MOON SHIELD

Item of Power Level 1

The highly polished shield of silver was carried by one of the temple's guards during the battle against Valkyrion. After his death, the shield fell into enemy hands, where it has remained ever since.

Provides: Shield Level 3

MOONLIT MIRROR OF FAR-SEEING

Item of Power Level 1

This is a glass and silver mirror about 50 cm in diameter. It allows the user to see objects at a distance of up to 50 km away. Unfortunately, it can only see objects that are directly illuminated by the moon (full or otherwise). It cannot, for example, see inside a building or dungeon.

The user controls the mirror by voice command while staring into it. To use it, he or she must say "Mirror, in the name of Lysandra, show me" and then name the person or place that is to be viewed. He or she can specify a person (by name) or place to view. The viewpoint is always as if looking down from the sky.

Provides: Sensors Level 3, Unique Attribute: Sensors can see over the horizon Level 1

PHOENIX PILLOW

Item of Power Level 4

The flame-coloured pillow is stuffed with beautiful golden, orange, and red feathers: the plumage of a phoenix. The last person to sleep on it will come back from the dead, provided their body was first burned to ashes and no one else sleeps on the pillow before they are revived. The resurrection will occur immediately after their cremation, their new body forming out of the smoke, drifting out of the flames, and solidifying fairly nearby.

Provides: Reincarnation Level 6

REFLECTING ROBE

Item of Power Level 1

The wearer of this thin, shimmering silk garment is protected against any non-physical attack as if he or she was wearing light armour. Non-physical is defined as anything that relies on incorporeal or energy attacks, including magic.

Provides: Light Armour (Hidden, Optimised vs. Non-Physical) Level 5

ROD OF LYSANDRA

Item of Power Level 6

This magical staff is tipped with a silver likeness of the goddess's face. The wielder can call upon the power of Lysandra to fly, turn invisible, and heal wounds. The staff was usually possessed by the High Priestess of the temple, but she would occasionally lend the staff to others for limited times, especially if used in defence of the cause of good.

Provides: Flight Level 2, Healing Level 2, Invisibility Level 2 (Vision Only)

92 BIG EYES, SMALL MOUTH DUNGEON

SILVER SWORD

Item of Power Level 2

The Silver Sword was a singular item crafted by the greatest smiths devoted to the Moon Goddess. Made of purest orichalcum, the sword is a mighty weapon when wielded by a virtuous person. For that reason, the sword has never been used by any of the dungeon's inhabitants, since they find it no more useful than an ordinary sword.

Provides: Special Attack "Evil Bane" (45 Damage; Penetrating: Armour, Penetrating: Force Field, Melee, Unique Weapon Disability: Wielder must be virtuous) Level 2

SPELLRAKER

Item of Power Level 1

This shortsword flares with silver fire if a mage or magical creature is within 3 metres of it. If it strikes someone with the Magic or Dynamic Sorcery Attributes, the target takes extra damage from burning.

Provides: Sixth Sense (Detect Magic) Level 1, Special Attack: Spell Rake (30 Damage; Accurate, Burning, Melee, Unique Weapon Disability: Burning effective against mages only) Level 1

UNICORN FLUTE

Item of Power Level 3

If played, this will summon a unicorn, which will appear one round later. It can only be used once per day. The unicorn will not necessarily obey its summoner, but act according to its nature.

Provides: Servant Level 4, Summonable Level 2

UNICORN

This is the unicorn summoned by the Unicorn Flute

20 Character Points

Body 6, Mind 3, Soul 6

Attack Combat Value 5, Defence Combat Value 3

Health Points 80, Energy Points 45

Damn Healthy! Level 2, Divine Relationship Level 2, Extra Capacity Level 1, Healing Level 1, Natural Weapons (Horn) Level 1, Sixth Sense (Sense Evil) Level 1

Awkward Size 1 BP, Cannot Talk 1 BP, No Arms 2 BP, Unskilled 2 BP

WINGS OF LYSANDRA

Item of Power Level 2

This ordinary looking white cloak is actually a set of magical wings. When worn, the cloak transforms on command, allowing the wearer to fly like a bird.

