



CHAOSIUM INC.



HAWKMOON

GAMEMASTER BOOK

A Chaosium Publication



Michael Moorcock's
HAWKMOON

GAMEMASTER BOOK

written by
Kerie L. Campbell-Robson

also by
Sandy Petersen

editing & production by
Charlie Krank

box cover illustration by
Frank Brunner

interior illustrations by
Jim Crabtree

map, plans, & diagrams by
Carolyn Savoy



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Gamemaster Notes

THE GAMEMASTER has the responsibility of preparing a scenario and presenting it without bias to the players. The thrill of roleplaying for the players is to see their adventurers through a great peril, standing face to face with death, but surviving. Keep the opposition smart and mean, or there will be little challenge for the players and they will be bored. Avoid making the foes too powerful, however. While the players should lose an occasional character, just to keep them honest, avoid repeated decimation of their adventurers. Refrain from making arbitrary decisions even if the players out-wit, out-guess, or out-fight you in the end. Like anything else, roleplaying and gamemastering are easier when you have done it a few times.

The First Sitting

The first time that you and your friends sit down to play **Hawkmoon**, most of your time will be spent creating characters. Take your time. Talk with one another about how you want your character to be, and how he or she is viewed by the other players.

Then, discuss how and why these particular characters are together. This is something that the gamemaster and the players together must make-up. As far as the game goes, it really doesn't matter why it is that your adventurers are together, but it helps you extend the fantasy to understand just how your adventurer fits into the world.

Test the rules. All of the adventurers are friends, why not a little friendly battle to get used to **Hawkmoon** combat. Challenge another adventurer to one-on-one combat, joust, wrestling, or whatever. Fight to first blood only. No character-death here! Learn how the rules work *before* risking the neck of your valuable character.

Then end the first session. You've accomplished enough. Begin the campaign the next time you play, now that you're confident about the rules and ready to face any challenge (almost).

What Next?

After creating the adventurers, the next step is to get those adventurers into a *scenario*. A scenario is a situation which challenges the players' adventurers and draws them into perilous circumstances. Many game companies sell prepared scenarios which you need only read and then play, with little preparation time. Many gamemasters prefer to create their own

scenarios, spending considerable time crafting evil villains and subtle plots in which to ensnare the adventurers.

A scenario can be very simple, consisting of a physical location and a particular danger facing the players. Here's an example of a typical scenario: *three Kamargian warriors (the players) are riding through the ruins of Old Berlin during a dim, mist-shrouded night (an eerie physical location), and from the shadows step six Granbretanian wolf-brothers (a danger).* The play of the game, at that point, would be the combat that ensues. The "board" used in the game might be a plan of the street that the Kamargians are riding through, showing ruin features.

During a evening's play, you will present one or more situations to the players. First there might be the morning by the docks, where a drunken old sailor collapses in a heap in front of an adventurer and mutters something about ancient treasure, and he has an old ship's log stashed in his smelly old sailor's bag. Then might be a meeting of all the adventurers to discuss what to do. Thus they are drawn into an adventure.

All the while, your most important job is to function as a window into the fantasy world of Tragic Millenium Earth. The players know only what you tell them, and the more description that you can provide, the better. Talk to the players. Draw forth their impressions and, more importantly, their *characters'* impressions about the events occurring in the scenario. Remind them to think as their characters would, and to do only those things that their characters really would.

Campaign Setting

Included in the **Hawkmoon** box is a map of Tragic Millenium Europe. This region of Earth is by far the most extensively covered area in the *Hawkmoon* novels, and is the center of Granbretanian activity. It is an ideal location for most **Hawkmoon** adventures. For beginning gamemasters in particular and for most gamemasters in general, it is often helpful for all of the adventurers to begin with the same home country. This provides a feeling of unity among party members. Extensive geographical and cultural information is provided in the first chapter of the *Players Book*. Of course, the logical homeland for first-time adventurers is the Kamarg, Count Brass' holding.

Certainly, the course of your **Hawkmoon** campaign may indeed draw your adventurers away from Europe, particularly to Amarehk or Asia Communista. Until **Hawkmoon** supplements appear which cover these areas,

you'll have to rely upon the scant information provided about these places in these rules, and whatever information you may glean from the *Hawkmoon* novels.

One advantage that **Hawkmoon** has over some roleplaying games, is the usefulness to your scenarios of information from the real world. **Hawkmoon's Earth** is set in our far future. The ancient devices which your adventurers find buried in long-lost vaults can be things sitting in your kitchen right now. A careful blending of elements from the real and fantasy worlds enriches the experience of your players.

Creature Description Format

All of the beings described in the **Hawkmoon** rules are presented in a standard fashion. First comes a *description*. This description sometimes includes a quote from one of the seven novels written by Michael Moorcock which detail Tragic Millenium Earth. It always includes indications about the habitat of the creature and notes about the creature's mode(s) of attack.

Abbreviations are given for each of the creature's characteristics, which include STR, CON, SIZ, INT, POW, and DEX. CHA is provided only for select entries; those which are humanoid and from which adventurers might be chosen.

Skills which are used frequently by the creature are listed alongside the characteristics (for minor creatures), or below the weapons information (for major personalities). Skills not listed are known to minimal proficiency only, or are not known at all.

Hit Points or *Average Hit Points* give the number of points of damage the creature must take before being slain. Bigger or healthier creatures will have more hit points.

Underneath the creature's characteristics is a section labelled *weapon*, *attack*, *parry*, *damage*. This section lists the usual weapon(s) used by the creature when it is forced into combat. A number listed immediately after the weapon name (i.e., *Claws (2)*) indicates that more than one of that weapons may be used in a particular round of combat. Thus, a Sea Dragon may use two claws during a round of combat. *Attack* provides the percentage chance to hit in combat for a typical member of that species or race. *Parry* indicates the creature's ability to block incoming blows. If a dash appears in this column, then that particular creature can not parry with that weapon. *Damage* gives the damage done by an average member of the species or race. This usually designates a number of dice of a particular shape that must be rolled and the results totalled. Thus, a Sea Dragon does 3d6 points of damage with a claw attack. Roll three six-sided dice and total the result.

Following the weapons information are listings for *Armor* and possibly *Notes*. Armor is the amount of protection borne by the creature, and each point of armor subtracts one from the damage sustained in any one blow. Frequently, **Hawkmoon** armor is listed as a rolled-for value (i.e., Armor: 1d10+2). For each blow sustained, roll the indicated die, add bonuses, and subtract the sum from the points of damage.

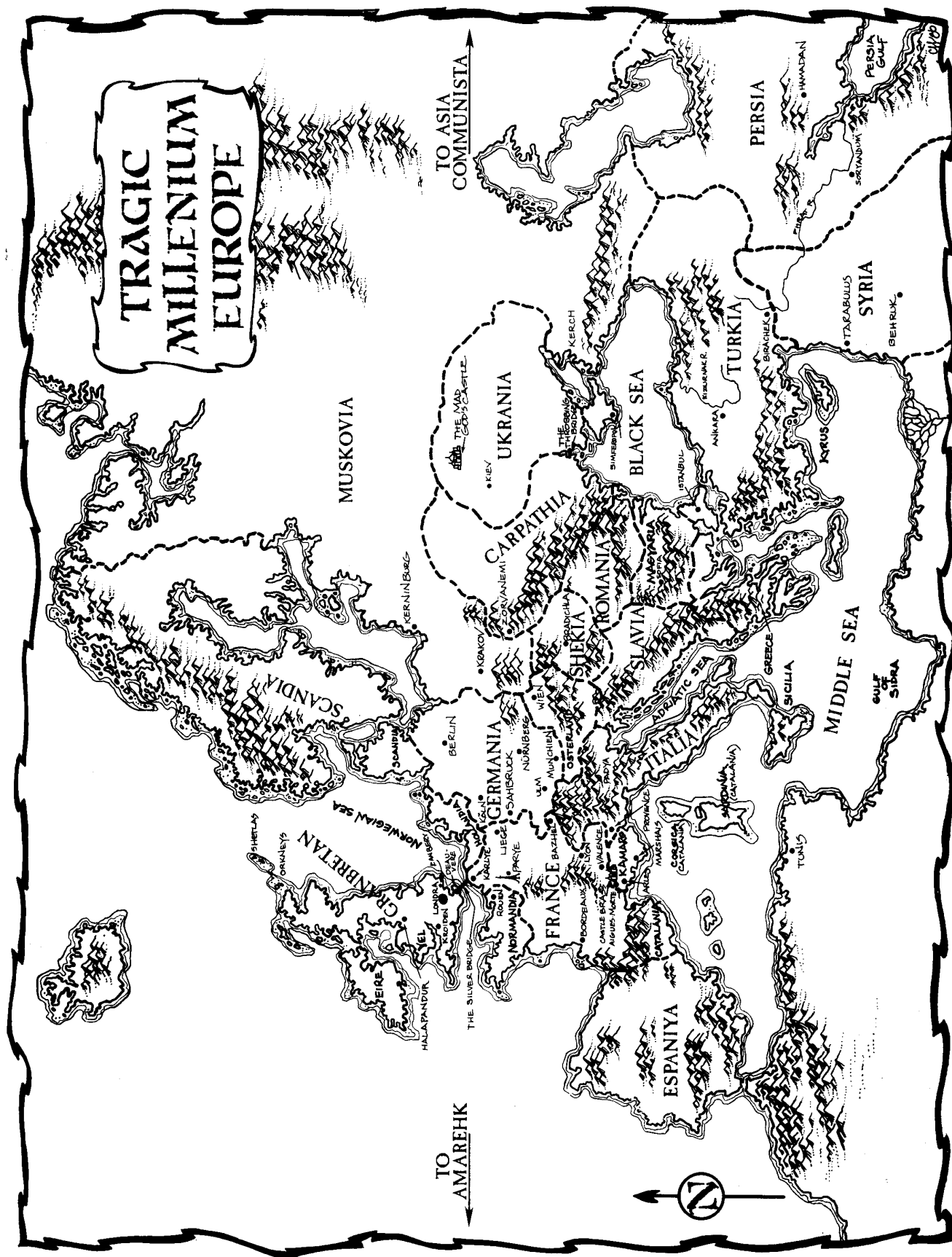
Finally, the *Notes* section presents special weapons effects, combat bonuses, appearance notes, or other important facts.

Creatures, Beings & Mutants

THE FOLLOWING are but a sampling of the various creatures and beings inhabiting Tragic Millenium Earth. Among the samples appear mechanical creatures, mutant horrors and oddities, and natural animals. Natural animals have been included for two reasons. First, they are one of the more common encounters available to traveling adventurers. Second, these statistics can be used as a base upon which to create new mutant races. We encourage gamemasters to experiment, and to create their own, unique mutant creatures.

Alligator

Alligators and their crocodile cousins are found in southern Amarehk, central Africa, and India. The statistics given below are for about a 3-meter-long specimen. Alligators can only bite targets to their front, and can only tail lash targets to their rear. If an alligator was surrounded, it could attack twice a round. Anyone hit by the Tail Lash must roll DEX x 5 or less on 1d100 or fall down.



attributes	skills
STR 4d6+12	Ambush 50%+1d10
CON 3d6+6	Hide 40%+1D10
SIZ 4d6+12	Swim 90%+1D10
INT 1d4	
POW 2d6	
DEX 2d6	Average Hit Points: 30-31

weapon	attack	parry	damage
Bite	50%	—	1d10+2d6
Tail Lash	30%	—	2d6

ARMOR: 5 point hide.

Baboon

In the Tragic Millenium, Baboons are common in Espaniya, Africa, and the Near East. They travel in troops of 1d100 individuals. Baboons can both Dodge and Attack in the same round.

attributes	skills
STR 2d6	Climb 70%+1d10
CON 3d6	Dodge 20%+1D10
SIZ 1d6	See 40%+1D10
INT 2d6	
POW 2d6	
DEX 4d6	Average Hit Points: 3d6/2

weapon	attack	parry	damage
Bite	40%	—	1d8

ARMOR: 1 point fur.

Baragoon

"It was a slithering sound, a slobbering sound; the sound of a baragoon — the marsh gibberer. Few of the monsters were left now. They had been the creations of the former Guardian, who had used them to terrorize the people of the Kamarg before Count Brass came ... The baragoon had once been men themselves, before they had been ... transformed. Now they were ... eight feet high and enormously broad, bile-colored and slithering on their bellies ... they rose only to leap upon and rend their prey with their steel-hard talons. When they did ... have the good fortune to find a man alone they would take slow vengeance, delighting in eating a man's limbs before his eyes."

—THE JEWEL IN THE SKULL

Once there were many baragoon, but they have been slowly destroyed by Count Brass and his men. They attack from hiding, rearing up from the ground and gibbering loudly while flailing their talons. If their victim fails a POW x 5 roll, he is frozen with surprise and horror for the first round of combat.

Baragoon are found in the swamps of the Kamarg. The former Guardian who created these horrors was from Bulgaria, and perhaps he created baragoon when he inhabited that land as well.

attributes	skills
STR 8d6	Ambush 60%+1d10
CON 4d6	Swim 75%+1d10
SIZ 8d6	
INT 2d6	
POW 2d6	
DEX 3d6	Average Hit Points: 30

weapon (#)	attack	parry	damage
Talon (2)	45%	45%	2d8+2
Bite	40%	—	1d8

ARMOR: 5 point skin.

Bloodseeker

Bloodseekers are burrowing monsters with lean, sinewy bodies, naked leathery hide, and huge bony claws. Their pug-like heads are hideous, resembling those of bats, and their mouths have razor-sharp chisel-like teeth. Bloodseekers are nocturnal, but are not harmed by light. They attack by bursting out of the earth and grabbing at their victim's feet.

Bloodseekers are native to North Africa and the Near East, including Persia, Syrania, and Turkia, where they nest in old cave systems, gullies, and ruins. A typical colony contains 2d100 of the creatures.

attributes	skills
STR 2d6+3	Hide 80%+1d10
CON 3d6	Listen 80%+1d10
SIZ 3d6-2	
INT 1d4	
POW 2d6	
DEX 2d6	Average Hit Points: 10

weapon	attack	parry	damage
Bite	35%	—	1d6+2
Paws (2)	35%	20%	1d8-1

ARMOR: none.

NOTES: on a successful bite attack that penetrates armor, the bloodseeker grips its victim with its paws and starts to drain the target's blood. Each subsequent round, the creature automatically hits and drains 1d6 points of the victim's STR —armor won't protect vs. this damage since the creature is already attached. The bloodseeker clings tenaciously, and will not let go voluntarily until either it or its prey is dead. However, it can be peeled off by rolling one's STR x 5 or less on 1d100. The bloodseeker simultaneously attempts its own STR roll. If both STR rolls succeed, then the lowest roll wins out in deciding whether the creature is pulled off or not. In any case, when a bloodseeker is thus pulled off, the victim takes 1d4 more damage (not absorbed by armor) from the teeth tearing free.

In addition, bloodseekers carry a mutant form of rabies. Anyone surviving a bloodseeker bite must add up the total damage he took and multiply it by 3. Then roll 1d100. If the result is equal to or less than the damage x 3 roll, the victim gets rabies and dies in 1d4 weeks.

Brown Bear

Bears are found in all temperate regions. The type of bear described here is the European Brown Bear, which is also found in Asia. The same statistics, a little beefed up, can be used for the Amarehkan Grizzly. The smaller Amarehkan Black Bears should only have a SIZ and STR of 3d6+6.

attributes	skills
STR 3d6+12	Climb 20%+1d10
CON 2d6+6	Listen 20%+1D10
SIZ 3d6+12	
INT 1d6	
POW 2d6	
DEX 3d6	Average Hit Points: 23-24

weapon	attack	parry	damage
Bite	25%	—	1d10+2
Claws (2)	40%	20%	1d6+2

ARMOR: 2 point fur.

Cattle

Wild cattle exist in numbers in Muskovia, Ukrainia, and parts of Amarehk. In the more civilized parts of Europe, all cattle are tame, though not necessarily docile.

attributes	skills
STR 4d6+12	Smell Intruder 20%+1d10
CON 2d6+6	
SIZ 4d6+12	
INT 1d6	
POW 1d6	
DEX 2d6	Average Hit Points: 27

weapon	attack	parry	damage
Charge	35%	—	4d6
Trample	75%	—	4d6 vs. downed foe only

ARMOR: 3 point hide.

