

HEROIC WORKS



Kibakadabra

The Dark Eye

Author

Dominic Hladek

Additional Material

Carolina Möbis

Editing

Carolina Möbis, Alex Spohr

Copy-Editing

Carolina Möbis, Timo Roth

Layout

Thomas Michalski, Michael Mingers

Interior Illustrations & Maps

Tristan Denecke, Michael Jaecks, Nikolai Ostertag,
Matthias Rothenaicher, Nadine Schäkel

ENGLISH VERSION

Translator

Daniel Mayer

Editor

Kevin MacGregor

Layout

Ben Acevedo

Thanks to our gamma testers: Björn Hinrichs, Philipp Neitzel, and Fabian Sinnesbichler

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Printed in EU

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Non-player characters (NPCs) belong to one of four categories, as follows.



NPCs with this symbol have no lasting impact on the official campaign and do not appear in future products.



NPCs with this symbol play an important role in the adventure. While they may appear in future adventures, you can replace them with similar characters from your campaign.



These NPCs play an important role in the official campaign and appear in future adventures.



NPCs with this symbol died before the start of the adventure.



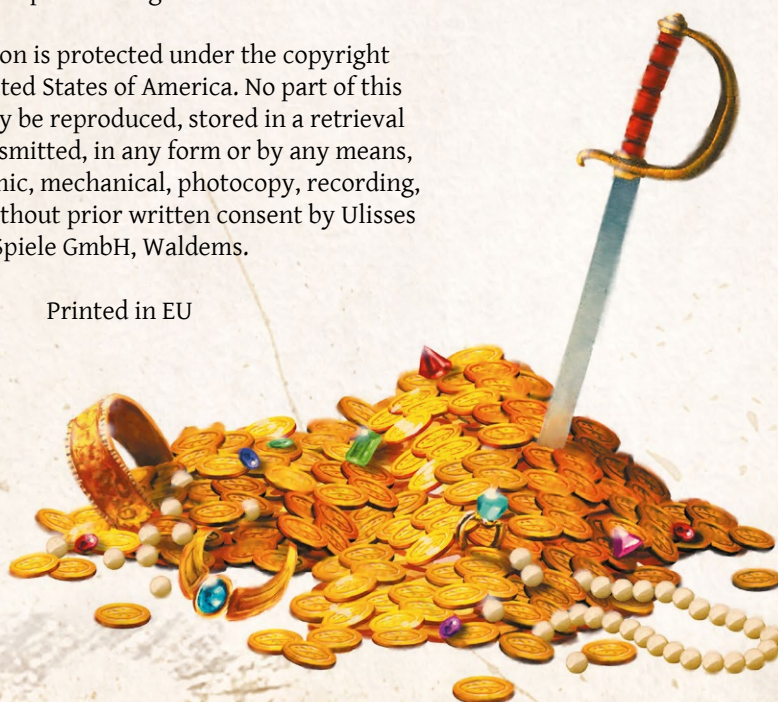
To make a scene easier for the heroes, use the suggestions in this paragraph.



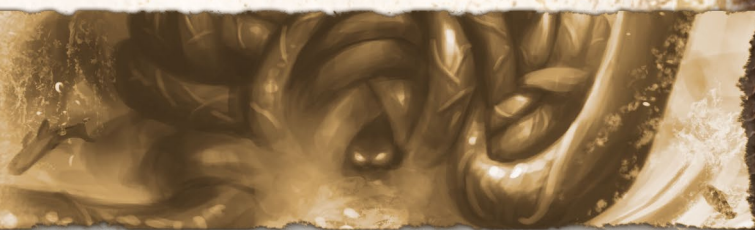
To make a scene more difficult for the heroes, use the suggestions in this paragraph.



This paragraph contains additional tips for the GM.



Kibakadabra



"Uguan darkest power! He in large serpent of dead stone, but he trapped there! And we Powhiri guard prison of Uguan. Brave men and women go to deep darkness of Uguan in name of good god Tchalug, lord of eternal forest! They say Uguan must stay in dark, they fight him in dark dungeon, and Uguan never come out as long as Powhiri guard his prison. Be great honor to go down to Uguan realm! Me decide to give you honor! Warriors, THROW THE AVENTURU INTO SERPENT MAW!"

—Tikangu, Jucumaqh shaman, as recounted by a group of Aventurian adventurers, modern.

The Adventure at a Glance

The heroes explore a dungeon that is actually the petrified body of an ancient titanic serpent.

Genre: Dungeon adventure

Prerequisites: A sense of curiosity and a desire to explore the unknown

Location: Somewhere in the jungles of northern Uthuria

Date: After the discovery of Uthuria, between 1035 and 1046 FB

Complexity (Players/GM): Low/Low

Suggested Hero Experience Level: Ordinary to Masterly

Useful Skills

Combat

Social Skills

Nature Skills



Living History



The Protagonists and Antagonists

👤 **Tikangu**, the *guzula* (shaman) of the *Powhiri* tribe (53; bald; makes sweeping, dramatic gestures and puffs out his cheeks to look impressive).

Role: Instigator; possible adventure hook.

👤 **Wairua**, poltergeist, former female warrior of the *Powhiri* tribe (☠ 36; died 8 years ago; invisible; rages against the living; hates all reptiles).

Role: Possible adventure hook; can either assist or hinder the heroes.

👤 **Whakamiharo**, warrior of the *Powhiri* tribe (33; warrior; scrawny but with signs of having once been muscular; long, matted hair; strong-willed; honorable; just).

Role: A possible search goal of the adventure; can either assist or hinder the heroes.

Glossary

Amphista	Bosparanian term for the two-headed snake
Aventuru	Jucumaqh term for Aventurians
Chazz'Shirr	Tribe of lizard people who resemble geckos and live in Uthuria
Eternal Forest	The Jucumaqh's realm of the dead
Giant Omecoatl	Gigantic snakes
Guzula	Shaman of the Jucumaqh
Jucumaqh	Fair-skinned barbarian peoples of northern Uthuria
Kajubo	A plant whose buds grant the ability to breathe under water for a short time
Kibakaba	Uthurian term for the two-headed snake
Omecoatl	Giant serpent
Powhiri	A tribe of the Jucumaqh
Sadsh'Tarr	A tribe of the Chazz'Shirr, undead
Stone gnome	A humanoid species that possesses stone-like skin
Tchalug	Chief god of the Jucumaqh, equivalent to Aventuria's Kamalug; might have some connection to the goddess Tsa
Tetelcua	A large monster that is also known as Wandering Rock
Tuatara	A circle of Azfuloth cultists
Uguan	An evil god / demon feared by the Jucumaqh
V'sars	A god of the dead
Xo'Artal	A civilized culture in north-eastern Uthuria
Zsahh	A lizard goddess; possibly another aspect of the goddess Tsa

👤 **The Sadsh'Tarr**, an undead tribe of the Chazz'Shirr (☠ created around 500 FB; caked with mud; leathery; very territorial; antagonistic).

Role: Antagonists.

🦎 *Tuatara Circle*, lizard cultists of Azfuloth (nightmarish, lizard-like body with multiple heads that peels itself from the walls; mad due to its transformed existence).

Role: Antagonists.

🧝 *Gruum*, a stone gnome (18; rubbery, thick stony-gray skin; broad shoulders; cannot control his strength; clumsy; curious).

Role: Potential helper or antagonist.

Introduction

In Kibakadabra, the heroes explore a cavern complex that is actually the interior of a huge, petrified two-headed snake from a previous age of the world.

Background

Uthuria is the home of exotic two-headed serpents called *kibakabas* (*amphista*, in Bosporano). This creature's strange nature warrants speculation over a possible chimerical origin. Rumors say that very large specimens (*Omecoatl*) dwell in the realm of the Xo'Artal.

In ancient times, giant *Omecoatls* could grow up to 12 feet wide and several dozen yards long, and some experts think specimens like this may still exist today! These mighty chimeras were originally created by the lizard people, who combined two giant serpents with another large monster called a *Wandering Rock* (also known as a *Tetelcua*) to serve as weapons of war during the time of the Uthurian slave uprisings. Each chimera continually brought forth new *kibakabas*, spitting them out of their maws to bring death and pain to their human foes. Each serpent's skin was tough as stone, making it very hard to kill. Instead of rotting when it died, a *kibakabas*' body quickly became petrified, but its eternally-fertile serpent heart remained viable. An infusion of power in the form of a sacrifice of life or blood would re-awaken its essence, and soon new *kibakabas* would spring forth from the stony remains.

Thus, people sometimes see two-headed snakes crawling from the petrified bodies of giant *Omecoatls* when their pulsating hearts become inundated with fresh water or ensnare an animal with their tendril-like roots. Who knows how many other *omecoatl* hearts remain undiscovered and inactive, waiting for fresh blood to stir them to activity?

One such giant petrified *Omecoatl* lays mostly buried in the jungles of northern Uthuria. The forest has completely obscured the huge stone

body in several feet of humus. Only one of its heads remains partly visible above ground, though erosion has damaged it somewhat. In fact, it is barely recognizable as a serpent's head and might easily be mistaken for a natural rock formation. The second head is almost completely buried in a lake one hundred yards away.

Today, the Jucumaqh tribe of the *Powhiri* has settled by the Serpent Head Rock. According to their faith in *Tchaluq*, their creator god of many shapes, anything that is saurian or serpent-like represents *Tchaluq*'s enemy, *Uguan*. The Serpent Head Rock is the symbol of *Uguan*. He must be opposed, and the Jucumaqh believe they can contain *Uguan*'s power with prayers and sacrifices.