Provides: Flight (Can Hover) Level 2

POTIONS

Potions are usually found in glass or crystal flasks. A flask typically contains 1-6 doses of the potion. Unless noted, each dose lasts for one minute, or about 10 rounds. Multiple doses are cumulative in duration but not effect, with the exception of poisons.

Zikiva the Alchemist (or her predecessors) originally created the majority of potions found in the temple, sometimes working from ancient notes. Some of the potions were laboratory experiments, while others were for use by the acolytes and later (after Zikiva was captured) for Nydia.

LYSANDRA'S TEARS

Major Personal Gear

This honey-scented perfume makes the wearer irresistible to members of the appropriate sexual orientation.

Provides: Girl/Guy Magnet Level 1

APPENDICES

RECOVERY POTION

Major Personal Gear

The drinker feels invigorated. He or she regains 10 Energy Points (if any were lost) upon drinking this potion. Multiple doses have cumulative effect.

CURSED ITEMS

Items with sinister curses were often sent to the high priestess, in the hope that she might either remove the curse or keep the item safe so that it harmed no one else. These cursed items were locked in a vault deep in the dungeon. Soldiers of the invading Swamp Legion broke that vault open when they besieged the temple. Thinking the items were valuable, they distributed them among themselves, only (in many cases) to fall victim to these items themselves. Now these items are scattered about the dungeon.

PERMANENT ARMOUR

Item of Power 1

This suit of black and silver armour looks mightily impressive — and it is. Unfortunately, the person who dons the armour will be unable to take it off without obtaining the blessing of a good priest, after which the armour crumbles to dust and is completely unusable.

Provides: Heavy Armour Level 1, Cursed (Cannot Remove Armour) 1 BP

THE SWORD CALLED ASH

Item of Power 3

This is a pale white crystal blade. The sword gradually turns red as it kills, drinking the blood of its victims. After 10 kills, it will be bright red. It fades if it has not drunk blood for an hour. When glowing, the spirit of King Ash, a vampire from the distant past, haunts the sword that bears his name and will attempt to possess anyone who wields the sword. His spirit attempts a Mind Control feat using his Mind Stat of 8. If successful, he gains control of the wielder for one hour, during which he will wreak as much havoc as possible, including killing friends and allies.

Provides: Special Attack: Blood Drinking (Damage 30; Incurable, Penetrating: Armour, Vampiric, Melee) Level 4, Cursed (King Ash attempts to control wielder after every 10 kills) 2 BP

OFFERINGS

These items were gifts given to the Silver Acolytes, or are personal possessions.

BLANKET OF COMFORT

Item of Power Level 1

A thick, woolly blanket dyed a soft pink. If slept under by a lonely person at night, it transforms into a willing bed-companion of the user's preferred sex. The companion transforms back into a blanket when the sun rises.

Provides: Servant Level 2

CAT GOLEM

Item of Power Level 1

This item looks like a metal statue of a house cat. Its body is wrought iron, and it has emerald eyes (worth 2,000 gold). There is a slot on its back shaped like a keyhole. If the proper key is found (the "Silver Cat Key," which has been lost in the dungeon — in room 3-2) and inserted in its keyhole, the cat golem will awaken and serve whoever turned the key.

Provides: Servant Level 2 (Body 4, Mind 1, Soul 2, Heightened Senses: Hearing Level 1, Not So Tough 2 BP, Unskilled 2 BP)

MAGICIAN'S HAT

Item of Power Level 2

This is a tall, grey, wide-brimmed hat of the sort worn by travellers and wizards. The hat can be used to store items as big as a person inside it — there's a pocket dimension the size of a hall closet

94 BIG EYES, SMALL MOUTH DUNGEON

located within. An item stored in the hat will not fall out. Someone must reach in or, if living, the occupant must step out under his or her own power.

Provides: Dimensional Portal (Portable) Level 2

MAGIC OF THE SWAMP LEGION

The leaders of Valkyrion Dragonlord's Swamp Legion brought these mystical items into the dungeons. They did not create all of these items, however. Some were plundered from humans, dwarves, or elves when the Swamp Legion sacked Silverlode and Noah's Landing, or captured from them in earlier skirmishes.