Charki

"Pieces of the ceiling began to fall and a grey, stonelike creature crept through the crack ... On the end of the creature was ... a sucker such as an octopus would possess ... The wall gave way altogether, and it revealed a mass of waving arms, a pulsing head, and a face that was a parody of human features, grinning a placatory, idiot's grin ... Several tentacles crept ... towards them. One touched Zhenak-Teng lightly on the shoulder and he moaned ... others were now waving all around him [he] seemed to accept the touch with complete passivity."

—THE SWORD OF THE DAWN

The charki were created long ago by Zhenadar-vron-Kensai, a scientist from the east coast of Amarehk. He came to the land of the Kampps to destroy the people there, steal their sources of power, and use their artifacts to further his experiments. He died, and the charki alone still haunt the plains, gradually hunting down the Kampps. They feed on life force, represented as POW in humans, but they also feed on the power produced by the underground generators of the kampps.

The charki can emit mental rays which affect the minds of humans, causing them to see their friends as foes and fall to fighting amongst themselves. While the humans fight, the charki attack. When the charki emit their ray, each round each human within three hundred meters radius must succeed in a

POW x 5 roll on 1d100 or be overwhelmed and start fighting his friends. The charki's POW is added to the 1d100 die roll.

Charki resemble human/angleworm crossbreeds with stone-gray skin and many strange protuberances. Their tentacles and head grow from a fat, segmented worm's body. Charki travel in small groups of 2d6 individuals over the plains of central Amarehk. They are immortal.

attributes	skills
STR 5d6	Sense Life 60%+1d10
CON 8d6	Track 50%+1D10
SIZ 8d6	
INT 2d6	
POW 4d6	
DEX 2d6	Average Hit Points: 44

weapon	attack	parry	damage
Tentacle (1d6)	60%	30%	1d6+POW loss
Mental Impulses	Auto.	—	madness

ARMOR: 6 points of hide.

NOTES: a Charki can attack with 1d6 tentacles each round. If a Charki hits its victim, that victim loses 1d6 POW permanently, whether or not armor is pierced. A Dodged or Parried attack avoids the POW loss. If a victim's POW falls to zero, his flesh turns cold and he dies.

Deer

Deer are found everywhere in the Northern Hemisphere. They only fight if cornered, diseased, or during the rut.

attributes	skills
STR 2d6	Jump 80%+1d10
CON 2d6	Listen 70%+1D10
SIZ 3d6	Scan 70%+1d10
INT 1d6	
POW 1d6	
DEX 4d6	Average Hit Points: 7

weapon	attack	parry	damage
Butt (stags only)	30%	—	1d8
Kick	10%	—	1d6

ARMOR: 1 point hide.

Dog

Packs of mean wild dogs roam everywhere that humanity is not strong enough to suppress them. Dogs are quick and get one Dodge roll and one Attack roll each round.

attributes	skills
STR 2d6	Dodge 40%+1d10
CON 3d6	Track 80%+1D10
SIZ 2d6	
INT 1d6	
POW 2d6	
DEX 2d6+6	Average Hit Points: 8-9

weapon	attack	parry	damage
Bite	40%	—	1d8

ARMOR: none.



Hawk

Both tame and wild hawks are common in the Tragic Millenium. Hawks can Dodge every round in addition to all their attacks. Because of its speed and small size, any attacks directed against the hawk have only half their normal chance of success.

<i>attributes</i>	<i>skills</i>
STR 1d3	Dodge 80%+1d10
CON 2d4	See 100%
SIZ 1d2	Search 100%
INT 1d6	
POW 1d6	
DEX 3d6+6	
Average Hit Points: 2d4/2	

<i>weapon</i>	<i>attack</i>	<i>parry</i>	<i>damage</i>
Peck	40%	—	1d4
Claws (2)	25%	—	1d3
Strike	80%	—	2d6

ARMOR: none.

NOTES: the hawk's strike is a long falling dive out of the sky. If a strike misses, the hawk usually flies off, to return a few rounds later. If a strike hits but does not disable the target, the hawk continues to attack by pecking and clawing.

Horse

Horses can use only one of their attack modes each round, and cannot use the same attack twice in succession. Combat skills for horses can improve by experience.

<i>attributes</i>	<i>skills</i>
STR 3d6+18	Scent 20%+1d10
CON 2d6+6	Swim 40%+1D10
SIZ 4d6+12	
INT 1d6	
POW 1d6	
DEX 3d6	
Average Hit Points: 27	

<i>weapon</i>	<i>attack</i>	<i>parry</i>	<i>damage</i>
Bite	05%	—	1d10
Kick	05%	—	1d8+2d6
Rear & Plunge	05%	—	2d8+2d6
Trample	25%	—	4d6 to downed foe

ARMOR: 1 point hide.

Giant Flamingo

The riding flamingos of the Kamarg are spectacular birds with deep scarlet to brilliant pink feathers. They are amiable and

easily trained. They cannot carry a man with a SIZ greater than the bird's STR. The Kamargians use them both as transportation over distances and in battle, firing flamelances down into enemy armies. Wild flamingos frighten easily, but trained ones are as stolid as any good warhorse. However, giant flamingos refuse to fly in the rain.

Giant flamingos are found only in the Kamarg and nearby marshes. Wild ones nest in the marshes.

attributes	skills
STR 4d6	Dodge 20%+1d10 (in flight)
QON 3d6	See 50%+1d10
SIZ 7d6	
INT 1d6	
POW 1d6+6	
DEX 2d6+8	Average Hit Points: 23

weapon	attack	parry	damage
Peck	40%	—	1d8
Wing Buffet (2)	20%	20%	1d4-1

ARMOR: 2 point feathers.

Great Good One

The Great Good Ones are the inhabitants of Dnark in Amarehk. They are colored shadows that can expand or contract, giving them a visible SIZ anywhere from 3 to 24 at will. Between themselves, they use their singing and changing colors for communication.

The song of the Great Good Ones is used both for communication and for their only attack. One of their songs can cause sleep. If a Great Good One tries to cause sleep in an intruder, that intruder must roll 1d100 and add the Great Good One's POW to the result. If the total is higher than his POW x 3, the intruder falls asleep for 2d6 hours.

A Great Good One can carry an object or person with a SIZ less than its own STR, but their pseudo-STR is not useful for other purposes, such as swinging weapons.

The Great Good Ones were once human. At the onset of the Tragic Millenium, a scientist in the city discovered a way to turn the inhabitants into energy beings, immune to the war's destruction. After the Runestaff came to Dnark, the Great Good Ones took it upon themselves to serve and protect the Runestaff and its spirit, Jehamiah Cohnahlias. When one of visible evil intent enters the city, the Great Good Ones sing them to sleep and then carry them from the city. Visitors of seemingly good intent are herded to Jehamiah, who gives them every hospitality.

attributes	skills
STR (3d6)	Listen 80%+1d10
INT 6d6	Move Quietly 100%
POW 6d6	See 80%+1D10
DEX 3d6+6	
CHA 3d6+6	Average Hit Points: n/a

weapon	attack	parry	damage
Song	auto.	—	sleep

Jeebie

Jeebies are small plants resembling dandelions. However, instead of a flower, an eye-like structure sprouts at the top of their main stem. Jeebies never grow alone, and where one jeebie is found, several hundred others are also visible. These plants are completely harmless. They are mobile, and and crawl over the top of the ground. If any creature comes within view, the jeebies freeze in place and watch the creature with their eyestalk-blossom. If the creature turns its back on the jeebies, they move closer to it, depending on their high DEX to freeze in place before they can be seen.

Jeebies have no attack, other than the unbelievably creepy feeling of being watched by many eyes.

attributes	skills
SIZ 1	Dodge 60%+1d10
CON 4d6+6	

weapon	attack	parry	damage
no attacks			

Lion

Lions now live in the Near East as well as Africa.

attributes	skills
STR 3d6+12	Ambush 60%+1d10
CON 3d6	Hide 50%+1D10
SIZ 3d6+6	Scent 50%+1D10
INT 1d6	
POW 2d6	
DEX 4d6	Average Hit Points: 15

weapon	attack	parry	damage
Bite	40%+1d10	—	2d6
Claw (2)	50%+1d10	50%	1d8+2
Ripping	auto.	—	3d6

ARMOR: 2 point fur.

NOTES: if the lion hits with both claws, it hangs on and automatically rips with the hind legs each round, continuing to bite as well.

The Machine Beast

"It crouched on metal feet, towering over them, its multi-colored scales half-blinding them. The length of its back, save for its neck, was a mass of knife-sharp horns. It had a body fashioned ... like an ape's, with short hind legs and long forelegs, ending in hands of taloned metal. Its eyes were multifaceted like a fly's, and its snout was full of razor-sharp metal teeth."

—THE MAD GOD'S AMULET

The machine beast is a creation of the Wraith-folk of Soryandum, designed to protect their artifacts from harm. Only

one machine beast exists. It attacks anything that enters the cavern except the Wraith-folk themselves, who cannot leave the confines of Soryandum.

Critical hits delivered destroy some vital part of the beast, chosen either by the gamemaster or the player. Hawkmoon shattered the creature's eyes in two separate blows, blinding it, and slowing its progress by forcing it to track by sound and smell.

attributes	skills
STR 64	Listen 75%
CON 40	Scent 75%
SIZ 60	Search 75%
INT 14	See 75%
POW n/a	Track 57%
DEX 12	Hit Points: 88

weapon	attack	parry	damage
Talons (2)	50%	50%	2d10
Bite	30%	—	5d10
Tail Lash	30%	10%	1d10
Crush	10%	—	10d10

ARMOR: 30 points of metal. Any weapon hitting the machine beast has a 40% chance of shattering.

NOTE: the machine beast performs its Crush attack by leaping into the air and landing on its victim. During rounds it performs its Crush, it can make no other attack. However, the Crush separately attacks every target within a 5 meter radius or so.

Mesmerose

Mesmeroses are brilliant flowers, made of what appears to be rainbow crystal. Any creature which looks at a mesmerose bush from less than 10 meters distance must roll 1d100 and add the bush's POW to the die roll. If the total exceeds the viewer's POW x 5, he is enthralled, and unable to look away from the rose on his own accord. He stays there till he dies, collapses from hunger and thirst, or is removed from the rose's area of influence by a friend.

Mesmerose bushes are sometimes used by solitary scientists to capture intruders. Any suspicious-looking persons caught by the bush are taken to the master of the house for questioning or disposal.

attributes	skills
SIZ 2d6	no skills
POW 2d6+6	

Minim

"Peculiar man-like creatures, with hairy bodies topped by completely hairless heads, measuring less than a foot high, regarded them from cover."

—THE SWORD OF THE DAWN

Minims are mutant humans. They are shy and weak and normally less dangerous than small monkeys. They lack language and culture and live like animals in the ruins of Yel.

attributes	skills
STR 1d6	Hide 70%+1d10
CON 1d6	Listen 40%+1D10
SIZ 1d3	
INT 2d6	
POW 2d6+6	
DEX 4d6	

Average Hit Points: CON/2

weapon	attack	parry	damage
Bite	20%	—	1d3
Spear	10%	—	1d4

Mountain Giant

The mountain giants, like the minims, are a mutant human species. They stand around 2.4 meters (8 feet) tall, and are broad to boot. They are covered in coarse wiry hair that comes in every human hair color, from red to blond to black.

Though they are intelligent, the giants live primitive lives and behave rather like the legendary ogres. Sometimes they even eat inferior members of their own family when nothing better offers itself. They have immense appetites to match their size.

Mountain giants are found only in the Bulgar Mountains. Oladahn, one of Hawkmoon's companions, is a mountain giant, though he suffered from a pituitary defect which kept his SIZ and STR very low (at ordinary human levels). He eventually left his home out of fear of his highly carnivorous Uncle Barkyos.

attributes	skills
STR 7d6	Listen 25%+1d10
CON 4d6	Scent 40%+1D10
SIZ 7d6	See 45%+1D10
INT 3d6	
POW 3d6	
DEX 3d6	
CHA 2d6	

Average Hit Points: 23

weapon	attack	parry	damage
Huge Club	40%	40%	4d6
Thrown Rock	25%	—	4d4
Big Bow	20%	—	1d8+1+2d4

ARMOR: 4 point hairy hide, plus sometimes 1d6-1 homemade leather armor for a total of 1d6+3.

Ocean Ghoul

Ocean Ghouls are vile manlike creatures of a sickly blue-white color. They inhabit all the seas around Europe. They live in underwater reefs and rock formations. Usually they travel in small numbers and restrict themselves to attacking small boats and ships in danger, but sometimes several bands team up to assault a large ship.

They have webbed feet and hands and long, tadpole-like tails which they use to propel themselves through the water. Their fanged mouths stretch nearly from ear to ear. They

cannot live more than a few hours out of water, and dislike hot sunlight.

attributes	skills
STR 3d6+6	Ambush 70%+1d10
CON 4d6	Swim 100%
SIZ 2d6+6	
INT 3d6	
POW 3d6	
DEX 2d6+6	Average Hit Points: 14

weapon	attack	parry	damage
Rapier	60%	60%	1d6+1+1d6
Bite	45%	—	2d6

ARMOR: 3 points of rubbery skin.

Octopus

Octopi are strictly ocean-dwellers. They can attack with 1d8 tentacles each round, and once any tentacle has hit, it can bite the target.

attributes	skills
STR 4d6	Hide 80%+1d10
CON 2d6+6	Swim 80%+1D10
SIZ 4d6	
INT 1d6	
POW 2d6	
DEX 3d6+6	Average Hit Points: 15

weapon	attack	parry	damage
Tentacle (1d8)	30%	30%	1d3
Bite	40%	—	1d6

ARMOR: 2 point skin.

Octiguana

Octiguanas have large black lizardlike bodies. Around their necks is a collar of eight octopus-like arms. They are carnivorous and nearly always hungry.

In the blood pool of the Temple of Batach Gerandium live smaller creatures, bred over the centuries. They are identical to normal octiguanas except that their STR and SIZ are only 2d6+6 each and their attack skills are all 90%.

attributes	skills
STR 4d6+12	Scent 40%+1d10
CON 3d6	Swim 80%+1D10
SIZ 4d6+12	
INT 1d6	
POW 2d6	
DEX 2d6+2	Average Hit Points: 24-25

weapon	attack	parry	damage
Tentacle (1d4)	40%	20%	1d4
Bite	30%	—	3d6
Tongue	60%	—	none

ARMOR: 4 point hide.

NOTE: The tongue attack can be used at distances of up to 10 meters or more. Anyone hit by the tongue is gripped and pulled into the mouth of

the creature. The tongue has hit points equal to the monster's CON. If the tongue is damaged, the octiguana lets go, and refrains from using that attack again. The tongue's grip cannot be broken by human strength.

Each round the octiguana can attack with 1d4 of its tentacles. A successful hit by a tentacle also holds the prey tight while the octiguana attempts to bite it. A successful STR x 3 roll permits the victim to break free of one tentacle.

Pteroon

"[They] saw gigantic winged beasts, like great black bats but with long arms and curved claws. They were rending at the retreating warriors, and some were already feasting on the corpses ... Nahak's men were trying to urge these battle beasts on, but it was plain the giant bats had already served their purpose."

—THE JEWEL IN THE SKULL

Pteroons are genetically-altered bats, as large as horses. They are not naturally belligerent, and once they have killed what they feel is enough prey, they eat and ignore the rest of the battle. They stop fighting after each has killed a number of enemy whose total SIZ adds up to the pteroon's own. They stink of old blood and decaying flesh.

Pteroons still use sonar to make their way, much like ordinary bats. However, unlike bats, their high-pitched shrieks are audible to humans, and are extremely loud. When a pteroon screeches within 3 meters of an adventurer's unprotected ears, that person must roll his CON x 5 or be stunned, unable to attack and parry, for the next combat round.

Pteroons are native to Persia, where they were created.

attributes	skills
STR 4d6+6	Listen 70%+1d10
CON 3d6	Scent 50%+1D10
SIZ 4d6+6	
INT 1d6	
POW 3d6	
DEX 2d6	Average Hit Points: 24-25

weapon	attack	parry	damage
Bite	45%	—	1d8+4
Claws (2)	60%	30%	2d6
Wing Buffet (2)	70%	30%	1d4
Shriek	auto.	—	stun

ARMOR: 2 point hide.

Python

Pythons and boas attack from ambush and wrap their coils around their prey. After a python has hit with a Crush attack, on each subsequent round it gets another automatic Crush hit until its victim dies or the snake is slain. Armor helps protect against this damage. A character trapped in the snake's coils only gets to have his weapon arm free if he succeeds on a DEX x 3 roll on 1d100. After each round of crushing, the victim must succeed in rolling his CON x 5 or less on 1d100 or pass out.