Tikangu, the tribe's *guzula* (shaman), lives alongside Serpent Head Rock. Time and again, at his command, warriors are sent into the maw of the Serpent Head. None has ever returned. Descending into the cave is considered a great honor by the tribe, as warriors bind *Uguan* with their sacrificial deeds and thus serve the *Eternal Forest* and *Tchaluq*'s creation. These sacrifices are also a convenient means for the *guzula* to dispose of prisoners or unpopular chieftains....

The Adventure Begins

The heroes can discover the giant petrified *Omecoatl* in several ways. Adjust the introduction according to your campaign and your group. Some suggestions include:

- 🦎 While exploring Uthuria, the heroes follow the trail of the *kibakabas* for many weeks and finally discover their source in the Serpent Head Rock. They climb down into the cave complex either as willing sacrifices or in secret.
- 🦎 The heroes look for allies during their expedition to Uthuria. By willingly climbing down into the Serpent Head, they can prove to the *Powhiri* that they are mighty warriors. And by doing so, they can win the *Powhiri*'s friendship or possibly even become the new leaders of the tribe.

- 🦎 The heroes are imprisoned by the *Powhiri* tribe. Maybe they trespassed on forbidden territory or broke a taboo, or perhaps, being strong and exotic strangers, they make for perfect sacrifices. *Tikangu* condemns them to be pushed down into the Serpent Head Rock during a ceremony that involves energetic dancing, fire juggling, and stylized stage combat.

- 🦎 One hero accidentally falls into the maw (or is pushed unwillingly), and the other heroes attempt a rescue.
- 🦎 The Jucumaqh village welcomes the heroes with open arms, and they soon meet young



Hokioi (24; village beauty; provided with ample food by the Powhiri; fat; curly hair; raves in what Aventurians would consider a quite lewd manner about her lover *Whakamiharo*'s talents in the arts of *Rahja*). The shaman commanded her lover to climb down into the Serpent Head Rock. She is proud of his sacrifice, but she fears that the shaman desires her and therefore plotted to have *Whakamiharo* killed. She believes that *Tchaluq* sent the heroes to help her, and she asks them to search for her lover in the caves.

Inside the Omecoatl

The heroes are free to explore the interior of the petrified giant serpent, choosing how much they want to explore, whom to interact with, and when to fight. The exploration of the giant serpent is interesting for the following reasons:

- It is a **classic dungeon crawl**. The caves hold many treasures, including items that can secure future opportunities or rewards, or make certain tasks easier.
- The heroes must **race against time to survive**. After a certain point the water level in the caves begins to rise, creating new dangers (see *Water Level*, below).
- They can **interact with the inhabitants** of the caves. Cooperation might gain assistance or other benefits, while playing the inhabitants against each other could create new enemies. The heroes might also learn tricks from the inhabitants for finding shortcuts and useful items.
- There are no fixed goals, no missions, and no events that must occur. The heroes are free to **do as they want**, and can make friends or enemies, take items or leave them behind.
- They can solve the **riddle of the kibakabas** and make a valuable magical and scientific find. They might also learn more about Azfulothian powers and Uthurian creatures.

Exits

The heroes most likely proceed through the dungeon until they find another exit and escape. Of course, they are free to try other ideas. Any path might lead to freedom.



If you prefer to keep the heroes "on track," try the following.

- Climbing Back Up the Maw:** heroes that succeed at a *difficult* climb back up the slippery maw notice that the entrance is blocked either by warriors with long spears or by a large rock that has been set across the entrance to prevent their escape.
- Magic and Karmic Effects:** Spells like *Transversalis* help with escapes. The petrified serpent is not made of anti-karmic material or magic-absorbing Uthurian basalt, so spells and miracles work in the

normal way. However, the entire complex is the anti-sanctum of a local goddess (the archdemon *Azfuloth* in disguise). Therefore, liturgical chants suffer a penalty of 3 (liturgical chants of *Tsa*, specifically, suffer a penalty of 5). For more information, see the *Core Rules*, page 312.

Water Level

Strong rains are not uncommon to northern Uthuria, and sure enough, when the heroes enter the Serpent Head, rain begins to fall. The dungeon becomes increasingly flooded due to the rising groundwater level as well as water pouring in through the second entrance in the lake. You can put more pressure on the heroes by introducing the additional risk of drowning, which is quite likely in some rooms. For certain rooms, the rising water level has other effects, some useful, some more dangerous. You can find more information in the description for each room and also on the lateral view of the Omecoatl. Keep track of water levels by using the chart on the following page, marking any changes accordingly. On the Flooding chart, "minutes" is the number of minutes that pass while the heroes explore the petrified Omecoatl (exception: see *Variable Rainfall*, below).

Knee-deep water means that the area is partially flooded yet incurs no penalties. *Hip-deep* water imposes penalties of -2 to AT and PA. *Deep* requires the heroes to swim, and *filled* means that the room is filled to the ceiling with water. *Filled* chambers can only be crossed by diving, and drowning is a distinct possibility. For combat underwater, see the *Core Rules*, page 239.



Variable Rainfall

If you prefer that the rainfall be more random, roll 2D6 after 5 minutes of game time and consult the **Random Rainfall** chart. The result shows how many minutes pass on the following chart. Time usually advances in five-minute increments, but some results lead to more time passing, and sometimes the water retreats (on a result of *dry*). Each subsequent roll receives a modifier based on the current roll, as indicated.

Flooding

Room / Minutes	Start	5	15	30	45	60	80	100	120	180	240	300
Entrance Room (1e)	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	knee-deep	hip-deep	hip-deep
Wind Room (2)	–	–	–	–	–	–	–	–	–	–	knee-deep	hip-deep
Hatchery (3)	–	–	–	–	–	–	–	–	–	–	knee-deep	hip-deep
Anti-Sanctum (10)	–	–	–	–	–	–	–	–	–	knee-deep	hip-deep	deep
Collapsed Cave (12)	–	–	–	–	–	knee-deep	hip-deep	deep	filled	filled	filled	filled
Lower Antechamber (13)	–	–	knee-deep	hip-deep	deep	filled	filled	filled	filled	filled	filled	filled
Water Room (14)	filled	filled	filled	filled	filled	filled	filled	filled	filled	filled	filled	filled
Serpent Head Exit (15)	–	–	–	knee-deep	knee-deep	hip-deep	hip-deep	hip-deep	deep	filled	filled	filled

Random Rainfall

2D6	Description	Time Change	Roll Modifier
1 or less	Dry	–5 Minutes	–5
2–4	No rain	+/-0 Minutes	–3
5–9	Rain	+5 Minutes	–0
10–12	Strong rain	+10 Minutes	+2
13 or more	Heavy rain	+15 Minutes	+3

Obstacles

Some obstacles block the heroes' progress through the dungeon or make it more difficult. Use the following rules for the appropriate locations.

- Rocks** bar the way back (Blocking Stone 1c), the entrance to the Nest (7), and the Collapsed Cave (12). To move enough of them to get past, the heroes need 10 QL in a cumulative group check using *Feat of Strength (Pushing & Bending)*. The interval is 5 minutes, and up to 3 heroes can take part in the check. Great force, such as that provided by the water welling up from below, or Wairua the poltergeist (2), can help move the rocks.
- Thin Rock Walls** can be broken down with tools, like the ones found in Whakamiharo's nest (7). As with the rocks, the heroes can make a cumulative group check using *Feat of Strength (Breaking & Smashing)* and need 10 QL. Up to three heroes can take part in the check, and the interval is 5 minutes. The inhabitants of the dungeon might also help. The poltergeist Wairua (2) can smash them, as can Gruum, the stone gnome (9). Alternatively, the corrosive lichen from the Living Corridors (6) can dissolve them in 1D6x5 minutes.
- Steep Corridors**, like the one to the entrance back up through the Maw (1d) and the ones at certain points near the Refuge (11). To climb them, heroes

must make *Climbing (Mountaineering)* checks with a penalty of 1. Each check takes 5 minutes. Failed checks incur falling damage (see the *Core Rules*, page 340). The distance fallen can be determined by the GM or simply set at 1D3+1 yards.

- Flooded Rooms** (those with a water level of *filled*) can be crossed only by diving. This requires a *Swimming (Diving)* check with a penalty of 1. On a failure, the hero inhales water and takes 1D3 DP (ignoring PRO). Crossing the room takes about 1 minute. For more about drowning and suffocation, see the *Core Rules*, page 341. Keep track of the size of the rooms and their water levels using the two maps.

Setting: The Petrified Giant Omecoatl

The entire length of the dungeon has been shaped and influenced by many inhabitants over the centuries. The stone flesh was hewn to enlarge caves or even create fanciful art. Many animals have lived here, and many warriors and other sacrifices have entered the cave and left their traces. Nevertheless, the complex is still reminiscent of the original interior (namely, the internal organs of the huge, two-headed Omecoatl).

Room descriptions are as follows.