ELFSLAYER

Item of Power Level 3

This double-bladed battle-axe was created to slay elves, but it works just as well against any other type of creature. It glows with a blood-red light and moans if an elf is nearby.

Provides: Sixth Sense (Detect Elves) Level 1, Special Attack (45 Damage; Incurable, Melee) Level 3

FALLEN STAR PLATE ARMOUR

Item of Power Level 1

Baron Overblown's dwarf slaves forged this suit of black iron plate armour with brass trim from a meteor. It was captured long ago by the swamp goblins and has equipped their chieftain ever since.

Provides: Heavy Armour (Partial) Level 1

THE INVISIBLE DAGGER

Item of Power Level 3

A weapon sacred to the ninja clans, this is a long dagger forged of hihirikane, which can become invisible upon command. If someone cannot detect invisible things, he or she suffers a +2 penalty to defend against it (the striking hand can be blocked).

Provides: Focused Damage Level 1, Invisibility Level 2 (Sight — only the dagger is invisible)

KING COBRA SWORD

Item of Power Level 1

This sword once belonged to the Lizard King, and was forged by the monstrous smith J. Cyclops as a gift to him. It is a 3-metre longsword made of orichalcum. The sword is extremely heavy, and requires great strength to wield at all, let alone effectively.

Provides: Focused Damage Level 6, Special Requirement (Wielder must have Body 10+ or Super Strength) 2 BP

SERPENT DAGGER

Item of Power Level 2

This dagger seems to be made from the fang of a great snake set in an ivory hilt studded with a large emerald. As jewellery, the dagger is worth 400 gold, but it is also enchanted. It does extra damage and gives the user the ability to tame and handle snakes while wielding it. The dagger also afflicts anyone cut by it with a poison equivalent to the venom of a deadly viper.

Provides: Animal Handling Level 1 (Snakes Only), Focused Damage Level 1, Special Attack: Poison (30 Damage; Drain Body, Drain Mind, Drain Soul, Melee, Toxic) Level 2

THE DRAKE AMULET

Item of Power Level 4

A silver ring carved with an image of a Drake. If a humanoid user holds it and concentrates, he or she will transform into a Drake for as long as desired. The character acquires the Drake template (see page 79) while in his alternate form. The ring is worth 100 silver coins.