Pythons or boas live in jungle areas all over the earth.

attributes	skills
STR 4d6+12	Ambush 60%+1d10
CON 3d6	Hide 80%+1D10
SIZ 3d6+12	Move Quietly 90+1d10
INT 1d4	
POW 2d6	
DEX 3d6	Average Hit Points: 21

weapon	attack	parry	damage
Bite	60%	—	1d6
Crush	40%	—	3d6

ARMOR: 1 point scales.

Sea Dragon

"Beasts began to emerge all around them. Gigantic, reptilian monsters with gaping red jaws and triple rows of teeth, the water streaming from their scales and their blazing eyes full of mad, rolling evil. There was a deafening flapping noise and one by one the giant reptiles climbed into the air."

—THE RUNESTAFF

Sea dragons are rare creatures which live in the eastern seas of Amarehk. They serve the Runestaff and obey its needs.

Sea dragons can fly, crawl, and swim, making them creatures of three elements. When the Runestaff has no need of their services, they can act freely, and sometimes attack human habitations.

attributes	skills
STR 12d6	Fly 100%
CON 6d6	See 50%+1D10
SIZ 16d6	Swim 100%
INT 2d6	
POW 4d6	
DEX 2d6	Average Hit Points: 65

weapon	attack	parry	damage
Bite	90%	—	4d6+4
Claws (2)	70%	70%	3d6
Wing Buffet (2)	50%	50%	1d8
Tail Lash	30%	—	2d10

ARMOR: 10 points of scale-covered skin.

Stenchrunner

"They were covered in oily fur, with the beaks of birds and the claws of cats, huge eyes blazing, beaks parting to reveal teeth, emitting a horrible hissing sound ... Hawkmoon coughed and felt nauseous, for the beasts stank horribly ..."

—THE SWORD OF THE DAWN

Stenchrunners are baboon-like creatures with toothy falcon beaks and long talons. They are agile and semi-intelligent, and hunt in packs. Stenchrunners are found in Granbretan and Yel. They live in ruined cities and are nocturnal.

attributes	skills
STR 3d6+6	Ambush 10%+1d10 Scent 30%+1d10
CON 3d6	Climb 70%+1D10 Search 25%+1d10
SIZ 3d6	Hide 20%+1D10 See 25%+1d10
INT 2d6	Listen 20%+1d10 Track 30%+1d10
POW 2d6	Move Quietly 20%+1d10
DEX 3d6	

Average Hit Points: 10-11

weapon	attack	parry	damage
Bite	40%	—	1d10
Claws (2)	60%	50%	1d6
Stench	auto	—	special

ARMOR: 1 point fur.

NOTES: their special attack is their stench. Anyone fighting them is overcome by nausea and must subtract 10 percentiles from all attacks and parries.

Swampsnapper

Swampsnappers have toothy, alligator-like snouts; squat, heavily-bristled bodies; powerful taloned legs; and a long, thick tail used for balance while leaping. They range in color from tawny to midnight black. They are extremely stupid and evil-tempered. Once they have chosen prey, watch out! Nothing can change their little minds short of death. Swampsnappers are rapid breeders. They lay heaps of eggs in the mud which hatch in a week or two into cute little baby swampsnappers already capable of hunting for themselves.

Swampsnappers generally inhabit marshy, damp forests in southern Europe.

attributes	skills
STR 3d6+6	Ambush 25%+1d10
CON 4d6	Climb 60%+1D10
SIZ 3d6+6	Move Quietly 80%+1d10
INT 1d3	Swim 90%+1d10
POW 1d6	
DEX 2d6+12	Average Hit Points: 18-19

weapon	attack	parry	damage
Bite	40%	—	2d10
Claw (2)	60%	50%	1d8
Tail	15%	—	1d6

ARMOR: 4 points of gristle and hide.

War Jaguar

"A head emerged, larger than an oxen's, fiercer than a tiger's; a snarling cat's head with slanting yellow eyes and long yellow fangs. As it padded out ... they saw that its back was lined with a row of foot-high spines of the same color and appearance as its fangs, running down to the base of its tail, which, unlike that of an ordinary cat, was tipped with barbs."

—THE MAD GOD'S AMULET

War Jaguars were bred long ago in Asia Communista to fight in battles. They are vicious and sometimes attack their masters

if unfed. Originally, they were found only in Asia Communista. Hawkmoon released four in Europe, and they are presumably still alive. Certain items, such as the Red Amulet, give limited control over the creatures. War Jaguars cannot breed, but their lifespans are millenia-long.

<i>attributes</i>	<i>skills</i>
STR 4d6+6	Hide 60%+1d10
CON 6d6+6	Move Quietly 80%+1d10
SIZ 5d6+6	Scent 80%+1d10
INT 1d6+2	Search 40%+1d10
POW 3d6	Track 90%+1d10
DEX 3d6+3	Average Hit Points: 38-39

<i>weapon</i>	<i>attack</i>	<i>parry</i>	<i>damage</i>
Claw (2)	40%	20%	3d6
Bite	50%	—	3d6+6
Tail Lash	30%	—	1d6+6

Wolf

Wolves are agile, and get three separate Dodge rolls each round. For each wound a wolf takes, it loses one Dodge roll. When wolves attack in packs, they usually gang up on only one or two victims, to ensure that most of the wolves' attacks are not parried or dodged.

Wolves live in all temperate climates.

<i>attributes</i>	<i>skills</i>
STR 3d6	Ambush 20%+1d10
CON 3d6	Dodge 40%+1D10
SIZ 2d6+3	Track 80%+1D10
INT 1d6	
POW 2d6	
DEX 2d6+6	Average Hit Points: 10-11

<i>weapon</i>	<i>attack</i>	<i>parry</i>	<i>damage</i>
Bite	25%	—	1d8

ARMOR: 1 point fur.

Wraith-Folk of Soryandum

The Wraith-folk are similar to the Great Good Ones in that they, too, descend from humans that discovered a safe way to withstand the Tragic Millenium. They created a new language that taught them to think differently, learned supreme mental control, and investigated the precepts of space-time law. This enabled them to move most of their substance into another dimension, leaving them nearly invisible and intangible. They cannot leave Soryandum, for that is whence their power emanates.

The Wraith-folk can fly through air and travel over (or under) water. They can use their STR, which is enhanced by mental control, to carry a SIZ equal to or less than their STR.



They can sense mental vibrations and tell friends from foes. When standing in bright sunlight or shadow, they are nearly impossible to see (subtract 30% from the See skill of anyone seeking them).

Before the Wraith-folk moved to the other dimension, they built a storage cavern in the hills outside Soryandum where they placed all their artifacts and set the machine beast (q.v.) as guardian. They might choose to assist friends by explaining objects that the friends might need, and tell them

how to enter the cavern. Nothing can really be done against the machine beast except to outwit it, and of this, too, the friends must be warned.

<i>attributes</i>	<i>skills</i>
STR (5d6)	any Lore at INTx4% (gamemaster's choice)
SIZ 3d6	
INT 4d6	
POW 3d6	
DEX 3d6	
APP 3d6+6	Average Hit Points: n/a

Major Personalities of Tragic Millenium Earth

Bowgentle (age 54)

Bowgentle is Count Brass' best friend and advisor. He is quite wise, and worries much about the advance of Granbretan. He is no warrior, but did ride to war in the Battle of Londra. He usually dresses in floor-length black robes. He has learned an ancient form of magic, a sort of Runic chant, which can be disguised as a poem or song. He can direct his chant against a specified individual, who is affected by it within 2d4 minutes. The chant can cause the victim to fall unconscious, become enraged, frantic with fear, or whatever other impulse Bowgentle wishes. The rune's effects wear off after 1d6 hours.

Bowgentle no doubt knows other secrets of magic and ancient lore.

STR 14 CON 14 SIZ 11 INT 21 POW 19
DEX 17 CHA 17 HP: 14 Major Wound: 7
Nationality: French Armor: none (half-plate 1d8-1).

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	62%	1d10+1+1d6	60%
Dagger	77%	1d4+2+1d6	65%

COMBAT BONUSES: Attack +23%, Parry +11%.

AGILITY (+11%): Climb 51%, Dodge 59%, Jump 43%, Ride 30%.

COMMUNICATION (+21%): Credit 62%, Orate 70%, Persuade 96%.

KNOWLEDGE (+100%): all at 100%.

MANIPULATION (+23%): Sleight of Hand 76%, Set Trap 86%.

PERCEPTION (+16%): Balance 45%, Listen 45%, See 55%.

STEALTH (+13%): Hide 83%, Move Quietly 77%.

Count Brass (age 63)

Count Brass is the Lord Guardian of the Kamarg. He served in many of the great courts of Europe in his youth, and fought in most of the major battles of his day. His strength and prowess is legendary throughout Europe. Yisselda, Hawkmoon's wife, is his daughter.

At first, Count Brass approved of Granbretan's conquests, believing they would help unite Europe. But eventually Meliadus' crimes turned him against them. In battle, Count Brass always wears his brazen full plate armor. This armor is much better than normal, and gives him 1d10+6 points of protection.

STR 20 CON 19 SIZ 19 INT 16 POW 14
DEX 13 CHA 17 HP: 26 Major Wound: 13
Nationality: Scandian Armor: Brass-washed Full Plate 1d10+6

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	100%	1d10+1+1d6	100%
Heater Shield	51%	1d6+1d6	100%
Javelin	100%	1d8+2+1d4	—
Flamelance	80%	5d6	—
Dagger	75%	1d4+2+1d6	64%

COMBAT BONUSES: Attack +15%, Parry +4%.

AGILITY (+4%): Climb 54%, Dodge 74%, Jump 69%, Ride 94%, Swim 29%, Tumble 43%.

COMMUNICATION (+11%): Credit 99%, Orate 43%, Persuade 62%, Sing 25%.

KNOWLEDGE (+59%): Ancient History 88%, Chemical Lore 100%, Electrical Lore 100%, Evaluate Treasure 72%, First Aid 88%, Mechanical Lore 100%, Memorize 96%, Navigate 72%.

MANIPULATION (+15%): Juggle 75%, Pick Lock 20%, Sleight of Hand 25%, Set Trap 25%, Tie Knot 87%.

PERCEPTION (+6%): Balance 56%, Listen 67%, Scent 35%, Search 89%, See 76%, Taste 32%, Track 47%.

STEALTH (-3%): Ambush 42%, Camouflage 75%, Conceal 62%, Hide 37%, Move Quietly 54%.

Huillam D'Averc (age 34)

D'Averc is a French architect/poet/scholar. When France was occupied, he joined the Granbretanian Order of the Boar for power and prestige — a rare honor among non-Granbretanians. Eventually, he joined Hawkmoon, and turned against his former loyalties. Countess Flana of Granbretan and D'Averc fell in love, and it was largely this love that brought her to try to repair the evils Granbretan had done. D'Averc is a hypochondriac, and always claims illness and frail constitution, though none of his acquaintances have ever seen him in anything but the best of health. He speaks the secret language of the Order of the Boar.

STR 18 CON 19 SIZ 14 INT 17 POW 13
DEX 16 CHA 20 HP: 21 Major Wound: 11
Nationality: French Armor: Plate & Helm 1d10+2

weapon	attack	damage	parry
Rapier	99%	1d6+1+1d6	93%
Longsword	90%	1d10+1+1d6	86%
Dagger	73%	1d4+2+1d6	66%
Flamance	73%	5d6	—

COMBAT BONUSES: Attack +13%, Parry +6%.

AGILITY (+6%): Climb 46%, Dodge 66%, Jump 29%, Ride 83%, Swim 16%, Tumble 39%.

COMMUNICATION (+14%): Credit 84%, Orate 62%, Persuade 57%.

KNOWLEDGE (+28%): Ancient History 100%, Chemical Lore 66%, Evaluate Treasure 71%, First Aid 80%, Make Maps 99%, Mechanical Lore 55%, Memorize 95%, Navigate 69%.

MANIPULATION (+13%): Juggle 36%, Pick Lock 61%, Sleight of Hand 58%, Set Trap 46%.

PERCEPTION (+6%): Balance 58%, Listen 43%, Scent 28%, Search 73%, See 65%, Taste 47%, Track 52%.

STEALTH (+7%): Ambush 37%, Camouflage 48%, Conceal 29%, Cut Purse 19%, Hide 58%, Move Quietly 52%.

Orland Fank (age 42)

Orland Fank is a huge ruddy blue-eyed Orkneyman who dresses in traditional tartan. He is a servant of the Runestaff, and generally shows up when he is needed by fellow servants. He refers to the Warrior in Jet and Gold as his "brother," but whether this brotherhood is physical or spiritual is never clear.

STR 15 CON 20 SIZ 19 INT 16 POW 14
DEX 13 CHA 12 HP: 27 Major Wound: 14
Nationality: Orkney Armor: Leather 1d4

weapon	attack	damage	parry
Poleaxe	70%	4d6	59%
Cudgel	60%	2d6	49%

COMBAT BONUSES: Attack +10%, Parry -1%.

AGILITY (-1%): Climb 42%, Dodge 51%, Jump 36%, Ride 63%, Swim 71%, Tumble 14%.

COMMUNICATION (+6%): Orate 62%, Persuade 50%, Sing 45%.

KNOWLEDGE (+25%): Ancient History 54%, Blacksmith Craft 64%, First Aid 67%, Mechanical Lore 57%, Memorize 56%.

MANIPULATION (+10%): Pick Lock 38%, Set Trap 47%, Tie Knot 47%.

PERCEPTION (+6%): Balance 50%, Listen 30%, Search 80%, See 41%, Taste 35%, Track 62%.

STEALTH (-4%): Hide 20%, Move Quietly 41%.

Countess Flana Mikosevaar of Kanbery (age 40)

Flana is King Huon's cousin. When Meliadus rebelled, he made her the Queen-Empress after Huon's death. Before the Battle of Londra, Flana lived in a sort of daze, never thinking. She had many lovers and had most killed when she tired of them. She had, also, twelve husbands, all either divorced or slain. Two of her husbands were Baron Meliadus and Asrovak Mikosevaar. One or two husbands she may have killed herself with some of the poisons or deadly gases she can concoct and use with deadly effect.

When Londra fell, she reorganized the city and outlawed the wearing of masks. Until that time, her mask was a spun-gold heron. Of all the Granbretanians, she alone is sane. Her trance state lasted until conditions were conducive to mental health. She loves Huillam D'Averc.

STR 12 CON 11 SIZ 8 INT 20 POW 18
DEX 8 CHA 17 HP: 10 Major Wound: 5
Nationality: Granbretanian Armor: none.

weapon	attack	damage	parry
Dagger	54%	1d4+2	46%

COMBAT BONUSES: Attack +14%, Parry +6%.

AGILITY (+6%):

COMMUNICATION (+19%): Credit 100%, Orate 89%, Persuade 90%, Sing 40%.

KNOWLEDGE (+46%): Chemical Lore 86%, Music Lore 82%.

MANIPULATION (+14%): Pick Lock 35%, Set Trap 47%.

PERCEPTION (+14%): all skills at base percentages.

STEALTH (+8%): Conceal 75%, Move Quietly 49%.

Duke Dorian Hawkmoon von Koln, Eternal Champion (age 27)

Hawkmoon's father was one of the first to rebel against

Granbretan, and he was killed, leaving young Dorian to claim the Dukedom and rebellion. Eventually he became a Champion of the Runestaff and was instrumental in causing Granbretan's downfall. One of Hawkmoon's greatest strengths is his large number of faithful friends, of whom he has more than any other known Eternal Champion. Anyone wishing to fight Hawkmoon must also deal with D'Averc, Count Brass, Oladahn, Bowgentle, Orland Fank, the Warrior in Jet and Gold, and Yisselda, all of whom are redoubtable warriors and all of whom are eager to be at Hawkmoon's side in case of trouble.

STR 16 CON 18 SIZ 15 INT 19 POW 16
DEX 15 CHA 16 HP: 21 Major Wound: 11
Nationality: Germanla Armor: Plate & Helm 1d10+2

weapon	attack	damage	parry
Longsword	100%	1d10+1+1d6	98%
Heater Shield	48%	1d6+1d6	94%
Dagger	78%	1d4+2+1d6	68%
Lance	68%	1d10+1+2d6	58%
Flamelance	98%	5d6	—

COMBAT BONUSES: Attack +18%, Parry +8%.