Serpent Head Rock (1)

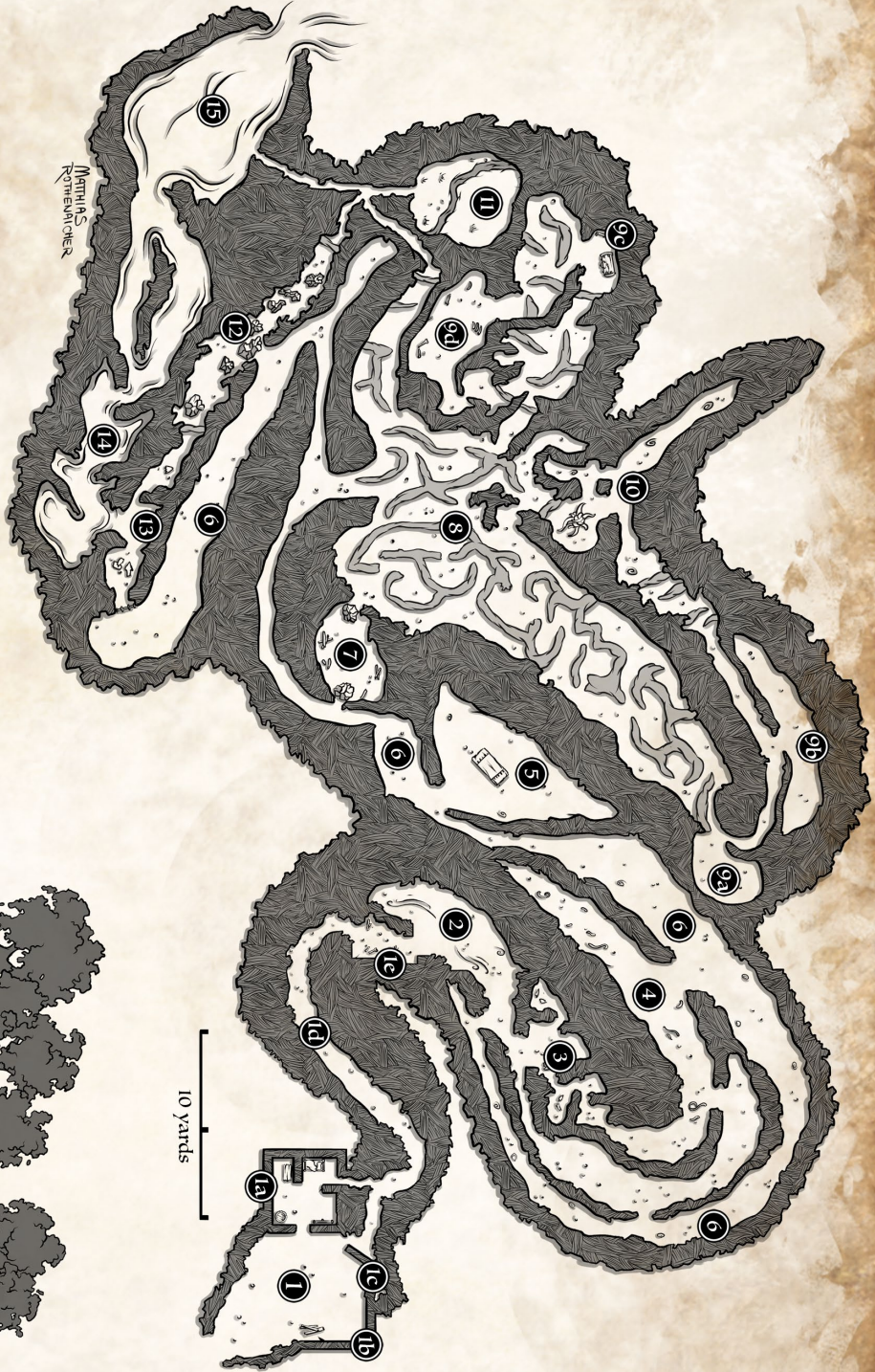
This large rock, which juts from the ground by its neck, has only the approximate shape of a serpent's head and is easily taken for a natural rock formation. The Powhiri view it as the symbol and domain of the horrible Uguan.

Hut of the Guzula (1a)

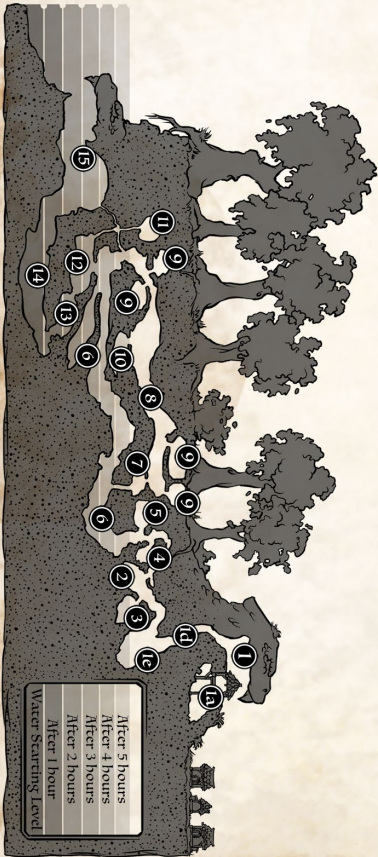
Tikangu the shaman lives by the Serpent Head Rock. His wooden hut is built on stilts alongside the maw and is shielded from curious eyes by leather curtains.

Kibakadabra

MATHIAS
ROTUNDA CHEER



10 yards



After 5 hours
After 4 hours
After 3 hours
After 2 hours
After 1 hour
Water Scavenging Level

Only Tikangu is allowed inside. His hut contains a strong smell of incense and herbal tinctures, and is filled with shamanistic trappings. A second and very narrow entrance to the maw (1d) of the Serpent Head is concealed next to his sleeping mat. He uses it for his personal sacrifices and also to dispose of excrement and other garbage.

Things to Find in Tikangu's Hut

- Countless fetishes such as shrunken heads, preserved animals, figurines of bone and hair, and body parts of animals (as alchemical materials, they have a value of 100 silverthalers)
- Ground-up powder and herbal stock, among which is a healing potion (QL 3) and a container of wurara poison
- Plants and bundles of herbs, among which are 3 kajubo buds that, when ingested, allow the user to breathe under water for 15 minutes

Sacrificial Platform (1b)

The tribe performs dances and presents sacrifices on this 15-foot tall rock plateau before throwing them into the maw. The village shaman addresses the villagers from this location.

Blocking Stone (1c)

A large rock shaped like a wheel blocks the entrance to the maw. Five strong tribal warriors move it aside for sacrificial ceremonies, to allow volunteers or captives to enter the maw. To move the rock enough to get past, use the rules for Rocks under *Obstacles*, on page 4. Rolling the rock is rather noisy—make *Perception (Spot)* checks for villagers in nearby huts, with a bonus of +2 for the Hut of the Guzula (1a).

Maw (1d)

These days, the petrified neck of the serpent forms a narrow corridor that drops 30 feet. Rainwater has been running down the sides of the tunnel for centuries, fostering a slippery layer of algae-like plants that make climbing difficult. Make a *Climbing (Mountaineering)* check with a penalty of 1; heroes that fail suffer 1D6–1 DP and slide all the way down to the Entrance Cave (1e). To climb back up the tunnel, use the rules for Steep Corridors under *Obstacles* on page 4.

Entrance Room (1e)

At the lower end of the slippery maw is a cave-like room with a 30' ceiling. Small piles of mud and feces from the guzula's Hut (1a) have piled up here, and tiny animals feed on the accumulating garbage.

Things to Find in the Entrance Room (1e)

- Many bones and several complete skeletons (two humans, plus some animals) protrude from the mud
- Jewelry worn by the dead—many worthless trifles, some animal tooth trophies (worth 15

silverthalers), and a sealed clay bottle that contains weapon balm (QL 2). To perform an alchemical analysis on its contents, see the *Core Rules*, page 272.

- Some primitive and rusty melee weapons (clubs, sabers)
- An old gold ring (worth 20 silverthalers)

Water Levels in the Entrance Room (1e), Wind Room (2), and Hatchery (3)

The floor of the Entrance Room (1e) is initially buried in murky, knee-deep mud. After four hours of heavy rain, the level rises to *hip-deep*. To find the items at this point, make a *Perception (Spot)* check.

At the same time, the water level in the Wind Room (2) and Hatchery (3) rises to knee-deep. It rises to *hip-deep* after five hours, total, at which point the Chazz'shirr bog mummies are able to lurk here to ambush the heroes.

Wind Room (2)

This room was the lung for the upper (exposed) serpent head when it was alive. Today, an eerie wind can be both heard and felt blowing through the long, winding cave. This effect is created by small air holes at the back of the cave, and the whistling resembles the moans of the dead in Boron's Halls.

Wairua, the Ghost Warrior

The wind room is haunted by the poltergeist of a female Jucumaqh warrior who perished here long ago. She is angry that the entrance to her people's realm of the dead, the *Eternal Forest*, is barred to her, and she is now trapped in "eternal stasis" (the existence of a ghost). She was sent into the Serpent Head as a sacrifice years ago, and she was slain by the creature known as the Tuatara Circle. Her death at the claws of a horrible lizard creature made her believe that she failed in her mission to fight Uguan, and now she burns with hatred and a desire for vengeance.

Since she is invisible, her actions (a small rock falls from the ceiling and almost injures a hero, a mysterious howl rises and falls with the wind, and so on) are at first easily explained away. When it becomes clear that something is haunting the cave, the heroes can try to communicate with her. She haunts them for a time, and might even attack them in her half-mad state (launching flurries of attacks that stop without warning). If the heroes promise revenge against her killers (she holds all resident lizards responsible), she calms down.

Wairua's Powers

- She can **break down rock walls** (see *Obstacles* on page 4) and the interior walls of the Labyrinth (8), including the connection to the Anti-Sanctum (10),

the Collapsed Cave (12), the Refuge (11), and the Lower Antechamber (13).