Provides: Metamorphosis Level 4

APPENDICES

1-1: Octagon Stair Chamber	44	68	Granny	52	Map, Lighthouse	74	Scroll Room	51
1-2: Great Chimney (Level 1)	44	91	Great Chimney (Level 1)	44	Map, Second Dungeon Level	57	Searching	41
1-3: Wine Cellar	44	30	Coast, Noah's Bay and the Coins	56	Map, Third Dungeon Level	65	Second Dungeon Level	55, 56
1-4: Chamber of the Novices	45	27	Green, Bathwater	29	Materials, Magical	90	Second Level Random	
1-5: Kitchen	46	10	Combined Arms — Reason 1	69	Mecha Knight	22	Encounters: Table 4-2	56
1-6: Well	47	34	Comfort, Blanket of	12	Melchus, Mountain	65, 83	Secret Entrance	70
1-8: Goblins in a Tomb	48	98	Common, Oburi	22	Melantha, Armour of	91	Secret Priestess, Quarters of the	90
1-9: Storeroom	48	27	Copper Coins	58	Melee Weapons, Table 2-1: New	26	Serpent Dagger	95
1-10: Lower Fountain Court	48	62, 81	Crab, Giant	17	Metamorphosis Template, Werewolf	19	Shade	86
1-11: Wood Room	49	26	Craftsmanship, Fine	18	Mi-Chan	35	Shadris Ghan	52
1-12: Furniture Room	50	11	Creating a Character	18	Mirror of Far-Seeing, Moonlit	92	Shapechangers	19
1-13: Scroll Room	51	68	Crypt, Circular	22	Mirror of the Silver Moon	91	Shared Goals — Reason 2	20
1-14: Locked Hidden Vault	51	81	Crypts and Lower Temple of Lysandra	70	Mirror of Transformation	92	Sherbet, Ice	36
1-15: Granary	52	66	Crypts, Haunted	66	Mirrors, The Chamber of	70	Shield, Moon	92
1-16: Quarters of the Senior Priestess	52	66	Crypts, Looted	54	Haunted Lighthouse, the	7	Shields	27
1-17: Torture Chamber	53	27	Currency	27	Monster and Beast Races	8	Silver Acolytes of Lysandra, The	37
1-18: Dungeon Gallery	54	94	Cursed Items	94	Monster Templates	78	Silver Coins	27
1-19 to 1-24: Enemy Storage Rooms	54	95	Dagger, Serpent	95	Appendix I: Dungeon	8	Silver Golem Encounters	70, 86
1-24 to 1-127: Looted Crypts	54	73	Damnation, The Pillar of	73	Moon Shield	92	Silver Moon, Mirror of the	91
1-28: The Spiral Stair	54	15	Dark Elf	15	Moan, Mirror of the Silver	16	Silver Sword	93
1-21: Lower Spiral Stair	56	38	Deep Runic	38	Moonbeams, Bow of	71	Silver Smith, Mandy	49
2-2: Great Chimney (Level 2)	56	57	Defect, New	57	Moonlit Mirror of Far-Seeing	92	Silver Sun	58, 59
2-3: Cave of the Lion Beast	57	14	Defects	14	Mount Petra	32	Sorcerers and Sorceresses, Saint	14
2-4: Troll Lair	57	3	Demon of Shipwrecks, Altnach the Corrupter	73	Mountain Pegasus	65, 83	George's Academy for Young	31
2-5: Giant Fungi Patch	58	68, 80	Demon, Gargoyle	68, 80	Humans	8	Nagari	23
2-6: Skarn's Guardroom	58	60	Demise, Arrow of	60	Hairy Thadstool	58, 17	Special Attack	14
2-7: Lair of Arkhissa Skarn	58	52, 81	Dog, Ghost	52, 81	Hunting	61	Species Templates	14
2-9: Rock Fall	59	41	Dogs, Dungeon	41	Hydra, Fire-Breathing	62, 79	Spellzaker	12
2-10: Lost Stair	59	18	Dragon (Hall)	18	Ice Sherbet	36	Spider Ninja Clan, Tower of the	93
2-11: Underground Lake	61	87	Dragon, Swamp	87	Ilind the Priestess	36	Spider, Giant	45, 82
2-12: Sandy Beach	62	64	Dragonoid, Valkyrior	64	Inn, Noah's	31	Spiral Stair, The	54
2-13: Lair of the Water Troll	62	76, 79	Drake, Amulet, The	76, 79	Insubstantial	13	Stair, Lost	61
2-14: Underwater Tunnel	64	95	Dungeon Doors	41	Intentionally Exiled	31	Silver Golem Encounters	70, 86
2-15: Cavern, Wharf and Boat	64	41	Dungeon Gallery	54	School Boy/School Girl	16	Skarn's Bay and the Coast	30
2-16: The Goblin Sculptor	64	42	Dungeon Level Map, First	42	Invisible Dagger, The	95	Noah's Inn	31