AGILITY (+8%): Climb 28%, Dodge 89%, Jump 38%, Ride 83%, Swim 15%, Tumble 58%.

COMMUNICATION (+15%): Orate 58%, Persuade 68%.

KNOWLEDGE (+18%): Ancient History 23%, Evaluate Treasure 58%, First Aid 42%, Make Map 38%, Mechanical Lore 26%, Memorize 78%, Navigate 48%.

MANIPULATION (+18%): Set Trap 40%, Tie Knot 63%.

PERCEPTION (+11%): Balance 67%, Listen 42%, Scent 26%, Search 75%, See 52%, Taste 31%, Track 37%.

STEALTH (+7%): Ambush 87%, Camouflage 58%, Conceal 46%, Hide 67%, Move Quietly 65%.

King-Emperor Huon (age 2000+)

Huon has ruled Granbretan for 2000 years. He is kept alive by the Throne-globe in which he resides. His body is withered, and only his eyes and tongue are mobile and useful. He is completely evil and insane, though his madness is coldly calculating, rather than ravening as is Meliadus. He is enormously wise and arrogant. He can only die if his throne-globe is broken.

STR 1 CON 1 SIZ 1 INT 25 POW 20
DEX 1 CHA 26 HP: 1 Major Wound: none
Nationality: Granbretanian Armor: none

weapon	attack	damage	parry
no weapons.			



COMBAT BONUSES: cannot fight.

AGILITY: none.

COMMUNICATION (+35%): Credit 100%, Orate 100%, Persuade 100%.

KNOWLEDGE (+100%): Ancient History 100%, Evaluate Treasure 100%, Memorize 100%.

MANIPULATION: none.

PERCEPTION (+17%): Listen 86%, See 90%.

STEALTH: none.

Baron Kalan of Vitall (age 68)

Kalan is a highly intelligent man, a master of the physical sciences, and Hereditary Grand Constable of the Order of the Serpent (Granbretanian scientists). He is not ostentatious, and his robes and mask are plainer than those of his equals. He is, without a doubt, the most brilliant living man on Earth. With Taragorm's knowledge of time, he managed to create an interdimensional craft.

STR 9 CON 11 SIZ 15 INT 30 POW 18
DEX 10 CHA 10 HP: 14 Major Wound: 7
Nationality: Granbretanian Armor: none

weapon	attack	damage	parry
Shortsword	63%	1d6+1	42%
Dagger	73%	1d4+2	52%

COMBAT BONUSES: Attack +23%, Parry +2%.

AGILITY (+2%): Dodge 26%, Ride 41%.

COMMUNICATION (+24%): Credit 70%, Orate 97%, Persuade 67%.

KNOWLEDGE (+100%): all at 100%.

MANIPULATION (+23%): all skills at base percentages.

PERCEPTION (+24%): Listen 54%, Taste 64%.

STEALTH (+15%): all skills at base percentages.

Baron Meliadus of Kroiden (age 36)

Meliadus is a man of violent temper and mad passions. His lust for Yisselda caused him to swear his oath upon the Runestaff, whereby the action of the novels was set in motion. Meliadus is paranoid and greedy. He takes what he wants, and his lusts outweigh even his loyalty and fear of Huon.

STR 18 CON 14 SIZ 17 INT 20 POW 18
DEX 17 CHA 13 HP: 19 Major Wound: 10
Nationality: Granbretanian Armor: Plate & Helm 1d10+2

weapon	attack	damage	parry
Longsword	95%	1d10+1+1d6	94%
Battle Axe	75%	1d8+2+1d6	64%
Dagger	65%	1d4+2+1d6	54%
Flamelance	55%	5d6	—

COMBAT BONUSES: Attack +25%, Parry +14%.

AGILITY (+14%): Climb 44%, Dodge 54%, Ride 88%.

COMMUNICATION (+15%): Orate 65%, Persuade 90%.

KNOWLEDGE (+38%): Evaluate Treasure 74%, First Aid 64%, Make Map 55%.

MANIPULATION (+25%): Tie Knot 50%.

PERCEPTION (+14%): Balance 34%, Listen 69%, Scent 52%, Search 81%, See 56%, Track 28%.

STEALTH (+10%): Ambush 60%, Camouflage 43%, Conceal 57%, Cut Purse 15%, Hide 68%, Move Quietly 33%.

Oladahn of the Bulgar Mountains (age 20)

Oladahn is a Mountain Giant, though his growth has been stunted. He eventually left the mountains to join Hawkmoon and secondarily to escape his cannibalistic Uncle Barkyos. He is a small man whose skin is covered with rusty brown fur. He has a good humor, and is very loyal to Hawkmoon and his friends.

STR 14 CON 17 SIZ 10 INT 16 POW 15
DEX 16 CHA 12 HP: 17 Major Wound: 9
Nationality: (Magyarian) Armor: Leather 1d4 +2 points of fur.

weapon	attack	damage	parry
Longbow	83%	1d10+2	—
Shortsword	78%	1d6+1	74%
Longsword	72%	1d10+1	69%
Dagger	68%	1d4+2	64%

COMBAT BONUSES: Attack +13%, Parry +9%.

AGILITY (+9%): Climb 53%, Dodge 86%, Jump 42%, Ride 90%, Tumble 53%.

COMMUNICATION (+7%): Orate 65%, Persuade 17%, Sing 35%.

KNOWLEDGE (+8%): Evaluate Treasure 40%, First Aid 57%, Memorize 40%.

MANIPULATION (+13%): Juggle 23%, Sleight of Hand 33%, Tie Knot 46%.

PERCEPTION (+7%): Balance 76%, Listen 94%, Scent 81%, Search 53%, See 46%, Taste 61%, Track 38%.

STEALTH (+8%): Conceal 19%, Hide 64%, Move Quietly 53%.

Warrior in Jet and Gold (age unknown)

The Warrior in Jet and Gold is a mystery figure that appears to Hawkmoon and other servants of the Runestaff in times of sore need. He wears black and gold plate armor, which he never removes, not even the helm. He appears not to eat or drink. When he was slain in the Hall of the Runestaff, Hawkmoon found no body in the armor.

STR 18 CON 17 SIZ 17 INT 15 POW 16
DEX 13 CHA 16 HP: 22 Major Wound: 11
Nationality: unknown Armor: Plate & Helm 1d10+2

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	95%	1d10+1+1d6	95%
Poleaxe	90%	4d6	90%
Dagger	90%	1d4+2+1d6	90%

COMBAT BONUSES: Attack +14%, Parry +6%.

AGILITY (+6%): Climb 65%, Dodge 25%, Jump 36%, Ride 98%, Swim 18%, Tumble 34%.

COMMUNICATION (+11%): Orate 66%, Persuade 48%.

KNOWLEDGE (+6%): Chemical Lore 60%, Electrical Lore 39%, Evaluate Treasure 31%, First Aid 48%, Make Map 73%, Mechanical Lore 51%, Memorize 42%, Navigate 40%.

MANIPULATION (+14%): Juggle 34%, Pick Lock 50%, Sleight of Hand 26%, Set Trap 71%, Tie Knot 24%.

PERCEPTION (+7%): Balance 60%, Listen 68%, Scent 58%, Search 63%, Taste 36%, Track 94%.

STEALTH (-1%): Ambush 68%, Camouflage 17%, Conceal 40%, Cut Purse 27%, Hide 26%, Move Quietly 57%.

Yisselda of Brass (age 23)

Yisselda is Hawkmoon's wife and Count Brass's daughter. Meliadus swore his oath of destruction upon the Kamarg

because of her refusal of his love. Though she is a proper noblewoman, she has been trained in the arts of war. She dislikes fighting, and only does so in dire need. She has born Hawkmoon two children, Manfred and Yarmilla.

STR 13	CON 16	SIZ 9	INT 16	POW 15
DEX 13	CHA 18	HP: 16	Major Wound: 8	
Nationality: Scandian/French			Armor: none (half-plate 1d8-1)	

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	59%	1d10+1	55%
Battle Axe	49%	1d8+2	45%
Flamelance	39%	5d6	—

COMBAT BONUSES: Attack +9%, Parry +5%.

AGILITY (+5%): Ride 84%, Swim 49%.

COMMUNICATION (+13%): Orate 49%, Persuade 62%, Sing 92%.

KNOWLEDGE (+8%): Ancient History 40%, First Aid 70%, Make Map 36%, Memorize 83%, Music Lore 87%.

MANIPULATION (+9%): Sleight of Hand 46%, Tie Knot 18%.

PERCEPTION (+7%): Search 57%, See 39%, Taste 58%.

STEALTH (+5%): Conceal 20%, Hide 27%.

Scenario #1

The Twisted Village

THIS ADVENTURE can start almost anywhere, but it is most convenient if the adventurers are currently in southern Germania or western Shekia. A convenient city to start the adventure in is Nurnberg.

While the adventurers are drinking in a tavern one night, they overhear a conversation between a legless cripple and the tavernkeeper. The cripple claims that to the northeast, in the Bohemian mountains, lies an ancient village whose ruins have laid undisturbed since before the Tragic Millenium. He claims to have met a dying traveler who told him of the spot and supplied him with a map. Wondrous tools are supposed to be in the ruins.

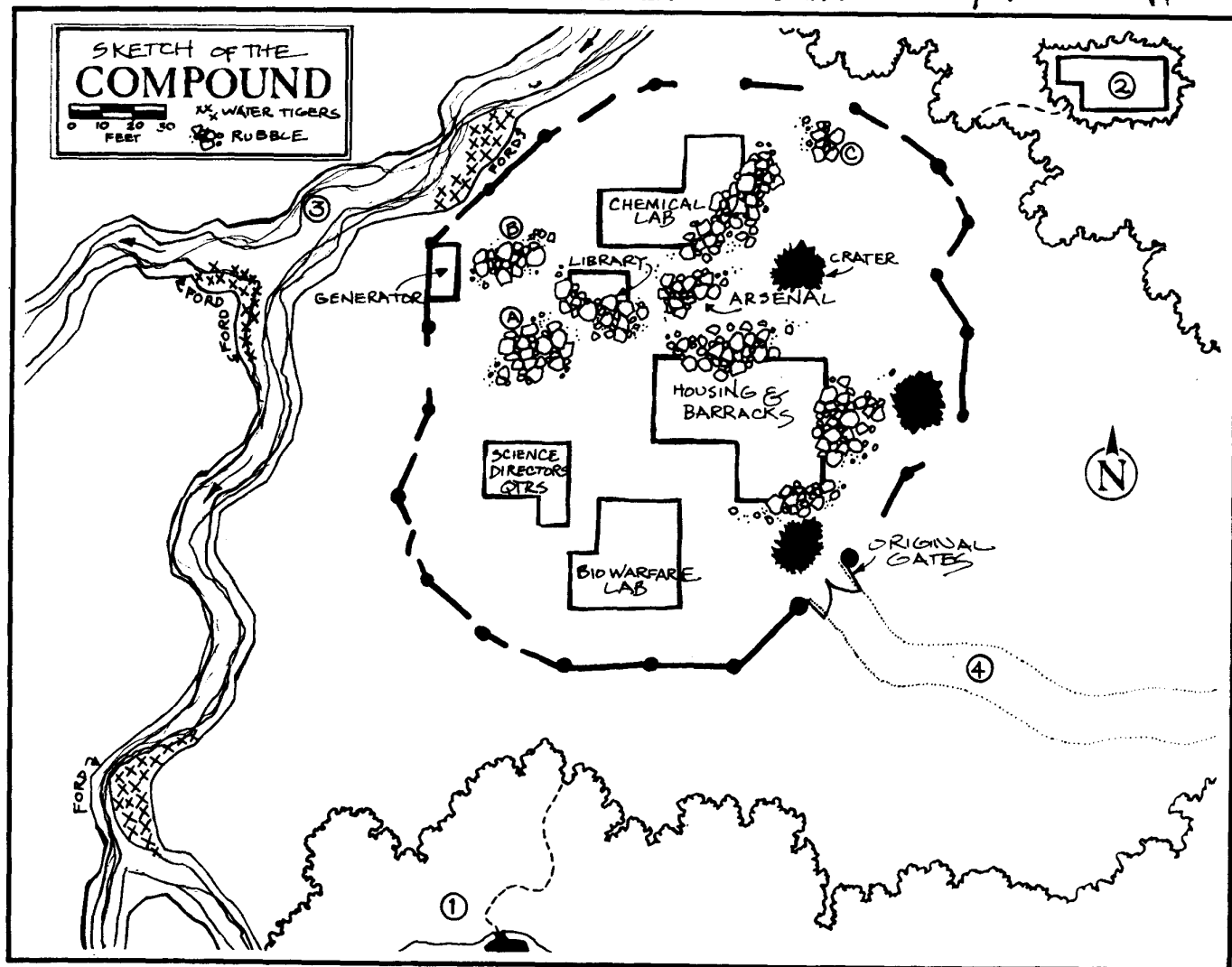
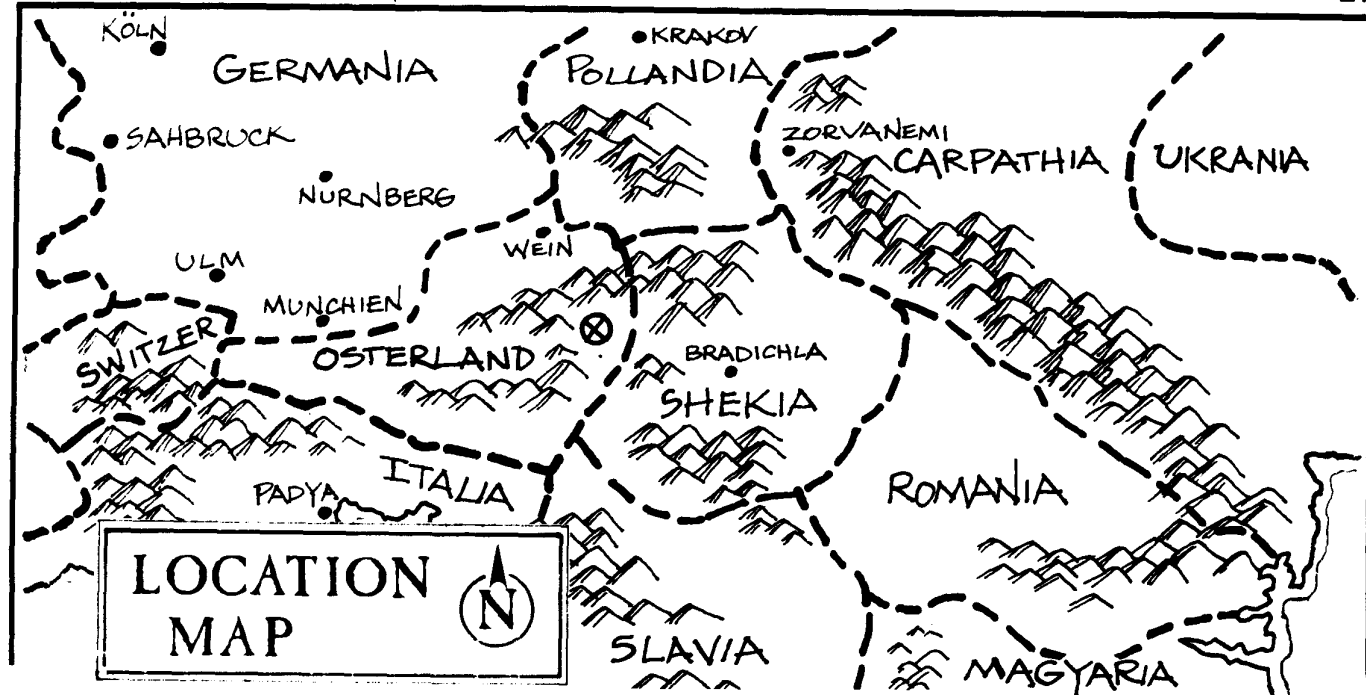
The innkeep laughs it off politely, and gives the cripple a drink on the house. The adventurers, of course, should be intrigued enough to talk with the cripple. He'll offer to sell them the map for 100s, as he cannot travel far enough to reach the town's ruins himself. If he is questioned, he claims to be a former soldier of Nurnberg who lost his legs during a war against Bohemia.

Getting There

Provided that the adventurers *do* take the cripple up on his offer, or otherwise acquire it, now hand the players their copy of the Village Location map. You will find the player copy of the Village Location map in the center of the *Reference Book*.