- She can single-handedly move rocks that the heroes can barely move while working together (room 7 and 12; see *Obstacles*, page 4)
- She can help fight saurian opponents like the Chaz'Shirr, the Tuatara Circle, and the kibakabas, using her poltergeist attacks
- She is item-bound to the reflective **obsidian shard** found in the Hatchery (3). The heroes can see her reflection in the shard. If she sees her own reflection in this item, she immediately recognizes that she is bound to it and won't attack whoever possesses it.
- Unfortunately she is cursed never to leave the dungeon. If she leads the heroes to another exit and gets to kill some lizard creatures along the way, her vengeance is satisfied and she passes on to the realm of the dead.

LP Loss	Pain
Any loss	no effect

Chaz'Shirr Hatchery (3)

The petrified walls of this former cardiac chamber form bizarre, organic-looking structures. Various passages and arches used to be holes in cardiac tissue. This room served as the hatchery of the Chaz'Shirr tribe that used to live here.

The chamber's muddy floor is covered with head-sized petrified eggs, some of which are visible above the brackish water. In some places, the sharp edges of broken shells protrude from the ground, restricting movement—to cross the room, make a check using *Body Control* or take 1D6–1 DP (ignoring PRO).

Things to Find in the Hatchery

- Some petrified **eggs**, in good condition. The Sadsch'Tarr still blindly care for the eggs, even though all that remains are petrified fossils. The eggs can be used to prevent an attack or force the Sadsch'Tarr to attack other targets. If the heroes threaten to destroy the eggs, all of the undead give a horrible yet piteous cry and then surrender.
- An old **obsidian shard** with a wooden fringe, about the size of an amulet. The shard is reflective. Heroes can use it to see the poltergeist Wairua (see room 2). If the ghost sees herself in the shard, she recognizes her connection to the item and obeys the owner's wishes. When commanded, she attacks anyone (not just lizard creatures), but she does not stab opponents in the back and does not retreat unless ordered to do so.

Chaz'Shirr Hunting Grounds (4)

The former liver of the upper serpent head meanders through the dungeon in an elongated, winding way.

Wairua

Size: 5'7"

Weight: No weight

COU 20 **SGC** 11 **INT** 13 **CHA** 12

DEX 13 **AGI** 15 **CON** 15 **STR** 28

LP 40 **AE** 30 **KP** - **INI** 18+1D6

DO 8 **SPI** 5 **TOU** 3 **MOV** 10

Unarmed: **AT** 15 **PA** 6 **DP*** 2D6+6 **RE** short

PRO/ENC 0/0

Actions: 1

Special Abilities: Forceful Blow III

Skills: *Feat of Strength* 12 (15/28/28), *Intimidation* 12 (20/13/12), *Willpower* 6 (20/13/12)

Spells: *Horriphobus* 12 (20/13/12), *Motoricus* 14 (11/13/28)

Number: 1

Size Category: medium

Type: Spirit, humanoid

Summoning Difficulty: –2

Loot: none

Combat Behavior: See Description

Escape: Does not flee

Magical Lore (Magical Creatures)

- QL 1:** Poltergeists are the ghosts of the deceased.
- QL 2:** A poltergeist is bound to a place, an item, or person.
- QL 3+:** You can free the ghost by completing its unfinished task.

Special Rules

*) *Crush:* Poltergeists cannot attack living matter directly, but they can move, crush, and tear inanimate objects such as armor. This can inflict as much as 2D6+6 DP to a hero. Structural damage is DP x 5.

This chamber once served as living space for the Chaz'Shirr tribe. To this day, their undead bodies (see page 8) still blindly attempt to carry out their old duties.

Cult Cavern (5)

This cavern consists of a hollow space that once was one of the serpent's stomachs. The rough cavern walls are covered with rocky villi. A large relief, carved out of the rough ceiling and walls by some of the Chaz'Shirr, explains the function of the Omecoatl: a giant serpent (enslaved by lizard people who are depicted in a very powerful way) spits forth smaller, double-headed snakes. The spears of humans (who are portrayed as tiny and weak) bounce futilely off its skin.

Things to Find in the Cult Cavern

- Ivory figures, tarnished silver artwork, and other ritual items (worth 200 silverthalers, though collectors in Aventuria will pay up to three times as much)

The Sadsh'Tarr Tribe

The *Chaz'Shirr* are a type of Uthurian lizard people, similar to the Achaz in Aventuria. Several centuries ago, a tribe of Chaz'Shirr dwelled for a time in the upper protective caves, from (2) to (6). They prayed to their lizard idols and felt especially close to them in the caves. They worked some rooms with tools, creating not just habitats for themselves, but also intricate statues and wall reliefs. The energy of this unholy place soon transformed them, however. Their art and religion grew dark and ominous. They stopped worshiping *Zsahh*, the goddess of fertility and rebirth, and *V'sar*, the god of final death and darkness, and instead opened themselves to the insinuations of the archdemon *Azfuloth*. This led to discord, chaos, and their eventual doom. They are all gone now, but many of their dead, who had been ritually plunged into the brackish waters of the cave, did not find eternal rest (like many former shamans of the *Tuatara Circle* who entered into a pact with *Azfuloth*). These caves are now defended by mindless undead that resemble bog mummies with horrible growths.

They still carry out their now-pointless customs with ritualistic, mechanical devotion:

- They still hunt for fish in the murky mud with their spears, even though they eat nothing
- They breed small lizards, toads, frogs, and disgusting, slimy beasts (leeches, slugs, and other things)
- They tend to their non-existent, long dead (or even undead) spawn
- The caves hold (heroes x 5) undead, in total

- A roughly-made **iron key** for the bars that separate the end of the Living Corridor (6) and the Lower Antechamber (13). The bars were set in place by the Chaz'Shirr to keep large vermin out during the regular flooding of the cave.
- An old **bone scepter** with metal fittings (a ritual item). Its sharp end was used to perform sacrifices, while its blunt, wider end was used to bless. It serves as either a dagger or a club in combat, depending on whether it is used to stab or bash, and requires the appropriate combat technique (Daggers or Impact Weapons). Switching between combat techniques takes 1 action. The weapon is holy to *Tsa*. Members of the *Tuatara Circle* are especially vulnerable to it (roll DP, double the result, and then subtract PRO).

Living Corridor (6)

A corridor winds through almost the serpent's entire body. It was the esophagus for both heads of the *Omecoatl* when it was alive. From the upper end, the corridor leads deeper into the earth. At the lower end, 60 feet below ground, the heroes find entrances to the Wind Room (2), the Hunting Grounds (4), the

Chaz'Shirr Bog Mummies

Size: 5'3"

Weight: About 100 pounds

COU 20 **SGC** 10 (a) **INT** 10 **CHA** 10

DEX 6 **AGI** 8 **CON** 13 **STR** 13

LP 16 **AE** - **KP** - **INI** 7+1D6

DO 1 **SPI** 0 **TOU** 0 **MOV** 4

Unarmed: AT 8 DP 1D6 RE short

Spear: AT 8 DP 1D6+4 RE long

PRO/ENC: 0/0

Actions: 1

Advantages: none

Disadvantages: Sensitive to Light (has its effect even though undead are normally immune to *Pain*).

Special Abilities: none

Skills: *Body Control* 1 (20/8/13), *Climbing* (no check allowed, they cannot climb), *Feat of Strength* 7 (13/13/13), *Perception* 4 (6/10/10), *Self-Control* - (automatic success), *Stealth* 7 (20/10/8), *Swimming* (no check allowed, they cannot swim, but they can walk or float through water), *Intimidation* 6 (20/10/10), *Willpower* - (automatic success)

Number: 1, or 1D6+2 (small horde), or 1D6+9 (large horde)

Size Category: medium

Type Undead (Mindless), humanoid

Creation Difficulty: -1

Loot: Chance findings (roll 1D6; on a 1, the creature carries valuables worth 1D6 x 1D6 halers)

Combat Behavior: See description.

Escape: See Description.

Magical Lore (Magical Creatures)

- **QL 1:** They are slow, and you can run away from them. They fight to the bitter end.
- **QL 2:** They appear to be similar to Achaz, but differ in some details from their Aventurian cousins. They are stockier and look more like geckos.
- **QL 3+:** They appear to have at least some intelligence, as they perform tasks that are atypical for the undead.

Special Rules

Extremely Light Sensitive: when exposed to direct sunlight, they suffer 2 DP (ignoring PRO) per CR.

Pack: If they gang up to attack an opponent, they gain +1 AT per additional undead (maximum +4 AT).

LP Loss

Any loss

Pain

no effect

Cult Cavern (5), the Nest (7; blocked by rocks), the Labyrinth (8), the Collapsed Cave (12; blocked by rocks) and the Lower Antechamber (13; blocked by bars). The bars can be broken by force with a cumulative check using *Feat of Strength (Breaking & Smashing)* with an interval of 5 minutes, 5 attempts, and then the check fails. Alternatively, the heroes can try using weapons (150 structure points), or the bars can be opened with

the key from one of the statues in the Labyrinth (8). The structures in the corridor appear organic because they mostly are organic—instead of hard rock, the walls are slimy and soft, almost like tissue, because it is actually the refuge of a circle of Azfuloth cultists who have merged into a single, monstrous, daimonid body.

Water Level in the Living Corridor (6)

The water level varies throughout the corridor. The upper levels as far as the Cult Cavern (5) are so elevated that no water gathers here. The corridor dips in the curve around the Nest (7) and then rises towards the entrance to the Labyrinth (8), and water pools in this section. After 120 minutes, the water level here is *deep*, and the corridor is *filled* after 180 minutes. The higher section by the Labyrinth (8) is *filled* after 300 minutes. The low part near rooms 12-14 becomes *filled* after only 120 minutes.