2-17: Lair of the Earthworm	65	67	Dungeon Level Map, Second	67	Island of Jessenia, The	68	Noah's Landing	30
2-18: Island in the Lake	65	43	Dungeon Level Map, Third	43	Item of Power	13	Noah's Landing and Environs	24
3-1: Chamber of the Muller Stairway	66	78	Dungeon Level Map, Fourth	78	Magical	90	Noah's Landing and Environs	24
3-2: Haunted Crypts	66	70	Dungeon Level Map, Fifth	70	Items of Power, Appendix II:		Organizational Ties	28
3-3: Circular Crypt	68	70	Dungeon Level Map, Sixth	70	Items of Power, Finding	90	Other Races	28
3-4: Summoning Chamber	68	71	Dungeon Level Map, Seventh	71	Items, Cursed	94	Organizational Ties	28
3-5: Lower Temple of the Goddess	69	65, 81	Dungeon Monster Templates, Appendix I	65, 81	Items of Power, Cursed	94	Other Races	28
3-6: Secret Entrance	70	65, 81	Dungeon Monster Templates, Appendix II	65, 81	Jessenia, Local Geography — Eastern Coast of Jessenia, Religions of Eastern	37	Other Races	28
3-7: Hall of the Statues	70	37	Dungeon Occupational Templates	37	Jessenia, The Island of	8	Other Races	28
3-9: The Vestibule	71	37	Dwarf	37	Jewellery, and Gems	76	Other Races	28
3-10: The Cavern of Moondark	71	15	Dwarves	15	Kedi	18	Own a Big Mecha	46
3-8: The Chamber of Mirrors	70	15	Earthworm, Giant	65, 81	Key to Encounter Areas	40	Permanent Armour	94
3-11: The Pillar of Damnation	73	95	Earthworm, Lair of the	65	King Cobra Swand	95	Personal Gear	38
Academy for Young Sorcerers and Sorceresses, Saint George's	31	37	Eastern Coast of Jessenia, Local Geography	37	Kitchen	95	Pertown	72, 83
Acolytes of Lysandra, The Silver Adventurers, Chapter 2	37	26	Eastern Jessenia, Religions of Elf (Half)	26	Knight, Heral	22	Petra Lighthouse of	75
Adventuring Gear	26	14	Elf, Dark	14	Knight, Magical	22	Petra, Mount	32
Adventuring Party, The	10	15	Elf, High	15	Knight, Ogre	48, 61, 83	Petra, the Forest of	75
Altnach the Corrupter	10	95	Elkslayer	95	L-1: First Floor	75	Phoenix Pillow	92
Demon of Shipwrecks	73	8	Elvish, High	8	L-2: The Lighthouse Library	75	Pillar of Damnation, The	73
Amulet, The Drake	95	76	Empire Storage Rooms	76	L-3: The Eternal Flame	75	Pillow of Phenix	73
Appendix 1: Dungeon Monster Templates	78	66	Endless Stairway, Chamber of the	66	Labyrinths of Lysandra, Chapter 4	39	Pixie	17
Appendix II: Magical Items of Power	78	26	Entrance, Secret	26	Lair of the Earthworm	65	Pokedrake	84
Apprentice Ninja Cedric	37	91	External Flame, The	76	Lair of the Water Troll	62	Potion, Recovery	94
Arkhissa Skarn	59	92	Extra Reach and Weapons	26	Lair of the Water Troll	62	Potions	93
Arkhissa Skarn, Lair of	58	95	Eyes, Cloak of	91	Lake, Island	65	Power Level	11
Armour	27	92	Fallen Star Plate Armour	27	Lake, Troll	65	Power Level, Finding Items of	90
Armour, Apprentice Ninja	50	95	Fire-Seeing, Moonlit Mirror of	95	Lake, Underground	61	Power, Item of	15
Armour, Fallen Star Plate	95	26, 27	Finishing Items of Power	26, 27	Lance of Lysandra	91	Power, Items of	90
Armour, Permanent	95	42, 43	Fine Craftsmanship	42, 43	Fire-Breathing Hydra	62, 79	Priest or Priestess, Good	53, 84
Arrow of Desire	91	75	Fire-Seeing, Moonlit Mirror of	75	First Dungeon Level	42, 43	Priest or Priestess, Good	53, 84
Arrow of Light	91	94	First Floor	94	First Level Random Encounters, Table 4-1	47, 80	Priestess, Astral	63
Ash, The Sword Called	94	43	First Level Random Encounters, Table 4-1	43	Fish-Man	47, 80	Projection, Ilind	12