The Village Location map clearly shows that the site lies in the Bohemian Mountains. Anyone native to eastern Shekia or southern Germania knows that the Bohemian Mountains are infested by mutant animals.

According to the map, the village lies sixty miles due northeast through hilly woodland. It will take the adventures about five days to find the village, unless one of them succeeds at a Make Maps roll to read the map properly, in which case it only takes three days. If the adventurers didn't buy the map, but simply tried to get a glimpse at it and Memorize it, a successful Memorize and Search roll is needed to find the valley. Once it is found, the adventurers approach from the direction of the circled "X" (see the map).



Outside the Compound

Surrounding the compound are four features which might be of special interest to the adventurers. Refer to the Compound Sketch for the location of these points.

POINT ONE:

a cave in the southern woods

This cave was once a bear's lair, as can be seen with a successful Track roll. If the roll fails, it can still be seen that some large animal once lived here, but anyone can tell the spoor is old. A faint animal trail leads through the woods towards the village.

POINT TWO: the abandoned shack

This building has been abandoned for a few decades, and is beginning to fall apart from neglect. It consists of a single room with a bed, cookstove, table, and two chairs. Nothing else is here of value, but it might make a good campsite for the adventurers. Both the bed and cookstove are being nested in by squirrels, who enter through the broken windows.

POINT THREE: the stream

The stream is sluggish. The arrows point in the direction of the current. The stream can be forded easily at the three indicated spots. However, at each of these spots is a mass of water dragons.

Water dragons are carnivorous plants. They somewhat resemble water lilies, but have black flowers and the edges of their floating leaf pads are extremely sharp and coated with an anticoagulant chemical. Water dragons can whip their leaf pads around with lightning speed, but cannot reach more than a half-meter or so from where they are rooted in the river shallows. A successful Biological Lore is needed to recognize these plants and know the danger.

Anyone walking through a mass of water dragons is attacked 1d8 times a round by the plants. Each ford takes two rounds to wade through. An adventurer can try to run, taking only one round to get through the ford, but he must also succeed at a DEX x 3 roll or he trips and falls, taking 1d3 more rounds to get up and scramble out of the river, during which time the water dragons flail madly.

Each water dragon attack has a 30% chance of striking home. Any successful attack does 1d3 damage. If the damage penetrates the target's armor, the anticoagulant causes him to suffer an additional hit point loss each turn until a successful First Aid stops the bleeding.

The adventurers can attack the water dragons if they want. The plants only have a single hit point each and no

armor. Any successful attack severs the stalk and sends the plant floating down stream. If the adventurers try to destroy the plants by spreading burning oil or something similar on the water, the plants pull their pads and flowers beneath the surface until the stream's current floats the annoyance away. Each ford has 20-30 separate water dragons. Perhaps some kind of sharp-toothed rake could be improvised to dredge a path through the plants. But the quickest solution is to run through as fast as possible, trusting in your armor to protect you.

If the adventurers are discouraged from using the fords because of the water dragons, they might try to swim a deeper part of the stream. Even here, the shallows are infested with the bothersome plants, but a successful Jump roll will carry the leaper right over the plants into the deeper part of the stream. A successful Swim roll gets the user safely across, and a second Jump roll gets him over the far shore's accumulation of carnivorous plants.

POINT FOUR: the black road

Chunks of broken asphalt stretch in a path from the compound off into the distance. Grass and weeds grow all around the black semi-rocks, but the road's general outline and substance can be discerned. Ancient Lore users know that these black roads once were everywhere, used by ancients for travel and communication.

Inside the Compound

The craters shown on the Compound Sketch remain from explosions caused by frightened Shekians long ago.

RUBBLE: the blobs on the map represent the ruins of collapsed buildings. Each heap takes 2d6 hours to properly sift through, or only 1d6 hours if a See roll succeeds.

PILE A: this heap of rocks contains two rotten tires on ancient bent rims and a tool-kit containing several stainless-steel wrenches and screwdrivers. A successful Ancient Lore identifies the rubble as the remains of a garage.

PILE B: nothing but chunks of concrete.

PILE C: this was an ancient concrete double dog house. The broken bones of two large dogs can be picked from the rubble.

Original Fence and Gates

Most of the original barbed-wire fence has been destroyed. Only fragments exist, and it is certainly no barrier to entry.

Chemical Laboratory

Part of the south wall of this building was collapsed by an incendiary bomb that went off during the Shekian attack, creating the crater shown closest on the Compound Sketch. The adventurers can enter through the rubble or via one of the

two doors. As they clamber into the building, each adventurer can try a Scent roll. If it is successful, they smell a faint odor of wet dogs plus something metallic, rather like blood, coming from the building's interior.

A) GUARD POST: the exterior door hangs askew on a single hinge. Inside the small room is a metal desk and the skeleton of a chair, still wrapped in a few shreds of vinyl. Inside the desk is a rusted-solid .38 revolver and a red button. Both the revolver and the button are useless. An Electrical Lore tells the user that the button was once wired to the interior door (it controlled the electric door opener). The interior door takes several minutes of dedicated labor to bash through.

B) SCIENCE DIRECTOR'S OFFICE: this room is still airtight, and once the door is crashed through, the stale air (which contains absolutely no oxygen) rushes out, causing everyone to choke for a second (if any adventure has a CON of 9 or less, he must try a CON x 10 roll to keep from taking 1d3 damage and passing out). Inside is a long plush couch and oak table, a round desk and matching chair, and a bookcase. The books are works on chemistry and politics, all written in Ancient German. Anyone reading the books can increase his Ancient Lore and Chemical Lore each by 3d6% unless he is already at 80% or higher. The books could conceivably be worth a lot to ancient scholars who had learned Ancient German — perhaps as much as 1000s. Or more. All the books together weigh about 20 kg.

C) LABORATORY: bookshelves line the wall, but all the books have been eaten to shreds by wood roaches and termites. Storage shelves along the rest of the wall contain dusty broken bottles. All the chemicals have long since evaporated or dried into crusty lumps. A table near the door holds more bottles, a few corroded remnants of machines, and a notebook. The machines are useless, but the notebook, in Ancient German, raises the reader's Chemical Lore skill by 1% if read, and also informs the reader that the compound was a biological warfare lab.

But before the adventurers can explore all this, they are distracted by the four sabrecats crouching among a heap of bones on the floor. Sabrecats are native to the Bohemian Mountains. Sabrecats normally eat carrion, though they sometimes steal one of the handwolves' (who live in the arsenal) kills. They are descended from wildcats and have grown somewhat. Their forepaws have been transformed into knife-sharp scythes of bone, and they rear onto their hind legs to fight. If the adventurers can get away from the cats into the open, they can easily outrun the sabrecats, whose ground movement is impeded by their enormous fighting claws, though they can still climb just fine.

Sabrecat One

STR 11 CON 10 SIZ 3 INT 5 POW 2 DEX 21
Armor: 2 HP: 5

weapon	attack	damage	parry
Claws (2)	56%	1d8+2-1d6	59%
Bite	47%	1d6-1d6	—

Sabrecat Two

STR 16 CON 13 SIZ 12 INT 4 POW 7 DEX 18
Armor: 2 HP: 12

weapon	attack	damage	parry
Claws (2)	53%	1d8+2+1d6	59%
Bite	31%	2d6	—

Sabrecat Three

STR 14 CON 14 SIZ 8 INT 7 POW 9 DEX 20
Armor: 2 HP: 13

weapon	attack	damage	parry
Claws (2)	56%	1d8+2	48%
Bite	53%	1d6	—

Sabrecat Four

STR 14 CON 14 SIZ 11 INT 6 POW 7 DEX 15
Armor: 2 HP: 14

weapon	attack	damage	parry
Claws (2)	57%	1d8+2+1d6	49%
Bite	46%	1d6	—

D) GUARD POST: exactly like Guard Post A, save that this one has not been ruined by the elements, and is still airtight. In the desk's drawer is a .38 revolver and a small carton containing 150 rounds of ammo. A successful Mechanical Lore roll is needed to polish and oil the gun into working condition, and each cartridge has a 50% chance of being a dud (check for this as each shot is fired). However, those rounds that do go off do 1d8+2 points of damage each, and all armor protection is halved (round fractions up). Hence, if the .38 were fired at a plate-armored man who rolled 7 for his armor protection, only 4 would be subtracted from the bullet's damage roll. Characters using the pistol start off at their Attack bonus (or 5%, if higher), and can increase normally by experience. Of course, they only have 150 rounds to practice with, of which perhaps 75 are useless duds. A red button atop the desk does nothing (it connects to a ruined electronic door lock leading into the laboratory).

Library

This building is only partially standing. All the valuable books once contained herein are ruined. In the eastern corner lies the decomposing corpse of a Granbretanian Bull. His armor and weapons are rusted half-through, and are useless, but his pouch contains 23s and a gold ring holding a sapphire, worth 30s.

The Arsenal

Like most of the other structures, part of the building is collapsed. A tunnel-like cleared path leads through the rubble

to the small clearing within it. The "clearing" opens up into the arsenal proper.

Most of the arsenal's weapons are ruined from weather or the destruction wreaked by the old attack. Two small boxes are still airtight and their contents are preserved perfectly. Within one box is a pair of hand grenades (Ancient Lore, Mechanical Repair, or Chemical Lore to realize the principle of operation), which do 3d6 damage to all victims within a 5 meter radius when detonated, and 25 rounds of .38 ammunition (none are duds, this time). The other box holds four flame-lance tips.

Three mutant handwolves have made a nest in the arsenal's clearing. Handwolves are always hungry, and even if they weren't, they'd attack anyone invading their nest.

Handwolves, like sabrecats, are found in the Bohemian Mountains. They actually descend from domestic dogs, not wolves. Their forepaws are handlike, and the creatures have an instinct to use weapons in combat. In the wild they must be content with sticks and stones, but near civilized areas, they often get ahold of knives, clubs, or deadlier weapons. Handwolves normally travel on their hind legs, though they often drop to all fours for short periods of time. Like ordinary wolves, they can dodge three times a round in addition to other actions.

Handwolf One

STR 11	CON 16	SIZ 13	INT 4	POW 7	DEX 13
Armor: 1	HP: 17	Dodge: 50%			
<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>		
Cudgel	47%	1d6	55%		
Bite	49%	1d8	—		

Handwolf Two

STR 14	CON 20	SIZ 14	INT 6	POW 9	DEX 15
Armor: 1	HP: 22	Dodge: 38%			
<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>		
Dagger	24%	1d4+2+1d6	34%		
Bite	39%	1d8	—		

Handwolf Three

STR 18	CON 20	SIZ 14	INT 5	POW 7	DEX 18
Armor: 1	HP: 22	Dodge: 49%			
<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>		
Longsword	27%	1d10+1+1d6	23%		
Bite	40%	1d8	—		

Generator

What seems to be a weird metal building is actually the electric generator for the compound. Disassembly is required to move this thing, not to mention a team of horses. It takes a successful Mechanical Repair roll and an Electric Repair skill of 50% or more to figure out how to take it apart and put it back together again (both skills need not be possessed by the

same person). It runs off coal or wood. It generates enough energy to power a small castle and village, once linked up.

Housing and Barracks

By far the largest building in the compound, this was used to house the scientists and military working here. Sections of the walls have been destroyed, letting in weather and animal life.

A) FOYER: an entryway. The double doors leading off are locked. Mushrooms grow in the ruined carpet.

B) MEN'S BARRACKS: a room containing seven beds and footlockers, and five wall lockers (two divided in half). The lockers are all shut, but unlocked. All the cloth in the rooms that has not been shut up in lockers has long since rotted to nothingness. The lockers are full of rotted remains of clothing, though a few pieces are intact. Inside all the lockers together, the following is found more-or-less in good condition: ruined lab coats, 2 white lab coats with ID tags, three uniforms (West German military) with ID and medals, one usable flamelance tip, one usable flashlight (needs batteries, though), and a motley assortment of personal photographs and letters, details of which are left up to the gamemaster. In the foot lockers are seven synthetic thermal blankets that can keep a person warm in temperatures as low as -30 degrees C. Some currency is also here, but it is paper, and useless to present-day Europeans.

C) MEN'S LATRINE: all the latrine is destroyed or buried except for two blackened porcelain sinks. A viper is prowling through the rubble.

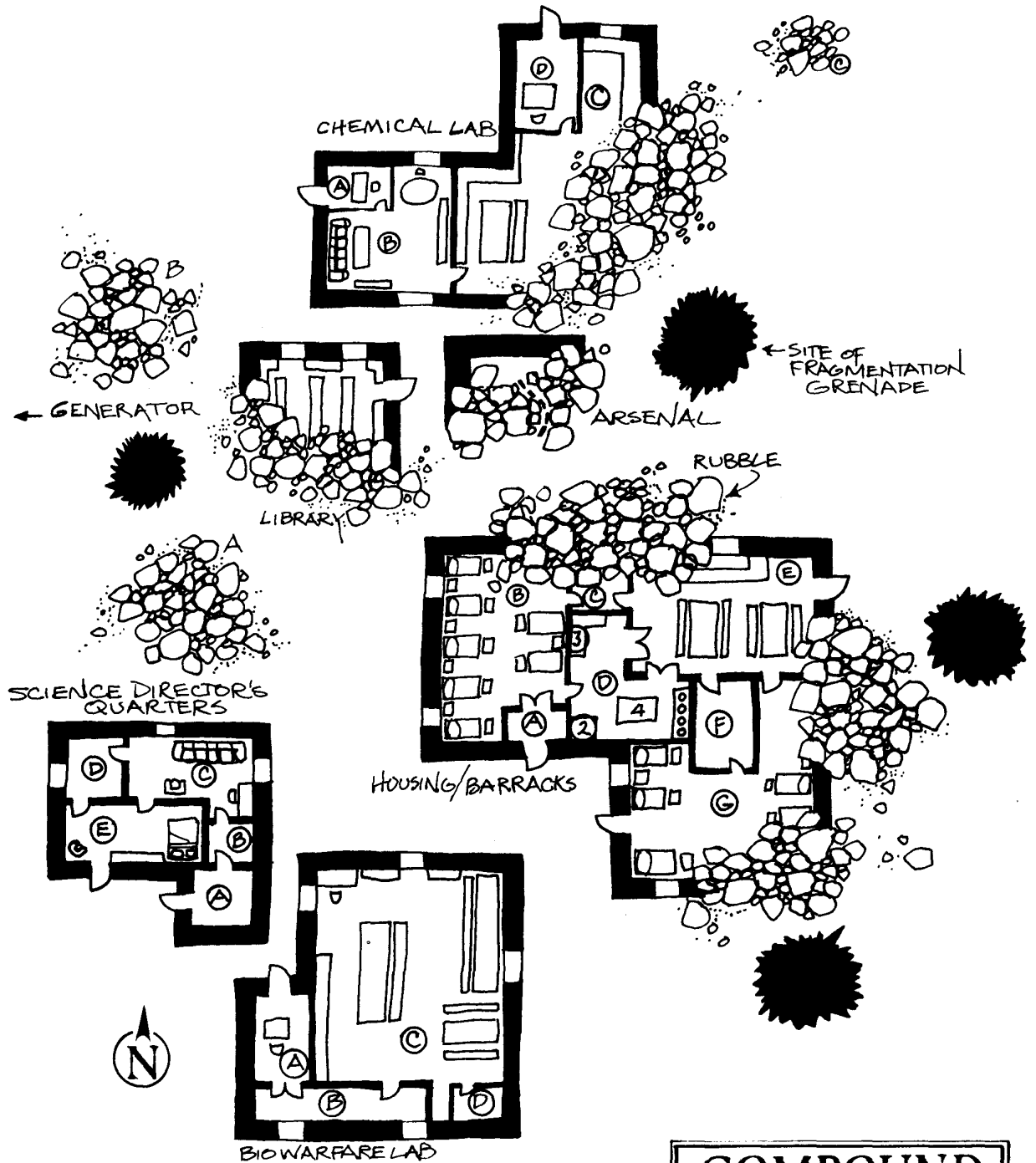
Anyone searching through the ruins that succeeds in a See roll spots a still-usable toothbrush under one of the sinks. If he fails a POW x 5 roll, though, he is bitten by the viper, whose poison does 1d3 damage. After five minutes, the victim must attempt a CON x 5 roll. If it fails, he takes another d3 damage and must take another CON roll in five more minutes. This continues until he has either succeeded in his roll or has died.

The viper has 1 hit point, no armor, and a 50% Dodge. If it isn't killed after two rounds of combat, it manages to slither down a hole and out of the scenario.