Things to Find in the Walls of the Living Corridor

Aggressive, acid-secreting lichen grows on the walls. Heroes touching these walls with bare skin suffer acid damage (see *Core Rules*, page 341). The fleshy walls of rooms 5 and 6 are immune to this acid, but by applying the lichen (see *Obstacles*, page 4), heroes can break through the thin walls of other rooms, such as the insides of the Labyrinth (8), the connection to the Anti-sanctum (10) and the Treasure Cave (9c), the Collapsed Cave (12), the Refuge (11), and the Lower Antechamber (13). There is enough acid to create five human-sized holes. If it touches water, the liquid turns into a hissing acidic broth. The lichen can be used as a weapon against water creatures, and is very dangerous to the heroes, too (but they can transport it in metallic containers or rocks from the walls of rooms (5) and (6) without suffering damage).

Random points in the walls contain **shapeless portals** that resemble pulsating mucosa, such as a mouth or similar orifice. Creatures touching a portal are grabbed by tentacles and dragged inside (as if using the special ability Clutch with AT 13, DP 1D6+3, and *Feat of Strength* 8 (13/13/13)—see page 10). Portal locations change all the time, and portals can appear anywhere in the wall of

the Living Corridor/esophagus (6) that the GM desires. They remain in place for about 5 minutes and can be used as a painful shortcut or a way to get rid of enemies temporarily. The Tuatara Circle is immune to their effect.

It is extremely unusual for the peaceful goddess Tsa to sanctify a weapon, but that which seems strange to Aventurians might be perfectly normal to Uthurian religions....



These shapeless portals usually lead through a wall to the place directly behind them (typically to rooms 5, 7, 8, 9, or to any place along the Living Corridor 6), but their chaotic and confusing magic can also lead to places other than the opposite side of the wall, such as a location in the Labyrinth (8).

Nest (7)

This cave, which was once the serpent's gall bladder, has been fortified by a Jucumaqh warrior named Whakamiharo, and the hidden entrance is now barricaded with large rocks. Whakamiharo cannot easily move the rocks now, but Wairua (2) could do it (see *Obstacles* on page 4). Stashed in the cave is a trove of useful but simple bone and stone tools, as well as anything edible that could be scrounged from the cave system (mostly slimy animals, disgusting fungi, and some fresh rat meat as a special treat). Whakamiharo defends the nest when the heroes first arrive.

Whakamiharo, the Jucumaqh Warrior

The creator of the nest is a Jucumaqh warrior who was recently ordered by Tikangu to enter the Serpent Head as a sacrifice. The omnipresent danger has rendered him paranoid and aggressive, but after making one attack, he can be calmed down and won over as an ally if he is convinced that the heroes pose no threat. He is unkempt, hungry, and weak, but can serve as an additional fighter and point out the dangers and peculiarities of Rooms 1 to 8. Depending on how you introduced the heroes to the adventure, they might actually be searching the dungeon for Whakamiharo, in which case they should take him along as they try to find an exit.

Whakamiharo

COU 14 SGC 10 INT 13 CHA 12

DEX 13 AGI 14 CON 13 STR 15

LP 32 AE – KP – INI 14+1D6

DO 7 SPI 1 TOU 2 MOV 8

Saber: AT 16 PA 9 DP 1D6+3 RE medium

PRO/ENC 0/0

Advantages/Disadvantages: none

Special Abilities: Feint I, Forceful Blow II

Skills: Body Control 11 (14/14/13), Climbing 8 (14/14/15), Empathy 4 (10/13/12), Fast-Talk 3 (14/13/12), Feat of Strength 10 (13/15/15), Intimidation 6 (14/13/12), Perception 7 (10/13/13), Self-Control 8 (14/14/13), Stealth 7 (14/13/14), Swimming 7 (14/13/15), Willpower 5 (14/13/12).

Combat Behavior: If forced to fight, he uses Forceful Blow I or II, as needed.

Escape: After losing 50 % LP.

The Tuatara Circle

At any time while exploring the tunnels of the former stomach and esophagus (rooms 5-6), the heroes can have an optional encounter with the creature that calls itself the *Tuatara Circle*. The Circle is a group of predominantly magic-using Chazz'Shirr from the tribe of the Sadsch'Tarr who long ago succumbed to the omnipresent power of Azfuloth. In exchange for the gift of eternal life, they voluntarily "fed" themselves to the Serpent Head Rock to serve Calijnaar, as Azfuloth is sometimes known. Now they can merge with the fleshy walls of the esophagus and stomach and move through them with ease. Heroes who make a competitive check [*Perception* (*Search* or *Spot*) versus *Stealth*] with a penalty of 1 can perceive them as shapeless shadows while they move within the walls. The Circle can sneak past the heroes in this fashion anywhere in this part of the dungeon.

Their new existence has driven them mad, but what spark of sentience remains now compels them to defend both the Anti-Sanctum (10) and an item that can destroy them easily. This item is the simulacrum of a **Green Heart**, from the Labyrinth (8). The Circle views all intruders as threats, and it attacks them from ambush if possible. Its slimy and disgusting lizard-like body has five Achaz heads and countless limbs. The creature is twisted cruelly and parts are shockingly irregular in size or form (there are long tentacles in place of arms in some cases, and some of the heads are too large or much too small). Its features change constantly. This appears to cause it great pain, and it throws itself into combat with screeching cries of rage.

LP Loss	Pain
24 LP (¼)	+1 Pain
16 LP (½)	+1 Pain
8 LP (¾)	+1 Pain
5 LP and less	+1 Pain

Things to Find in the Nest

- A healing potion (QL 4) that the warrior found and hid here (for rules on performing an alchemical analysis on this substance, see the *Core Rules*, page 272)
- Old, rusty **tools**, such as hoes and shovels, which can be used to break down the walls in the Labyrinth (8) and the Collapsed Cave (12) (see *Obstacles* on page 4)
- All the **stinking food** the warrior could gather (mostly carrion, algae, and other very unappetizing food)

Member of the Tuatara Circle

Size: 7'3" to 9'10", 1D6 tentacles

Weight: 300 to 400 pounds

COU 15 **SGC** 10 **INT** 13 **CHA** 8

DEX 13 **AGI** 12 **CON** 20 **STR** 19

LP 80 **AE** 40 **KP** - **INI** 14+1D6

TOU 6 **SPI** 1 **TOU** 7 **MOV** 2/9 (land/water)

Bite AT 11 **DP** 2D6+2 **RE** short

Tentacle AT 13 **DP** 1D6+4 **RE** long

PRO/ENC: 1/0

Actions: 2 (at most 1 x Bite, 1 x Tentacle)

Advantages: Darksight II

Disadvantages: none

Special Abilities: Locked Jaws (Bite), Clutch (Tentacle; if the creature's AT succeeds and the target fails to defend, the target is seized and suffers the states of *immobilized* and *bound*. Roll DP as usual. Starting with the next CR, the creature's AT succeeds automatically and inflicts DP (ignoring PRO) equal to the initial DP roll (due to squeezing). Instead of squeezing, the creature can use one action to lift the victim to its maw. The following CR, the creature can then bite the target. Bite attacks succeed automatically against seized opponents. After biting, the creature's Defense drops to 0 for the remainder of that CR. Creatures can only seize opponents with a smaller size category. To escape from a clutch, the target must make a competitive *Feat of Strength* (*Dragging & Pulling*) check. The creature can release a target with a free action. If the creature releases a target it has picked up, the target drops to the ground and must make a *Body Control* (*Combat Maneuvers*) check or suffer the state *prone*.)

Skills: *Body Control* 5 (12/12/20), *Climbing* 2 (15/12/19), *Feat of Strength* 12 (20/19/19), *Intimidation* 13 (15/13/8), *Perception* 7 (20/20/19), *Self-Control* 10 (15/15/20), *Stealth* 10 (15/13/12), *Swimming* 9 (12/20/19), *Willpower* 4 (15/13/8)

Spells: *Blinding Flash* 10 (15/13/8), *Corpofesso* (10/13/20)

Number: 1

Size Category: large

Type Supernatural Creature, non-humanoid

Loot: 10 rations of meat per severed tentacle (tough), 80 rations body meat (inedible)

Combat Behavior: per individual

Escape: After losing 50 % LP

Magical Lore (Magical Creatures):

- **QL 1:** These creatures appear to be intelligent.
- **QL 2:** They seem to communicate, and can use magical powers against their opponents.
- **QL 3+:** They are unnatural and appear to have been created by magic.

Special Rules:

Sever Tentacle: To sever a tentacle, heroes must declare an attack against the tentacle. Only weapons with a sharp blade can sever a tentacle, and then only by inflicting at least 12 DP of damage (after subtracting PRO) in one CR.

LP Loss	Pain
Any loss	no effect

Labyrinth (8)

The former intestines of the Omecoatl now form a labyrinth of thin stone walls.

Stone Walls

The walls of the Labyrinth are so unstable and fragile that the heroes can destroy them, as described under *Obstacles* on page 4. The Anti-Sanctum (10) can only be reached by tearing down at least one of these porous, water-permeable walls.

Statues

Statues can be found all throughout the Labyrinth, either hewn out of the walls like reliefs or, in some cases, standing freely. They mainly depict lizard people, but some look like local animals. The statues were carved by the former Chaz'Shirr inhabitants and all show various degrees of weathering. The facial features of some can barely be recognized, while others are missing heads or parts of limbs. They once served as a kind of sacrificial receptacle for the worshipers of Uguan who were visiting the Anti-Sanctum (10). In fact, several small donations are still visible in the hands and open mouths of certain statues. Each statue is infused with the power of Azfuloth. Taking an item from one statue closes an opening in a different statue (a hand grabs the donation, a mouth closes up, and so on). Each donation pleasing unto Azfuloth that is placed in an open hand or mouth frees a donation somewhere else in the Labyrinth.