Assassin	20	14	Flame, The Eternal	14	Flame, The Eternal	76	Projection, Blood	12
Astral Projection	12	12	Flute, The	12	Lighthouse of Petra	74, 75	Pudding, Bread	49, 78
Attack, Special	14	93	Flute, Unicorn	93	Lighthouse Random Encounters	75	Quarters of the Senior Priestess	52
Attributes	12	69	Force Field	69	Lightsheet, The Haunted	72	Races, Monster and Beast	8
Barbarian Warrior	20	30	Forest of Petra, The	30	Lion Beast, Cave of the	57	Races, Other	19
Barbarian of the Green	20	58	Fungi Patch, Giant	58	Lizard Folk	16	Races, The Humanoid	15
Battle Mage	20	50	Furniture Room	50	Local Geography — The Eastern Coast of Jessenia	29	Random Encounters, Lighthouse	75
Bay and the Coast, Noah's Beach, Sandy	30	10	Galloys Way	10	Local Geography — The Eastern Coast of Jessenia	29	Random Encounters, Table 4-1:	43
Beast Races, Monster and	8	61, 81	Game Balance, Characters and	61, 81	Locked Hidden Vault	51	Random Encounters, Table 4-2:	56
Beast, Giant	61, 81	14	Giant Demon	68, 80	Locks	41	Second Level	56
Big Mecha, Own a	46	26	Geat, Adventuring	26	Looted Crypts	41	Random Encounters, Table 4-3:	71
Bird, Symphylan	57, 86	30	Geat, Personal	30	Lost Temple of Lysandra, The	4	Third Level	67
Black Harbour, Ruins of	30	48	Gems and Jewellery	48	Lost Temple of Lysandra, The	4	Third Level	67
Blanket of Comfort	94	49	Geography — The Eastern Coast of Jessenia, Local	49	Lower Spiral Stair	56	Rats, Runic	50, 88
Blank Pudding	49	51, 91	Ghan, Shadris	51, 91	Lower Temple of Lysandra, Crypts and	66	Reach and Weapons, Extra	26
Bow of Moonbeams	51, 91	52	Ghost Dog	52	Lower Temple of the Goddess	66	Reason 1 — Combined Arms	10
Bread Pudding	51, 78	61, 81	Giant Bee	61, 81	Lower Temple of the Goddess	66	Reason 2 — Shared Goals	10
Bright Hills, The	29	62, 81	Giant Bug	62, 81	Lysandra's Tears	95	Reason 3 — Romance	11
Car (Half)	17	62, 81	Giant Earthworm	62, 81	Lysandra, Chapter 4: Labyrinths of	92	Recovery Potion	94
Car Golem	94	58, 76, 79	Giant Fungi Patch	58, 76, 79	Lysandra, Lance of	91	Redcap	54, 84
Car People (Nekojin)	17	58	Giant Manticores	58	Lysandra, Rod of	92	Reflecting Bone	54, 84
Cave of the Lion Beast	57	57, 82	Giant Spider	57, 82	Lysandra, The Silver Acolytes of	4	Relics, Temple	50
Cave Troll	58, 76, 79	37	Gibi Goldfishers	37	Lysandra, Wings of	36	Relics, Reflecting	97
Cavern of Moondark	71	70	Glimmeross and Light	70	Magie, Barrie	41	Rock Fall	20
Cavern, Wharf and Boat	64	48	Goblin Sculptor, The	48	Magie, Magic	14	Rock Fall	20
Cedric, Apprentice Ninja	37	48	Goblin Tomb Raiders, Swamp	48	Magical Items of Power, Appendix II	90	Romance — Reason 3	11
Chamber of Mirrors, The	70	47	Goblin Warriors, Swamp	47	Appendix II	90	Rooms, Unoccupied	40
Chamber of the Endless Stairway	66	3	Goblin in a Tomb	3	Appendix II	90	Rudimentary Manipulation	78
Chamber of the Novices	45	22	Goddess, Lower Temple of the	22	Ruin Rats	45, 85	Ruin Rats	45
Chamber, Summoning	68	28	Gold Coins	28	Ruin Rats of Black Harbour	45	Runic, Deep	38
Chapter 1: History	3	36	Golem, Cat	36	Runic, Mandy Silversmith	94	Saint George's Academy for Young	31
Chapter 2: Adventurers	9	94	Golem, Silver	94	Manipulation, Rudimentary	78	Sorcerers and Sorceresses	31
Chapter 3: Noah's Landing and Environs	28	70, 86	Good Priest or Priestess	21	Map, First Dungeon Level	57, 82	Sandy Beach	62
Chapter 4: Labyrinths of Lysandra	39	21			Map, First Dungeon Level	42	School Boy/Girl, Intentionally Exiled	16

96 BIG EYES, SMALL MOUTH DUNGEON