D) KITCHEN: holds a four-burner gas stove and oven, a huge microwave oven, counterspace with a double sink and dishwasher, and a large butcher's block. All the cookware in here is in good condition, since it is made of stainless-steel and plastic. But all the food and organic goods are rotted away. A few cookbooks in Ancient German remain as well as an assortment of pots, pans, dishes, glasses, mugs, and silverware. If all the cookware is hauled off by the adventurers, it can be sold for about 100s and weighs about 30 kg.

E) DINING HALL: here is only a metal counter where food was once laid out, complete with plastic trays, dishes, and silverware. Two metal and plastic tables and four matching benches dominate the room. Two skeletons wrapped in white rags lie behind the counter.

F) LADIES' LATRINE: though dusty, this latrine is intact and in near-perfect shape. The four large mirrors are broken,



COMPOUND
BUILDINGS
(PLANS)
0 5 10 20 FEET

and one of the four porcelain sinks is cracked. There are four toilet stalls and two shower stalls. All the fixtures are salvagable and removable by anyone with tools and a Mechanical Repair skill of 20% or more.

G) LADIES' BARRACKS: this originally held six beds and footlockers and five wall lockers. Much of the floor is covered in rubble, and the beds are now only twisted frames. The wall and foot lockers mostly hold only rags. However, in one footlocker is a little bag containing 9 Krugerrands (worth 11s each). Herein also live five deformed human mutants. Exiled from normal society, they make their living by robbing and killing, and will not hesitate to try to rob and kill the adventurers.

If these mutants are defeated, their treasure box can be looted. It contains 723s which they use to trade with unprejudiced peddlers. If one of them is captured and questioned, he can tell the adventurers about the handwolf nest in the arsenal and the sabrecats in the old laboratory. The mutants had not explored the town extensively themselves, partly out of fear.

Orlo (mutant one)

STR 12 CON 12 SIZ 10 INT 15 POW 8 DEX 2
CHA 4 Armor: 2d6-2 HP: 12

weapon	attack	damage	parry
Poleaxe	43%	(3d6)/2	43%

SKILLS: Electrical Lore 30%, Hide 60%, See 25%, Pick Lock 15%.

NOTE: Orlo's skin is tough and leathery, and covered with great calloused lumps, giving him 1d6-1 points of armor, but greatly reducing his DEX. He wears leather armor in addition to his tough skin. He does not have enough DEX to use his poleaxe, so the damage he does is halved.

Uvas (mutant two)

STR 18 CON 21 SIZ 28 INT 12 POW 11 DEX 13
CHA 4 Armor: none HP: 37

weapon	attack	damage	parry
Long Spear	50%	1d10+1+3d6	46%
Self Bow	43%	1d8+1+3d4	—

SKILLS: Blacksmith Craft 30%, Jump 36%, Track 70%.

NOTE: Uvas is a giant, over 2.5 meters tall (nearly 9 feet). He has not stopped growing since he was 13 years old. Someday, he will grow too big, and his legs will snap under the strain.

Egrinn (mutant three)

STR 13 CON 10 SIZ 16 INT 15 POW 17 DEX 13
CHA 2 Armor: 1d6 HP: 14

weapon	attack	damage	parry
Cudgel	52%	1d6+1d6	48%
Self Bow	67%	1d8+1+1d4	—

SKILLS: Ambush 72%, Cut Purse 72%, Dodge 55%.

NOTE: Egrinn's skin is slate-blue, with large raised purple blemishes. She has no other mutations. Her mutations did not manifest themselves until after puberty, and she remembers her former life well. If adventurers

could somehow offer her a reasonable chance to rejoin human society, she'd leap at it. She wears chain armor.

Zcharge (mutant one)

STR 14 CON 16 SIZ 15 INT 8 POW 14 DEX 12
CHA 5 Armor: 1d8-1 HP: 19

weapon	attack	damage	parry
Great Hammer	59%	1d10+2+1d6	73%

SKILLS: Scent 78%, Hide 92%.

NOTE: Zcharge has extremely delicate bones. Any damage that penetrates his half-plate armor is doubled.

Igoa (mutant five)

STR 12 CON 18 SIZ 14 INT 12 POW 4 DEX 6
CHA 1 Armor: 1d6-1 HP: 20

weapon	attack	damage	parry
Cudgel	67%	2d6	63%
Thrown Rock	52%	3d4	—

SKILLS: Ambush 47%, Listen 29%.

NOTE: Igoa has a third eye in the left-middle of her forehead, and her left arm ends in a whip of gristle and skin. She wears crudely sewn-together leather armor.

Science Director's Quarters

This building is securely locked. Its furnishings are in fairly good condition. As with most of the buildings on this biological-warfare facility, it is completely airtight.

A) PORCH: this is completely bare. It was once surrounded by wire screens, but these have vanished over the years.

B) FOYER: nothing is here but a coat rack and an umbrella stand made of an elephant's foot. In the stand is an operational black umbrella made of nylon fabric. On the coat rack hang a white lab coat with ID and a synthetic fox-fur stole.

C) LIVING ROOM: the simple furnishings include a matching couch and chair, two lamps, and an oak desk and chair. Sprawled at the desk is a mummy in a lab coat with ID matching that on the coat hanging in the hall. A journal, open before it, tells (in Ancient German) of his success in creating a form of super-pneumonia and his guilt over it. He took a cyanide capsule when he discovered that the compound was under attack. The lamps in this room are in working order if given proper outlets and power.

D) BATHROOM: all the fixtures in this room are in excellent shape, and can be removed by anyone with a Mechanical Lore of 20% or better (no die roll is required). They could conceivably be sold in any place which has running water for 150s or more.

E) BEDROOM: this room holds a bed, a wardrobe/dresser, and a large vinyl armchair. On the bed is another mummy, a woman, lying in a pool of dried black crust (she cut her wrists). The wardrobe is full of fine synthetic silk clothing and leather shoes. The leather is dried to the brittleness of glass,

but the clothing is still wearable, though quite outlandish-looking to an person from the Tragic Millenium. The mummy has two rings on her left hand: one is a plain gold band worth 30s, and the other a large diamond worth 60s. A jewelry box in the wardrobe contains a pair of gold and topaz cufflinks (20s each) and an emerald and gold pendant on a gold chain (100s).

Bio-Warfare Lab

Like the Science Director's quarters, this building is locked securely and well-preserved inside.

A) GUARDPOST: a metal desk and chair is in this room. The desk is empty. The door leading into the lab itself is steel and is welded shut. It has a STR of 60, but could be burned through with a flamelance (taking several minutes). The lab was sealed when one of the super-disease capsules was dropped accidentally. That disease is long since dead, but other vials are still virulent.

B) CORRIDOR: empty save for two doors. On the floor lie two partly-rotted, now-mummified corpses in positions of agony. They appear to have died while clawing at the outer door.

C) LABORATORY: here are four more agonized mummies, three work benches, a desk, two tables, a bookshelf, and a steel cabinet. On the smallest work table are a series of cages holding the mummified corpses of rats, mice, and guinea pigs.

The larger tables hold delicate scientific instruments worth up to 10,000s total to a sorcerer experienced in Biological Lore. These instruments (there are 20 of them) are very delicate, and any severe jar has a 80% chance of ruining one. The bookshelf holds books on anatomy and disease, capable of raising a reader's Biological Lore by 1d10% if his Biological Lore is 90% or less. All the books are in Ancient German. On the floor is a small, broken vial.

D) STORAGE: the door to this room stands open. Within are a number of black plastic cases lined with velvet. All the cases are empty save one, within which is a one-quarter-ounce vial containing a grayish, oil fluid. If this vial is broken, everyone within the room will die of super-pneumonia in 2d10 hours. If any of the outside doors or windows are opened, the disease will escape and eventually wipe out all human life within fifty kilometers (before the rulers of Bavaria and Shekia quarantine the entire region, preventing all entry upon pain of death).

Scenario #2

The Chatillon Caverns

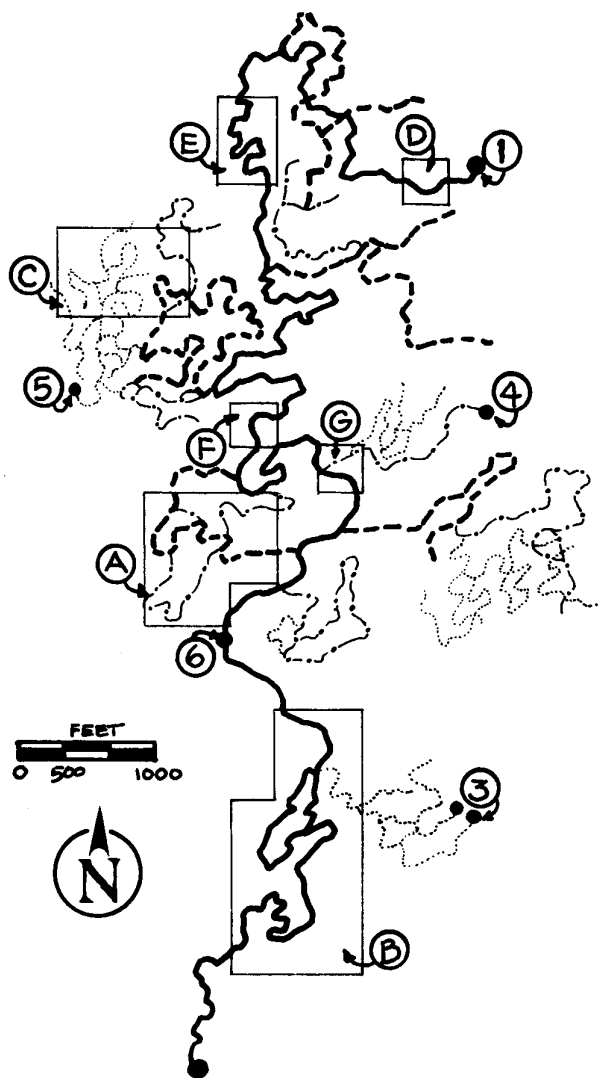
THIS SCENARIO, besides giving adventurers a few bloody battles, is designed to be difficult traveling. The adventurers may have to return several times over a period of weeks before completely exploring the system.

Background

Chatillon-sur-Seine is a small mountain community located 200 km southeast of Parye in the French Pyrenees. Recently, villagers and their beasts have begun to disappear. Several shaken villagers claim to have seen the walking corpses of some of the missing in the streets after dark. One party of men set out to solve the ghoulish mystery and never returned. The mayor of Chatillon is desperate.

Gamemaster's Information

A band of Granbretanian sorcerer-scientists have dug themselves a hold in a limestone cave system near Chatillon. They are capturing peasants and combining secrets of ancient voodoo and modern science to transform their prisoners into mindless living zombies. They are using their first creations to capture more, and plan eventually to create a vast army. King-Emperor Huon has been following their proceedings with interest, though no financial or military support. Huon has promised the sorcerer-scientist leader Sald Windor that if the zombie army proves a success, Sald will be permitted to create a new Order of Granbretan: the Order of the Corpse, sergeants of the walking dead, whose masks shall emulate rotting flesh



CAVERN COMPLEX

DIAGRAM & MAP KEY

MAIN PASSAGES

SECONDARY PASSAGES

TERTIARY PASSAGES

UNUSED PASSAGES

in gold and silver. With this inspiration, Sald has been pushing the project with utmost enthusiasm. The Grand Masters of the Orders of the Hound and the Bull have sent a few of their soldiers to guard Sald, on the off-chance that Sald actually achieves success, in which case the Grand Masters wish to be on his good side.

Also hidden in these caverns is an ancient cryogenic storage facility. The Granbretanians do not know of its existence, and the adventurers should prevent them from doing so. If, for some reason, the adventurers do not wipe out the Granbretanians, Sald and his men eventually will come across the cryogenics lab, and immediately return to Londra with the lab's contents. Huon will be pleased, though he will not promote Sald (unless he arrives with an army of at least a hundred thousand zombie troops), and exploits the cryogenics discovery. If this occurs, several great minds from before the Tragic Millenium perish, and their knowledge perishes with them.

Chatillon-sur-Seine

Until three weeks ago, Chatillon had a population of about 1500. The buildings are in good repair, though most are empty. The weather is good, but no one is on the streets.

Chatillon boasts several inns, but the largest and finest is the Golden Dagger. It is full of worried citizens wearing holy relics of all sorts. Upon entering, the party draws many curious glances and several dark looks. If the adventurers do not immediately announce who they are, the villagers go back to muttered conversation. Eventually the barmaid approaches and politely asks them their business.

The adventurers now have a golden opportunity for role-playing. The peasants are all terrified and have fifty different theories about what is haunting their village. Fully a quarter of Chatillon's population has vanished to date. Once the villagers discover that the adventurers have come to save them, there is a brief flurry of joviality. After the peasants have settled down, the adventurers can begin to question them. At this point, the tavern keeper offers them room and board free of charge for the duration of their stay in Chatillon.

As the adventurers question the peasants, they discover the following facts:

- 1) the disappearances have accelerated. Now, entire families and all their beasts, even their pet dogs and cats, are taken at once.
- 2) the "undead" have been sighted several times from a distance. One villager was grabbed but managed to escape. He claims his assailant was ashy-gray in color and his skin was cool and waxy. The "undead" drooled and his eyes were unfocused. He walked with a jerky, dragging gait.
- 3) not long ago, a mutant with a shiny deformed head, like that of a beast, was seen striding through the woods near the village. He has not been seen since. (Intelligent adventurers may realize that this "beast-headed man" might well be a Granbretanian warrior.)
- 4) the "undead" effect seems to emanate from the direction of a large sinkhole that the village uses for trash refuse. At least, the families near the sinkhole disappeared first, and the search party sent out three weeks ago had planned to explore the sinkhole.

Any scholar or scientist that succeeds in an INT x 4 roll recalls that the Pyrenees is riddled with limestone caverns, and that the "sinkhole" may well be an entrance to such a cavern.

One of the villagers offers to guide the adventurers to the sinkhole at daybreak, but he won't go inside. The adventurers need to outfit themselves. They'll need rope, picks, and shovels, and some sort of light source — candles, lamps, or torches. The village can supply all of this for free. Let the players think of these on their own — take note of anything they forget. They may also wish some form of marking equipment to leave a trail.

Once they reach the sinkhole (they are at Area 6 from the map) the guide leaves. He promises to return twice a day, morning and evening, for the next three days.

Travel Within the Caverns

The map of the main passages does not show all of the side tunnels. A torch burns for two hours, a candle for four. An oil lamp burns for three hours before needing refilling.

MAIN PASSAGES: vary from 3 to 10 meters wide and high, and often open into large caverns. It takes twenty minutes to travel down 150 meters of a main passage. Two men can fight abreast in a main passage; more when in a cavern or attacking from side passages.

SECONDARY PASSAGES: from 1 to 3 meters wide and tall. It takes forty minutes to travel 150 meters of a secondary passage. Only one man can fight at a time except when in a cavern or when attacking from side passages.

TERTIARY PASSAGE: anywhere from 1/2 meter to 1 1/2 meters in diameter. It takes an hour to travel down 150 meters of a tertiary passage. Only one man can fight at a time except when in a cavern or when attacking from side passages.

These speeds are for moderately cautious, exploratory advance. When passing through previously-explored caverns, the adventurers can double their speed.

The caverns are dark and damp. The only sound is dripping water. It is cool enough that the adventurers will need warm winter clothing. Near the entrances are all sorts of life, from insects to bats to frogs. In the deeper recesses are creatures whose ancestors for many generations have never seen daylight.

For every 150 meters traversed through a tunnel, roll 1d100 on the appropriate encounter table. Keep track of the locations of cave formations such as caverns, pits, trenches, etc., so the adventurers will encounter them again on their way back.