Things to Find near the Statues

- A saber poisoned with wurara; its grip is decorated with complicated and confusing patterns
- Alchemical ingredients dealing with transformation and pleasing unto Azfuloth (quicksilver, deformed mandrake root, and other such items; total value for alchemists: 150 silverthalers)
- A statue holds a **silver key**, placed here by a warrior as a donation, that opens the chest in the Treasure Cave (9c)
- A pulsating **Green Heart**, the simulacrum that keeps the Tuatara Circle alive. Its touch burns like acid (see the *Core Rules*, page 341), and it can only be transported safely in iron or fresh, living matter such as leaves or twigs—all other items slowly corrode. The simulacrum regenerates most kinds of damage quickly, but it is destroyed permanently by holy weapons such as the bone scepter (5), or destructive attacks such as tearing it apart. The Tuatara Circle dies when it is destroyed.



Crypt Louses in the Labyrinth

Heroes can encounter these crustaceans anywhere within the Labyrinth (locations 7-11).

A crypt louse is similar to a pill bug or wood louse, only much larger.



Crypt Louse

Size: 2 to 3 feet high, 6 to 8 feet long

Weight: 80 to 140 pounds

COU 10 **SGC** 6 (a) **INT** 13 **CHA** 8

DEX 10 **AGI** 14 **CON** 15 **STR** 13

LP 40 **AE** – **KP** – **INI** 6+1D6

TOU 7 **SPI** –4 **TOU** 0 **MOV** 4

Mandibles: AT 10 DP 1D6+4 RE short

PRO/ENC 4/0

Actions: 1

Advantages: Darksight II

Disadvantages: none

Special Abilities: none

Skills: *Body Control* 4 (14/14/15), *Climbing* 10 (10/14/13), *Feat of Strength* 5 (15/13/13), *Intimidation* 6 (10/13/8), *Perception* 7 (6/13/13), *Self-Control* 10 (10/10/15), *Stealth* 14 (10/13/14), *Swimming* 2 (14/15/13), *Willpower* 13 (10/13/8)

Number: 1 or 2D6 (nest)

Size Category: medium

Type Animal, non-humanoid

Loot: 25 rations innards (inedible), chitin plates (10 silverthalers)

Combat Behavior: Crypt louses usually lurk in their hiding places and wait for opportunities to ambush prey.

Escape: After losing 75% LP.

Animal Lore (Monsters or Wild Animals)

- **QL 1:** Crypt louses have poor eyesight, and usually attack when prey gets within six feet or so.
- **QL 2:** Crypt louses can sense strong vibrations up to 50 yards away, and are drawn to them.
- **QL 3+:** You can distract crypt louses with food (usually carrion). While feeding, crypt louses care little for what is happening around them.

LP Loss	Pain
30 LP (¼)	+1 Pain
20 LP (½)	+1 Pain
10 LP (¾)	+1 Pain
5 LP and less	+1 Pain

Labyrinth Caves (9)

The former kidneys of the two halves of the Omecoatl serpent today make four cave rooms that span the Labyrinth (8).

The Caves of Gruum the Stone Gnome (9a and 9b)

Gruum the stone gnome views these caves as his home, and it is pleasantly if somewhat amateurishly decorated with cave paintings. Gruum feeds on

Gruum

COU 10 SGC 8 INT 12 CHA 10

DEX 11 AGI 10 CON 17 STR 15

LP 40 AE – KP – INI 10+1D6

DO 5 SPI 0 TOU 4 MOV 7

Unarmed: AT 9 PA 7 DP 1D6+1 RE short

Bite: AT 8 DP 2DW6+4 RE short

PRO/ENC 6/0

Actions: 1

Advantages: Darksight II

Disadvantages: Afraid of Darkness III;
Light-Sensitive

Special Abilities: Forceful Blow I (Bite)

Skills: Body Control 4 (10/10/17), Climbing 10 (10/10/17), Empathy 3 (8/12/10), Fast-Talk 3 (10/12/10), Feat of Strength 9 (17/15/15), Intimidation 6 (10/13/8), Perception 0 (8/12/12), Self-Control 10 (10/10/17), Stealth 4 (10/12/10), Swimming 10 (10/17/15), Willpower 4 (10/12/10)

Size Category: medium

Type Intelligent Creature, humanoid

Combat Behavior: Gruum fights only if he must, and tries to flee whenever he can.

Escape: Loss of 75% of LP

kibakaba carrion, fish, cave animals, and people who die here. Apart from his strange and frankly disgusting eating habits, he is peaceful, though he has the mind of an ape-man. If the heroes win him as an ally, he can use his claws to help tear down walls in the Labyrinth (8) and the Collapsed Cave (12) (you might enjoy the taste or smell of carrion, such as that found in Whakamiharo's Nest (7), but if you apply the smell of carrion to a wall, Gruum feels motivated to tear it down and lick the rubble clean).

LP Loss

Pain

30 LP (¼)

+1 Pain

20 LP (½)

+1 Pain

10 LP (¾)

+1 Pain

5 LP and less

+1 Pain

Treasure Cave (9c)

This cave can only be reached through an entrance behind the Predator's Nest (9d), or by breaking through a thin wall. It was once a well-hidden camp for a group of warriors who survived in the dungeon for many months. Here they had gathered many items that looked useful at the time.

Things to Find in the Treasure Cave

- Several shelves of equipment such as **tools**, which can be used to tear down thin walls (see *Obstacles* on page 4)
- The shelves also hold a short sword, a spear, an orc-nose ax, and a two-handed sword

- The skeletons of three warriors wearing helmets that look as if they could have been crafted on the Cyclops' Islands
- A primitive but well-maintained suit of scale armor, on a wooden rack
- A locked **chest, which contains** figurines, lumps of gold, and other treasure worth 700 silverthalers. One of the statues in the Labyrinth (8) holds the **silver key** for the chest. You can pick its lock with a check using *Pick Locks (Bit Locks)*, interval 5 minutes, 5 attempts, then the check fails.

Predator's Nest (9d)

This bone- and carrion-filled cave, which opens onto the Labyrinth (8) in two places, is the home of a jaguar (see below). It does not allow people to pass through its cave unchallenged.

Anti-Sanctum (10)

This cave was once the single collective rattle of the Omecoatl, where its power was strongest. Today, the kibakabas use it as a breeding chamber. The room is decorated with unholy paintings and reliefs that change and move unpredictably, playing havoc with the senses of onlookers. One minute a serpent appears to crawl down from the ceiling, and the next, some spiders and insects appear to crawl across the floor towards the heroes.

Breeding Chamber

The cave of the Anti-Sanctum holds a construct (250 structure points) that looks different depending on the current water level or supply of life force. While dry and lacking a supply of life essence, it looks shrunken and lignified, like a knot of desert roots with a diameter of three feet. When it comes in contact with blood or water that contains living creatures, however, it "flowers" in an unholy way. First, it turns a poisonous green and begins pulsating. Then the formerly dry roots begin to resemble arteries and veins as they pulse with a dark liquid. An opening appears, and like some kind of obscene birth, the construct pushes out a slime-dripping kibakaba (see page 14) with a wet, squelching sound.

Water Level in the Anti-Sanctum (10)

The anti-sanctum is much deeper than the rest of the Labyrinth (8), and groundwater seeps easily into the cave. After 180 minutes, the water level is *knee-deep*. After 240 minutes, it is *hip-deep*, and after 300 minutes, the water is *deep*. This water level is dangerous, as it sweeps small creatures into the Anti-Sanctum, allowing the breeding place to give birth to new kibakabas.

In knee-deep water, a new chimera is born every 40 minutes, in *hip-deep* water, it takes just 20 minutes, and in deep water, 10 minutes is all that is needed. Intentional sacrifices of life force (blood or lives), or combat that involves bloodshed, *doubles* the birthing rate for the next 50 minutes.

Jaguar

Size: 5 to 6 feet (not including tail), 7 to 8 feet (with tail), 2 to 3 feet at the shoulder.

Weight: 160 to 260 pounds

COU 14 **SGC** 11 (a) **INT** 13 **CHA** 13

DEX 12 **AGI** 16 **CON** 13 **STR** 14

LP 40 **AE** – **KP** – **INI** 17+1D6

DO 10 **SPI** –3 **TOU** 0 **MOV** 16

Bite: AT 15 **DP** 2D6+1 **RE** short

Paws: AT 15 **DP** 1D6+2 **RE** short

PRO/ENC 0/0

Actions: 2 (at most 1 x Bite)

Advantages/Disadvantages: none

Special Abilities: Combat Reflexes II, Feint I (Paws, Bite), Improved Dodge II, Locked Jaws (Bite), Pounce (Paws)

Skills: *Body Control* 12 (16/16/13), *Climbing* 13 (14/16/14), *Feat of Strength* 7 (13/14/14), *Intimidation* 9 (14/13/13), *Perception* 12 (11/13/13), *Self-Control* 5 (14/14/13), *Stealth* 12 (14/13/16), *Swimming* 3 (14/16/14), *Willpower* 6 (14/13/13)

Number: 1

Size Category: medium

Type Animal, non-humanoid

Loot: 50 rations of meat, fur (15 silverthalers), trophy (teeth, 4 silverthalers)

Combat Behavior: The jaguar pounces on enemies and tries to bite them.

Escape: After losing 50% LP.

Animal Lore (Wild Animals)

- **QL 1:** Jaguars are attracted to the smell of meat cooking over a campfire. They evaluate prey carefully before attacking.
- **QL 2:** Forest Folk tribes of Southern Aventuria pray to Kamaluq, the divine jaguar. The Jucumaqh also honor these dangerous animals.
- **QL 3+:** Jaguars carry their prey to a safe place.

Special Rules

Drag Prey Away: jaguars drag killed or incapacitated prey away from the battlefield and bring it to a safe place, such as into a cave or up a tree that it can climb. In this situation, it lets go of its prey only when badly wounded (reduced below 25% of its LP). While dragging prey in this fashion, it is very slow (MOV 4).



Pounce (Special Maneuver)

Some creatures try to pounce on their opponents and knock them to the ground.

Rules: Pounce attacks suffer a penalty of 4. The target may defend in the usual ways. If the defense check fails, the target falls down and suffers the state of *prone*. The attack does 1D3 DP instead of the normal damage, but the creature winds up sitting on the target, which grants an *advantageous position* (see the *Core Rules*, page 238). To get out from under the creature, spend an action and make a competitive *Feat of Strength (Lifting)* check with a penalty of 1 per full 100 pounds of the creature's weight (to escape and stand up at the same time, apply an additional penalty of 3 to the check). A failed pounce attack grants the target an attack of opportunity.

Penalty: –4

Prerequisites: Creature must possess the SA naturally.

Refuge (11)

The former gall bladder is higher ground than the surrounding caves. This room has no large entrance. Instead, narrow, steep corridors from the Labyrinth (8), the Collapsed Cave (12), and the second Serpent Head (15) wind their way here.

The room is quiet and safe from the dangers in the dungeon. Its bright-colored stone emits a pleasant light. The walls are decorated with relief carvings of symbols and scenes related to the element of Humus (lizards undergoing molts, plants growing, and so on). Clear water runs down the falls, supporting the growth of pleasantly warm moss on the walls and portions of the floor.

Things to Find in the Refuge

- Food and fresh water enough for several days
- Some herbs, including three doses of wirsal herb



LP Loss

Pain

30 LP (¾)

+1 Pain

20 LP (½)

+1 Pain

10 LP (¼)

+1 Pain

5 LP and less

+1 Pain

Kibakaba (newborn)

Size: 9 to 12 feet long

Weight: 50 to 60 pounds

COU 14 **SGC** 11 (a) **INT** 12 **CHA** 12

DEX 9 **AGI** 12 **CON** 14 **STR** 13

LP 18 **AE** – **KP** – **INI** 13+1D6

DO 6 **SPI** 0 **TOU** 3 **MOV** 8

Bite: **AT** 14 **DP** 1D6+2(+poison*) **RE** short

PRO/ENC: 0/0

Actions: 2 (each head can bite 1x)

Advantages/Disadvantages: none.

Special Abilities: Locked Jaws (see the *Core Rules*, page 362)

Skills: *Body Control* 5 (12/12/14), *Feat of Strength* 6 (14/13/13), *Perception* 6 (11/12/12), *Self-Control* 5 (14/14/14), *Stealth* 7 (14/12/12), *Swimming* 7 (12/14/13), *Willpower* 6 (14/12/12)

Size Category: medium

Type: Chimera, non-humanoid

Loot: 12 rations of meat, skin (20 silverthalers), poison (25 silverthalers)

Combat Behavior: Each of the snake's two heads typically bite the same targets several times and then wait for them to die. They spread their attacks among different targets, when possible.

Escape: After losing 50 % LP.

Animal Lore (Monsters) or Magical Lore (Magical Creatures)

- ◆ **QL 1:** The serpent has two heads and is a combination of viper and adder.
- ◆ **QL 2:** There is no doubt that the serpent is a chimera.
- ◆ **QL 3+:** These creatures must originate in this breeding place. Maybe they can be stopped permanently by destroying the birthing construct.

Special Rules:

*) **Double Venom:** kibakabas have two different types of venom, one in each head, and each head can use its venom up to five times per day.

Viper Venom

Level: 4

Type: Weapon Poison, Animal Venom

Resistance: Toughness

Effect: 2 DP (ignoring PRO) per CR; 1 level *Stupor* / 1 DP per CR, 1 level *Stupor*.

Start: Immediately.

Duration: 1D6+2 CR

Adder Venom

Level: 4

Type: Weapon Poison, Animal Venom

Resistance: Toughness

Effect: 2 DP (ignoring PRO) per CR; 1 level *Confusion* / 1 DP per CR, 1 level *Confusion*.

Start: Immediately.

Duration: 1D6+2 CR

Water Level in the Deepest Caves (rooms 11, 12, and 13)

The Lower Antechamber (13) quickly fills with water because it sits directly above the Water Cave—after 15 minutes it is *knee-deep*, after 30 minutes it is *hip-deep*, after 45 minutes it is *deep*, and after just 60 minutes it is *filled*. It is likely filled when the heroes arrive, so they must open the bars blocking the passage from the Living Corridors (6) by diving (every action performed at the bars requires a successful *Swimming* check).

The Collapsed Cave (12) fills somewhat more slowly—after 60 minutes it is *knee-deep*, after 80 minutes it is *hip-deep*, after 100 minutes it is *deep*, and after 120 minutes it is *filled*.

After 180 minutes, the three narrow corridors leading to the Refuge (11) are *filled* up to the point where they converge. After 240 minutes, the last (and steepest) part of the tunnel is *filled*. At this point, accessing the Refuge (11) requires both *Diving* and *Climbing*.

LP Loss	Pain
14 LP (¼)	+1 Pain
10 LP (½)	+1 Pain
6 LP (¾)	+1 Pain
2 LP and less	+1 Pain

Collapsed Cave (12)

The former liver has collapsed and is now blocked by large rocks, one of which blocks the entrance to the Living Corridors (6), and the standing interior walls are thin and fragile (for both, see *Obstacles* on page 4). Two walls block the entrances to the Lower Antechamber (13) and the tunnel to the Refuge (11).

Lower Antechamber (13)

The former lower cardiac chamber is now bare and filling with water. Slimy algae covers the walls. An old, locked gate made of bars separates this room from the Living Corridors (6). The bars can be opened by several means: the key from the Cult Cavern (5), a check using *Pick Locks* (*Bit Locks*), *interval 5 minutes, 7 attempts*, or with brute force (50 structure points). The thin rock wall blocking the entrance to the collapsed cave can be broken through (see *Obstacles* on page 4). The sloping passage to the Water Cave (14) is unobstructed.

Water Cave (14)

This oblong room was once the lung for the lower (buried) serpent head, and is one of the deepest caves

Water Levels at the Exit (rooms 14 and 15)

The Water Cave (14) is the only room that is *filled* at the start of the adventure, since it lies beneath the lowest waterline of the lake. If the heroes do not find another way around, such as through the Collapsed Cave (12), the Refuge (11), the Labyrinth (8), and the Lower Serpent Head (15), they must dive through the Water Cave to reach the Exit (see *Obstacles* on page 6).

The Lower Serpent Head (15) is completely *filled* with water after 180 minutes, but if they are especially quick, the heroes might reach it when the water level is *deep* (120 minutes), *hip-deep* (60 minutes), or even just *knee-deep* (30 minutes).

in the dungeon. It connects the Lower Antechamber (13) to the Exit (15).

Lower Serpent Head (15)

This former head of the Omecoatl is now the main exit, and heroes that reach this cave can leave the dungeon. Depending on the water level and the speed with which the heroes move through the dungeon, their path might be *filled* with water as far back as the Living Corridors (6), which is a very long way to swim underwater (see the dungeon plan on page 5 for a measure of the distance). Remember that rooms are dark when flooded. *Empty* rooms are lit either by rays of sunlight reflected from the water in the Entrance Room (1e), or from low light emitted by some of the walls in the dungeon.

Lake (15a)

The Lower Serpent Head cave opens into a lake. The water is clear and cold, and the water level rises with the rainfall, as indicated on the map.

The Heroes' Reward

Survivors of the dungeon should receive a base award of **18 adventure points**. If they save the Jucumaqh warrior, they each receive **1 additional AP**. The same goes for redeeming the poltergeist, befriending Gruum the stone gnome, or destroying the birthing construct.

Concluding the Adventure

If the heroes find the exit and survive the swim through the flooded passage, they emerge in a lake surrounded by jungle, some distance from the Powhiri village. The heroes must decide if they have a score to settle. If they simply wish to leave the area, they may avoid further encounters with the Jucumaqh by skirting their village.

If the heroes return to the village, the Jucumaqhs' reaction depends on the circumstances under which the heroes first entered the dungeon. If they were thrown in as sacrifices but then fought their way out, chances are good that they can find allies among the Jucumaqh and secure a position of power in the village (especially if they also destroyed the source of the kibakabas). It would then be a simple task to undermine the position of Tikangu the guzula by claiming to be the chosen ones of Tchaluh. Alternatively, the heroes could command the warriors to attack Tikangu. Either way, the Jucumaqh find their return from the Serpent's Maw unprecedented and very unsettling. If Tikangu acts quickly and manages to incite his warriors against the heroes, he might be able to persuade the entire village that the heroes are "corrupt servants" of the demon Uguan. In this case, they must either escape or face Tikangu and his loyal warriors in combat.



On the Trail of Caspar Khoramsfright

Uthuria, the Final Frontier...