Encounters

Throughout this structure, the adventurers meet troglodytes: cave-dwelling creatures. If the adventurers are near the entrance, these troglodytes might be normal animals who leave the cave at night to forage. Deeper into the tunnels, the troglodytes are likely to be pale blind animals, except for the mutant bats. Both normal animals and blind cave-dwellers will

Passage Encounters

Main Passage

d100	result
01-75	nothing
76-79	animal life
80	artifact
81-86	cavern
87	crawlspace
88	keyhole
89-90	pit
91-92	pool
93	remains
94-95	sharp decline
96-97	sharp incline
98	tight spot
99-00	trench

Secondary Passage

d100	result
01-50	nothing
51-55	animal life
56	artifact
57-59	blocked passage
60-63	cavern
64-68	crawlspace
69-70	keyhole
71-73	pit
74-76	pool
77-80	remains
81-85	sharp decline
86-90	sharp incline
91-95	tight spot
96-00	trench

Tertiary Passage

d100	result	d100	result
01-30	nothing	65-68	pit
31-40	animal life	69-72	pool
41-43	artifact	73-75	remains
44-46	blocked passage	76-82	sharp decline
47-51	cavern	83-89	sharp incline
52-61	crawlspace	90-96	tight spot
62-64	keyhole	97-00	trench

flee or cower at the adventurers' approach. However, roll 1d100. On a roll of 96-00 the adventurers have met mutant animals (choose one from the following):

Mutant Bats: though their SIZ of 1d6 might disconcert the adventurers, the bats won't attack. They are interested only in sleeping or exiting the cave in search of food. Roll 2d100 for the number of mutant bats encountered.

Armor/Hit Points: 1/2d6; DEX 4d6

Bite 25%, 1d10 damage

Mutant Fish: these are rather piranha-like. They'll attack anything that enters their pool. 2d6 encountered.

Armor/Hit Points: 2/2d6; DEX 4d6

Bite 45%, 1d8 damage

Mutant Insects: grown huge (SIZ 1d6), these are carnivorous cave crickets that lost the power to leap. 1d6 encountered.

Armor/Hit Points: 1d6/1d6; DEX 3d6

Bite 45%, 2d6 damage

Mutant Rats: the counterparts of surface-dwelling rats. Cave life is not kind to them, and they attack anything voraciously. 2d6 encountered.

Armor/Hit Points: 1/1d4; DEX 2d6

Bite 60%, 1d6+3*

* 5% chance per point of damage taken that the victim contracts rabies and dies in 2d6 weeks.

Mutant Salamanders: similar to the fish (see above), but capable of leaving their pool lairs to pursue prey. 1d8 encountered.

Armor/Hit Points: 0/3d6; DEX 2d6

Bite 45%, 1d6 damage

Mutant Spiders: they are shy, and prefer to run from intruders, but attack if they believe themselves to be cornered.

Armor/Hit Points: 0/1d6; DEX 4d6

Bite 60%, 1d6+2*

* poison injected. The victim must roll his CON x 5 or less or take an additional 2d6 points of damage if his skin is punctured.

Artifacts: Artifacts found in caves are of two types. The first is trash from older times, such as plastic food containers and aluminum cans. The second is old spelunking equipment, such as flashlights, nylon rope, and helmets. Whether the items are in usable condition is up to the gamemaster. Some might be covered by a thin layer of rock, which formed over the centuries.

Blocked Passage: A cave-in has occurred, and part of the passage is buried. Roll 1d4 for the length (in meters) of the block. It takes a team of four adventurers 6 hours per meter to clear a blocked passage.

Caverns: A widening of the passage or a short side passage reveals a cavern. To determine its dimensions, roll 1d3 and 1d6 and multiply the results for the cavern's width in meters. Roll 1d20 for the cavern's height in meters. And multiply 1d6 by 1d20 for the cavern's length in meters.

Roll 1d6 for the number of special features encountered in the cavern, then 1d20 on the Cavern Feature table for each feature. If the same feature is rolled more than once, it is especially prominent, numerous, or notable.

Cavern Features

1d20	feature	1d20	feature
1	animal life (see previous page)	11	pool (as described below)
2-3	column	12	rimstone dam
4	crystal formations	13-14	shelfstone
5	draperies	15-16	soda straws
6-7	flowstone	17-18	stalactites
8-9	helictites	19-20	stalagmites
10	pit (as described below)		

Columns: over many centuries, stalactices and stalagmites meet to form pillar-like columns.

Crystal Formations: quartz and calcite can develop into unusual shapes and adorn floors, walls, and ceilings of caverns with such decoration as gypsum flowers, giant quartz crystals, frostwork, boxwork, "butterflies," "fried eggs," and "cave pearls."

Draperies: deposits of calcite that originally dripped from an inclined ceiling and now resemble fabric draperies. Some draperies are banded different colors from iron and other minerals.

Flowstone: forms on walls and columns, and resembles water frozen in motion.

Helictites: small limestone formations that grow in tightly coiled shapes from wall, floor and ceiling. Helictites are very fragile. They form when water is forced up through their central tubes to deposit bits of rock crystal at the tips.

Rimstone Dam: terrace-like formations made when a pool heavy in calcite overflowed continually for a period of time. Rimstone dams sometimes dry up and are covered with flowstone, finally resembling tiered cakes.

Shelfstone: flat, shelflike deposits found where the water levels of old pools once existed. When the water level drops, the shelfstone is exposed.

Soda Straws: straight hollow tubes that hang from cavern ceilings. If the tube is blocked, they eventually thicken into stalactites.

Stalactites: icicle-shaped stone formations that hang from cave ceilings.

Stalagmites: water dripping onto the cavern floor forms stalagmites, which resemble upside-down, thickened stalactites.

Crawlspace: The passage's floor and ceiling near one another. The height drops to a meter or less for 1d20 meters of the passages length. Adventurers may have to remove packs and armor and drag them along behind.

Keyhole: Often combined with trenches, a keyhole passage is narrow and squared-off at the bottom, and wider and rounded at the top.

Pit: A hole opens in the floor ahead, usually a rift as wide as the passage and 1d10 meters across. Pits may have caverns at their bottoms. Pits are 1d100 meters deep.

Pool: The passage floor forms a pool, of the same dimensions as the pit mentioned above, though usually shallower (1d20 meters or so). Pools are easily swum, but metal armor-wearers might find themselves in trouble.

Remains: The corpse of a surface animal or human is found, generally either skeletal or mummified. A body might be the mummy of an ancient, and money or artifacts might be found on the corpse. The person or animal could have died from exposure, starvation, rockfall, or animal attack.

Sharp Decline: The passage drops steeply at up to a 90 degree angle. Climb rolls and rope are needed to descend the cliff face, which is usually around 1d10 meters high.

Sharp Incline: As per a decline, except the passage slopes up instead of down.

Tight Spot: Often combined with crawlspaces, tight spots are areas in which the passage narrows to a meter or less. Tight spots continue for 1d20 meters.

Trench: The passage is divided lengthwise by a rift, which can take up the whole passage or narrow to less than a foot across. Trenches have a depth of up to 1d100 meters.

Entrances

The Chatillon Caverns have six entrances spread about. If the adventurers are merely stumbling about, choose one of these entrances at random for them to happen across.

ENTRANCE 1: this entrance is accessible from one of the high banks of the Seine. It is quite small and looks like a fox den from the outside. Adventurers from inside the caverns can detect it by light and fresh air.

ENTRANCE 2: nearly inaccessible from the outside, as it is only a thin crevice about halfway up a 120-meter rock cliff. The crevice is narrow, but the rock is fragile, and the opening could be enlarged by anyone armed with hammer and chisel.

ENTRANCE 3: twin entrances 15 meters from one another. They are so overgrown with shrubs as to be nearly undetectable. Any See or Search rolls attempted from the outside have their skill chances reduced by 30 percentiles. From the inside, light and fresh air reveal the passage, but it would take a team of four people 3d10 hours to clear a way. From the outside, the same team could clear it in 1d10 hours.

ENTRANCE 4: identical to Area One in every important way.

ENTRANCE 5: an entrance hidden by a large rock. The entrance itself is visible from within only as a round metal plate in the ceiling of a dead-end corridor. The rock is movable only from the outside, and has a SIZ of 50. Perhaps horses or oxen could be harnessed to drag it away.

ENTRANCE 6: a large sinkhole that smells faintly of decomposition, from the trash thrown into it over the years by the townspeople. Near the bottom is an oval crevice roughly five feet across at its narrowest point. The crevice drops 40 meters before reaching the passage floor. Adventurers can be lowered in a rope sling at no risk, or they can shinny down a rope, making two Climb rolls. Any adventurer succeeding in a See roll as he clambers down sees perfectly circular, quite deep holes in the rock near the top of the crevice, as if for the insertion of pegs. At the bottom of the chasm is a neatly-folded metal ladder, 40 meters long and with two pegs at one end. The ladder is of very fine construction, and can hold up to 100 SIZ points at once. By itself, it has a SIZ of 19.

Area A

The following describes that area marked "A" on the Cavern Overview.

Section One

The intersection of three tunnels. Five fur-clad Granbretnians stand here, dressed in masks and armor of the Order of the Hound. Each carries 1d20s cash. As are all Granbretnians other than Serpents in the caverns, these are guards to divert and capture or kill any interlopers. If the fighting goes against the Hounds, two will flee to warn the scientists of their coming.

Sergeant Ayrihk (hound, age 32)

STR 13 CON 12 SIZ 12 INT 14 POW 12 DEX 11
CHA 3 Armor: 1d10+2 HP: 12

weapon	attack	damage	parry
Battle Axe	84%	1d8+2+1d6	70%
Light Mace	62%	1d8+1d6	58%

SKILLS: Ambush 56%, Conceal 31%, Dodge 45%.

Fhahloldus (hound, age 17)

STR 18 CON 12 SIZ 12 INT 18 POW 10 DEX 13
CHA 11 Armor: 1d10+2 HP: 12

weapon	attack	damage	parry
Battle Axe	43%	1d8+2+1d6	48%
Buckler	41%	1d4+1d6	36%
Thrown Buckler	35%	1d6+1d4	—
Dagger	36%	1d4+2+1d6	30%
Thrown Dagger	21%	2d4+2	—

SKILLS: Ambush 40%, Dodge 36%, Taste 67%.

Arghatal (hound, age 24)

STR 15 CON 13 SIZ 9 INT 12 POW 15 DEX 10
CHA 9 Armor: 1d10+2 HP: 13

weapon	attack	damage	parry
RH Longsword	92%	1d10+1	87%
LH Longsword	43%	1d10+1	40%

SKILLS: Ambush 51%, Dodge 42%, Evaluate Treasure 22%.

Orvik (hound, age 29)

STR 13 CON 11 SIZ 8 INT 9 POW 12 DEX 11
CHA 14 Armor: 1d10+2 HP: 10

weapon	attack	damage	parry
Javelin	42%	1d6	40%
Thrown Javelin	84%	1d8+2	—
Heater	23%	1d6	44%

SKILLS: Ambush 51%, Dodge 56%, Listen 83%.

Loyrallman (hound, age 34)

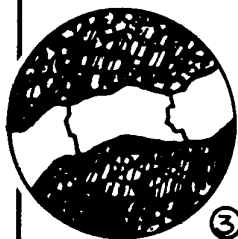
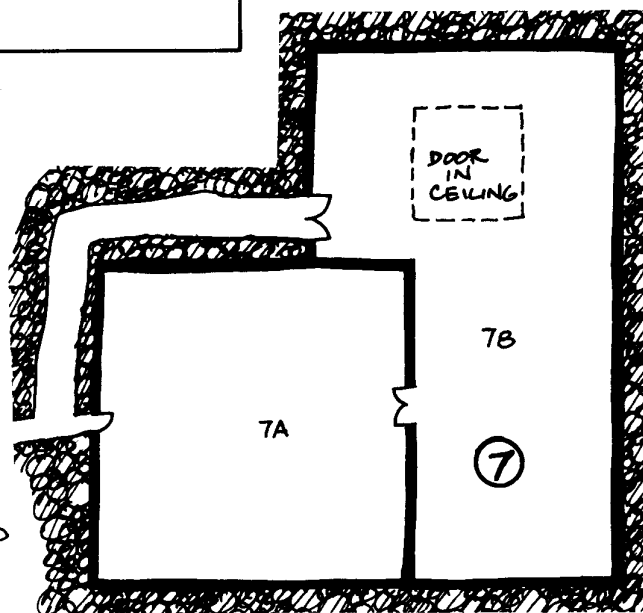
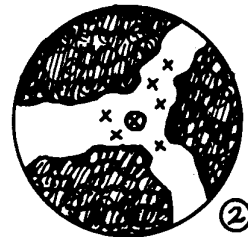
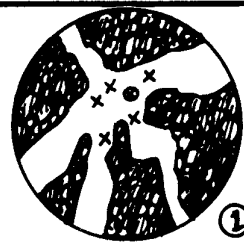
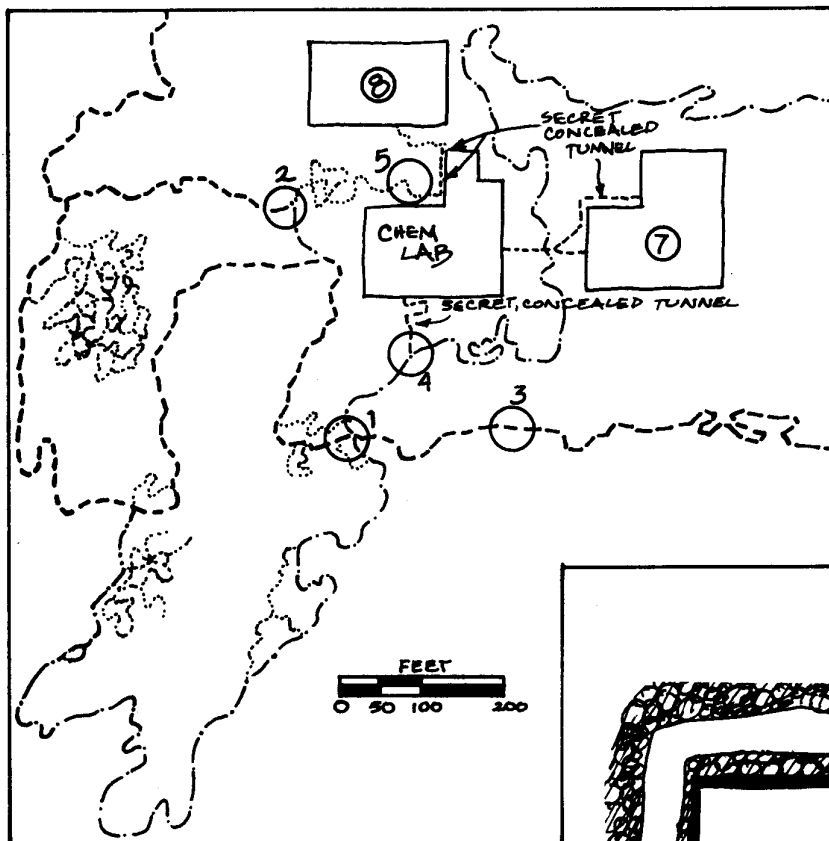
STR 15 CON 19 SIZ 14 INT 10 POW 10 DEX 11
CHA 11 Armor: 1d10+2 HP: 21

weapon	attack	damage	parry
Spear	63%	2d6+1	56%
Thrown Spear	71%	2d6+1d4	—
Heater	25%	2d6	70%

SKILLS: Ambush 62%, Dodge 70%, Tumble 39%

Section Two

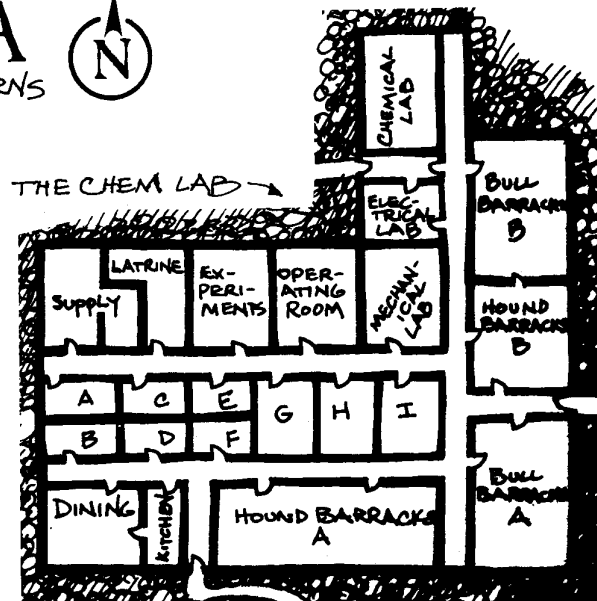
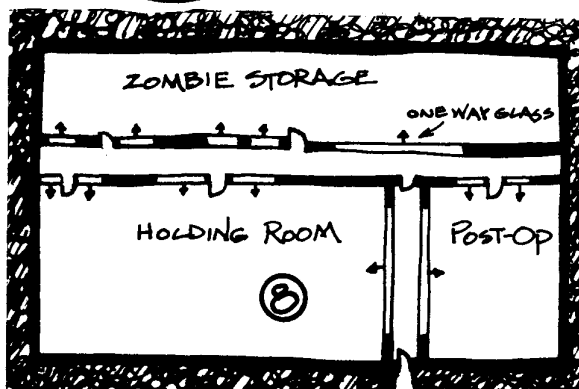
Six more guards, this time Warriors of the Bull, whose assignment is to prevent anyone from entering the NE tunnel, which leads to part of the secret complex. These Bull warriors are ordered to hide from intruders, and won't attack unless the adventurers try to enter the forbidden tunnel. As soon as the adventurers pass, however, they'll send word to the scientists



AREA A

THE CHATILLON CAVERNS

N



of the intruders' presence. Again, each guard carries 1d20s.