Adventures in Uthuria could easily start with these words, as the continent has more than enough jungle to explore. For many years, the land beyond the Southern Sea was viewed as a place of half-forgotten myths and legends. Stories from the dawn of Aventurian history often mention the mysterious land of Uthar. Legends speak of gryphonians and giant eagles, of the legendary rose of Uthuria, which can grant immortality, of the golden city of Aurica, of the citadels of the fire people, and of a sweeping desert made of pure obsidian.

It wasn't until the successful Al'Anfan expedition of 1028 FB that people began to believe some of the old legends. Settlers and daring seekers of fortune ventured forth in ever-increasing numbers, taking journeys into the unknown. They left in search of knowledge, treasure, new beginnings, or even just adventure. But what awaited them on the shores of this new world was a strange, impenetrable jungle wilderness crisscrossed by many rivers and swamps.

Of course, this foreign land is inhabited, and not just by mysterious tribes of humans, like the Jucumaqh mentioned in this scenario. The tall Owangi and the green-skinned Nanshemu also make their homes in the jungle, alongside fierce tribes of man-eating black ogres and lizard people such as the ancient Chaz'Shirr.

After a long sea voyage, Aventurian heroes who wish to try their luck on the southern continent will most likely start out from a colonial settlement on the coast, such as the Horasian port of Nova Methumisa, or the Al'Anfan Porto Velvenya. New arrivals of all kinds know to seek assistance from the *House of Adventurers*. Founded by the famous big-game hunter, Caspar Khoramsfright, this self-styled guild sometimes loans seed money to heroes with good prospects, and its experienced members can provide rare maps or other assistance with planning an expedition. But this loose alliance of soldiers and adventurers doesn't work for free. They demand a service in return for each favor, and heroes might find themselves accompanying a guild expedition or helping to construct a base camp. They may also be required to share a portion of their treasure with the guild....

The Al'Anfan settlement of Porto Velvenya was built atop the ruins of an ancient lizard city, a location chosen for its refreshing ocean breezes. Despite urban growth, it still resembles a dour fortress. Nova Methumisa, on the other hand, entertains aspirations of elegance and grandeur. But these plans have only been realized in part. This Horasian outpost, situated in the delta of the great Sarma River, was constructed on blocks of shiny, black basalt amid swarms of mosquitoes and air so humid that one can almost drink it. The stucco-decorated palazzi and improvised chain bridges that stretch between basalt blocks reflect a daring liaison of pride and desperation. Neither the climate nor the mosquito-born *panther fever* has scared off the Horasian settlers, and the mood in the city is one of defiant fatalism.





If the heroes finally do decide to set foot in the endless jungle, the GM has many options for presenting the journey that awaits them.

Between the leaves and roots of giant trees and the tangled curtains of vines, it is not just dark, it's also noisy. The shrill cries of birds and monkeys, the buzzing of opalescent dragonflies and other insects, swarms of silent mosquitoes, and the endless rustling of lizards in the undergrowth all combine to form a symphony that never sleeps.

Wary travelers might hear the warning snarl of a predator when they unknowingly enter its territory, but sometimes, no warning comes. Many Uthurian plants and animals can be used for encounters and tests of courage. The swamps are full of edible geckos and thumb-sized ants that can be roasted on a fire, but the dark water also conceals crocodiles. Giant constrictors, such as the man-eating ugara serpent, lurk between the branches of mangroves. Large, poisonous millipedes and tiny, poisonous frogs reward every careless touch with illness and death. But all this seems harmless compared to blood-sucking sanguine hummingbirds, stealthy, spotted panthers, dog-sized trunk spiders, and packs of aggressive kerelo monkeys, which like to eat adventurers....

Many plants are just as dangerous as those found in the jungles of Maraskan. True, the tasty kuolo pumpkin is native to Uthurian soil, but its beaches are home to sand fungus, the roots of which burst suddenly from the ground to drag hapless victims down into the choking depths.

Heroes that spend enough time in Uthuria eventually encounter the infamous hunting vine. This mobile

plant's sweet and sticky leaves lure prey to their doom. Traversing overgrown jungle paths in hot, humid air is already exhausting and mind-numbing, but progress is almost impossible without machetes and strong arms. Uthuria pushes characters to their limits, and if the implacable and endless wilderness leaves them exhausted and demoralized, who will get them out?

No journey goes unrewarded, and Aves often presents bold explorers with forgotten treasures and secrets. The petrified Omecoatl is just one of many opportunities to face the unknown. Relics of the ancient civilizations of the gryphonians and the lizard people lie hidden in overgrown ziggurats and temple pyramids, just waiting to be rediscovered. The heroes might even come across one of the monstrosly large spiders known as *gigantulae*.

The southern continent is also rich in natural resources. Large deposits of mindorium have been discovered in the Tocatpetl Mountains, and prospectors occasionally sieve large lumps of ore right out of the river.

The sheer size of this new world allows you to focus on one feature at a time instead of describing all there is. Enjoy the freedom and diversity that this green hell has to offer. Get out your bucket of fantastic paints and fill in some of the white spaces on the map, but only *some* spaces. Leave everything else open and mysterious.

Also, dear GM, do not forget that in the jungles of Uthuria, darkness comes on quickly and falls suddenly. If you wait until sunset to start searching for a campsite, well, don't say you weren't warned.

—Carolina Möbis

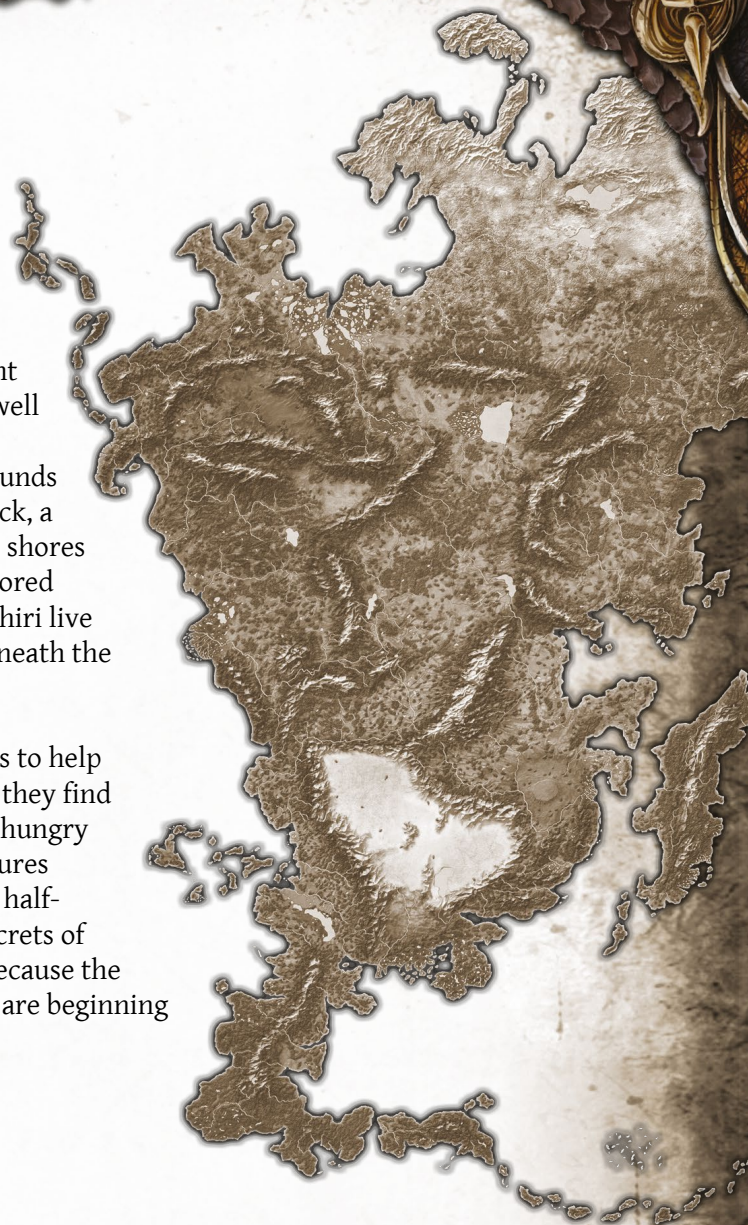


Kibakadabra

by Dominik Hladek

Beyond the Southern Sea lies the mysterious continent of Uthuria. A fierce people known as the Jucumaqh dwell deep in the jungle, which few Aventurians have ever visited, let alone survived. Located in the hunting grounds of the Jucumaqh Powhiri tribe is the Serpent Head Rock, a crumbling edifice that rises from the ground near the shores of an ancient lake. Beneath it runs a system of unexplored tunnels that lead to the realm of an evil god. The Powhiri live in fear of the day when the dark power that sleeps beneath the ground will rise and shatter the world above.

A young Powhiri beauty named Hokioi asks the heroes to help rescue her lover, a warrior named Whakamiharo, but they find themselves at the mercy of the tribe's jealous, power-hungry shaman, who orders their sacrifice. Frightening creatures and forgotten warriors lurk in the Rock's half-buried, half-drowned passages, guarding lost treasures and the secrets of the legendary kibakabas. But time is of the essence, because the monsoons have started, and the waters are beginning to rise....



Genre: Dungeon
Prerequisites: Curiosity and the mindset of a questador or explorer
Location: Somewhere in the jungles of northern Uthuria
Date: After the discovery of Uthuria, between 1035 and 1046 FB
Complexity (Players/GM): Low/Low
Suggested Hero Experience Level: Ordinary to Masterly

Useful Skills

Combat	◆	◆	◆	◆
Social Skills	◆	◆	◆	◆
Nature Skills	◆	◆	◆	◆

Living History

◆	◆	◆	◆
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