Sergeant Lahrbert (bull, age 27)

STR 18 CON 15 SIZ 14 INT 12 POW 10 DEX 8
CHA 15 Armor: 1d10+2 HP: 17

weapon	attack	damage	parry
Longsword	62%	1d10+1+1d6	60%
Heater	63%	2d6	71%

SKILLS: Ambush 52%, Dodge 84%, Memorize 29%.

Walak (bull, age 46)

STR 16 CON 12 SIZ 15 INT 18 POW 15 DEX 11
CHA 12 Armor: 1d10+2 HP: 15

weapon	attack	damage	parry
War Hammer	82%	2d6+3	72%
Mace	42%	1d8+1d6	40%

Skills: Ambush 39%, Dodge 92%, Track 36%.

Nihkondi (bull, age 33)

STR 17 CON 14 SIZ 14 INT 14 POW 12 DEX 10
CHA 9 Armor: 1d10+2 HP: 16

weapon	attack	damage	parry
War Hammer	89%	2d6+3	47%
Heater	61%	2d6	72%

SKILLS: Ambush 63%, Dodge 83%, First Aid 85%.

Harkneth (bull, age 19)

STR 17 CON 16 SIZ 14 INT 7 POW 6 DEX 9
CHA 7 Armor: 1d10+2 HP: 18

weapon	attack	damage	parry
Battle Axe	54%	1d8+2+1d6	42%

SKILLS: Ambush 30%, Dodge 17%, See 60%.

Leendilath (bull, age 27)

STR 14 CON 16 SIZ 12 INT 12 POW 17 DEX 10
CHA 7 Armor: 1d10+2 HP: 16

weapon	attack	damage	parry
Battle Axe	74%	1d8+2+1d6	69%
Thrown Javelin	31%	1d8+2+1d4	—
Javelin	20%	2d6	19%

SKILLS: Ambush 41%, Dodge 29%, Move Quietly 59%.

Hwienote (bull, age 33)

STR 14 CON 15 SIZ 15 INT 8 POW 16 DEX 10
CHA 10 Armor: 1d10+2 HP: 18

weapon	attack	damage	parry
Greatsword	86%	2d8+1d6	73%

SKILLS: Ambush 73%, Dodge 59%, Scent 11%.

Section Three

The passageway here is blocked by a large pit 10 meters across and almost 300 meters deep. The only feasible way for the

adventurers to cross is by Climbing along the walls or by using the metal ladder from Area 6. If anyone fails their Climb roll, they get an immediate attempt at a DEX x 3 roll to try to catch themselves on something. If this fails, the character falls into the pit. No one can survive such a fall.

Section Four

Five warriors of the Order of the Hound wait here. Part of the wall is actually a cleverly-made false panel concealing an artificial tunnel. Adventurers must succeed in See to spot the false panel, and Search to discover the latch to open it. Under no circumstances will one of the Hounds pass through the panel if they are aware of the presence of the adventurers — their job is to keep the panel secret, and the best way to do that is to kill everyone that comes near it. Each guard carries 1d20s.

Sergeant Klarn (hound, age 31)

STR 21 CON 14 SIZ 12 INT 15 POW 9 DEX 12
CHA 7 Armor: 1d10+2 HP: 14

weapon	attack	damage	parry
Rapier	63%	2d6+1	41%
Heater	40%	2d6	59%

SKILLS: Ambush 57%, Dodge 58%.

Boebintus (hound, age 43)

STR 13 CON 15 SIZ 10 INT 15 POW 13 DEX 13
CHA 6 Armor: 1d10+2 HP: 15

weapon	attack	damage	parry
Mace	80%	1d8	71%
Dagger	53%	1d4+2	47%
Thrown Dagger	41%	1d4+2	—

SKILLS: Ambush 29%, Dodge 36%.

Marsheve (hound, age 21)

STR 13 CON 10 SIZ 13 INT 15 POW 15 DEX 13
CHA 5 Armor: 1d10+2 HP: 11

weapon	attack	damage	parry
Battle Axe	62%	1d8+2+1d6	59%

SKILLS: Ambush 50%, Dodge 32%.

Toglother (hound, age 33)

STR 17 CON 15 SIZ 10 INT 15 POW 14 DEX 10
CHA 9 Armor: 1d10+2 HP: 15

weapon	attack	damage	parry
Spear	66%	2d6+1	60%
Thrown Spear	73%	2d6+1d4	—
Heater	19%	2d6	67%

SKILLS: Ambush 91%, Dodge 55%.

Lindyule (hound, age 39)

STR 15 CON 14 SIZ 8 INT 14 POW 7 DEX 9
CHA 8 Armor: 1d10+2 HP: 13

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Battle Axe	71%	1d8+2	65%

SKILLS: Ambush 38%, Dodge 61%.

Section Five

This has a false panel, similar to the panel in Section Four. This panel is guarded by four Hounds, who have identical orders as the Hounds in Section Four. Each Hound carries 1d20s.

Sergeant Raff (hound, age 27)

STR 16 CON 10 SIZ 10 INT 16 POW 12 DEX 10
CHA 12 **Armor: 1d10+2** HP: 10

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	82%	1d10+1+1d6	76%
Dagger	71%	1d4+2+1d6	69%

SKILLS: Ambush 22%, Dodge 96%.

Jhageweat (hound, age 34)

STR 15 CON 13 SIZ 13 INT 10 POW 14 DEX 7
CHA 4 **Armor: 1d10+2** HP: 14

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
War Hammer	53%	2d6+3	42%
Club	57%	2d6	50%
Crossbow	46%	3d6+1d4	—

SKILLS: Ambush 41%, Dodge 80%.

Wallnybrok (hound, age 36)

STR 18 CON 10 SIZ 14 INT 16 POW 15 DEX 8
CHA 2 **Armor: 1d10+2** HP: 12

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Javelin	82%	2d6	76%
Thrown Javelin	45%	1d8+2+1d4	—

SKILLS: Ambush 51%, Dodge 21%.

Ogejason (hound, age 25)

STR 19 CON 13 SIZ 14 INT 11 POW 10 DEX 14
CHA 9 **Armor: 1d10+2** HP: 15

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	56%	1d10+1+1d6	59%
Crossbow	70%	3d6+1d4	61%

SKILLS: Ambush 37%, Dodge 83%.

Section Six

A large complex the Granbretanians have carved from the stone. If the adventurers were clever enough to steal the armor of the Beastmask guards, they can walk freely around the complex, unless they are approached by a beastmask of the same Order and spoken to in that Order's tongue. If the adventurers are not wearing the Beast armor, they are noticed within 1d10 rounds, and the alarm is spread. Any fighting in

the complex draws whatever inhabitants there are from all surrounding rooms. One or more of these inhabitants will run for help.

If the fighting goes against the adventurers, those adventurers who stay or are left behind as a rear guard are subdued, not killed, and turned into zombies. If the adventurers seem likely to start any large battles, allow them INT x 5 rolls to notice that this is a military complex. If that doesn't give them the hint, let them find out the hard way.

The place is lit by eye-hurting blue arc lights — another product of Granbretanian science.

CHEMICAL LAB: in here are two Serpent-masked Granbretanians, working over an apparatus made of glass and metal. Each Serpent carries 1d100s and is armed.

This is the room where the chemical concoction which is fed to the zombies is produced. A batch of 50 doses has just been completed. A sheet of paper listing the recipe is nailed to one wall. It takes two successful Chemical Lore rolls, one successful Electrical Lore roll (part of the process requires electrolysis of the chemicals), access to a chemical lab, and three days to properly manufacture 50 doses. The makers must have a Chemical Lore of over 50% and an Electrical Lore over 20%. Anyone who drinks a dose falls into a state of dazedness and high suggestibility. The drugs induce brain damage, and the state of zombiehood is permanent.

The scientists are trying to find a way to produce the drug's effect in gaseous form, to enable a cloud of gas to be used to engulf whole armies and towns at once, zombifying all the inhabitants at once. A notebook to one side lists their progress to date (none). In the room are many glass beakers and glass and metal tubes.

Luren Narcus (serpent, age 46)

STR 14 CON 13 SIZ 14 INT 19 POW 18 DEX 11
CHA 10 **Armor: none** HP: 15

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Shortsword	52%	2d6+1	46%
Acid Tubes	49%	1d20	—

SKILLS: Chemistry Lore 74%, Electrical Lore 25%.

NOTE: Luren carries three hollow glass tubes filled with fuming acid, and throws these at opponents. If the acid hits armor, the victim's armor protection is permanently halved. If it is parried by a shield, the victim takes no damage, but the shield is destroyed.

Evahl Klorn (serpent, age 27)

STR 15 CON 15 SIZ 16 INT 19 POW 13 DEX 7
CHA 9 **Armor: none** HP: 19

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Dagger	42%	1d4+2+1d6	40%
Acid Tubes	61%	1d20	—

SKILLS: Chemistry Lore 53%, Electrical Lore 28%.

NOTE: see under Luren for acid tubes.

ELECTRICAL LAB: no one is here right now. Strewn about the four work tables are bits of wire and small metal rectangles. Three completed transmitter/receivers lie amongst

the pieces — both Search and Electrical Lore rolls are needed to find them. Anyone listening at one can overhear orders to the zombies.

MECHANICAL LAB: a Serpent is here, trying to decipher an Ancient English book on cryogenics. The book's appendix discloses information on and the general location of the cryogenics lab in this complex. The Granbretanian has gone through most of the book, and has taken marginal notes in Europe's Common language. Thanks to these notes, a single Read Ancient English roll on the part of an adventurer permits him to realize that the cryogenics lab is located in the Chatillon cave system, but not where.

Weal Hiton (serpent, age 50)

STR 20 CON 12 SIZ 16 INT 18 POW 20 DEX 12
CHA 12 Armor: none HP: 16

weapon	attack	damage	parry
Pistol Crossbow	65%	2d6+1d4	—
Dagger	41%	1d4+2+1d6	65%

SKILLS: Chemical Lore 33%, Dodge 75%, Mechanical Lore 56%

NOTE: the pistol crossbow is Weal's own invention. It fires a small metal dart and takes one full combat round to reload.

OPERATING ROOM: this room is empty of human habitation. The walls, floor, and ceiling are lined with white tile. A drain covered with a heavy grate takes up most of the floor space. A steel table large enough to hold two adults dominates the floor. The tabletop is equipped with leather straps, is pitted and gouged, and covered with dried pools of old blood. Along the northern wall is a steel cabinet. Inside are a number of surgical instruments.

EXPERIMENTS: resembles the operating room. It has the same white tile, drain, and steel table. However, two long wooden benches are against the north wall, rather than a cabinet. The corpse of a youth, his brain removed, lies on the steel table. On one bench is his brain, in a pan surrounded by electrical apparatuses.

The other bench holds boxes and wires all combined into a huge mass. The boxes are actually a transmitter used to convey orders to the zombies. An Electrical Lore roll reveals that it is a transmitter, but not what it does. A small leather notebook beside the machine holds 46 entries similar to the following: "May 18, Horse 87; Army captured five today. All brought in alive. They await implantation in holding cell A."

If the adventurers are in this room at 11 pm on any evening, a randomly-chosen Serpent enters to transmit to the zombies. If transmission is broken or not performed, the zombies cease all activity and wait mindlessly for new orders.

LATRINE: simply a glorified outhouse. Empty.

SUPPLY ROOMS: electrical and mechanical parts line the walls in boxes. Components only are kept here — no complete mechanisms.

In the smaller room is the arsenal. It contains 3 battle axes, 5 war hammers, 8 bucklers, 9 longswords, and 2 heaters.

All are of baroque Granbretanian design. No flamelances are kept in the compound — the dampness is bad for them.

SCIENTISTS' QUARTERS (lettered A-I): with variations in color and potential loot, all the scientists' quarters are similar. The single rooms, A through F, contain a bed, wardrobe, chest, dresser, desk, and chair. The double rooms (G-I), contain two beds, but one of each other article of furniture.

A -- LUREN NARCUS' QUARTERS: Narcus spends most of his time in the Chemistry lab. The room is decorated in blood-red, even the floor, the ceiling, and the wood of the furniture. In the wardrobe and dresser are bits of red and brown clothing. The chest contains a spare Serpent mask and a jeweled shortsword worth 1000s (worn only on special occasions). In the top desk drawer is a small, wax-sealed vial containing two thumb-widths of a murky blue fluid. This liquid is an unstable healing concoction of Luren's. If it is drunk, it causes 1d6 damage. However, if it is poured into an open wound, roll 1d6 on the following table:

d6 effect

- 1 - heal 3d6 damage.
- 2-4 - heal 1d6 damage.
- 5 - cause 1d6 damage.
- 6 - kills patient, if he fails a CON x 3 roll.

B -- Sald Windor's quarters: Sald is the head of the Electrical Lab, as well as the leader of all the Granbretanians in the complex. He is a depraved genius, with a taste for dangerous drugs. Currently, he is lying on the bed in an opium stupor. He knows everything there is to know about the complex and its scheme to form a zombie army for Granbretan. He will remain unconscious for 3d10 hours after the adventurers first find him, and cannot be awakened by any means.

Earl Sald Windor (serpent, age 53 leader of the expedition)

STR 12 CON 13 SIZ 14 INT 25 POW 19 DEX 10
CHA 15 Armor: none HP: 15

weapon	attack	damage	parry
Rapier	83%	2d6+1	80%
Dagger	70%	1d4+2+1d6	65%

SKILLS: Chemical Lore 63%, Dodge 65%, Electrical Lore 98%, Mechanical Lore 85%, Memorize 94%, Surgery 45%.

He has a ring of keys that open all doors in the complex, plus a gold circlet worth 50s, two silver and ruby rings worth 80s each, a black and gold opal earring worth 40s, and a gold-inlaid ivory pipe worth 120s.

His wardrobe and dresser contain only clothes. In the chest is a pouch containing 50s. In the desk are papers written

in Common —notes on the activities of all his colleagues. Windor is clearly paranoid and trusts absolutely no one. In an unsealed bone tube is a letter addressed to King-Emperor Huon. It reads:

To His Most Omnipotent Ruler

My Liege:

I have within my power and keeping an army the likes of which you have never seen. If you do not turn the Throne over to me within one week, I shall sack Londra, though I may be persuaded to keep your Most Royal Person as a jester.

*Your Loyal Servant,
Earl Sald Windor*

Clearly Sald contemplates treachery. The letter bears the marks of much handling — apparently it is often gloated over.

If the adventurers take an unconscious Sald along with them in hopes that he will come to, he feigns unconsciousness until he finds a means to escape or somehow harm the adventurers. He is very crafty and a most dangerous opponent. If no opportunity for escape presents itself within 4 hours of his awakening, he attempts to befriend the party and offers to show them anything they want.

Also in Windor's quarters, well-hidden in the Wardrobe, is a book in Ancient English about voodoo rituals. None of the spells work, but some of the potions are legitimate. A scientific elaboration on the zombie-controlling potion from this book is now being used by Windor to perform his deeds. Details of other potions are up to the gamemaster.

C -- EVO CALDRIN'S QUARTERS: the walls in this room are painted silver and covered with strange black symbols. On the dresser are four perfectly-preserved books in Ancient English about Kabbalism. From the looks of the notes in the margins, Caldren considers himself quite a magician. The books are worth 70s each to a collector.

D -- MARS PALLIK'S QUARTERS: this room is dominated by the moth-eaten mummy of a 13-meter long two-headed reticulated python. The carcass winds about, over, and under the furniture. Sprawled in his chair, contemplating one of the serpent's two heads, is Mars Pallik.

Chief Surgeon Mars Pallik (serpent, age 28)

STR 12 CON 6 SIZ 11 INT 19 POW 18 DEX 10
CHA 8 Armor: none HP: 6

weapon	attack	damage	parry
Broadsword	46%	1d8+1	41%

SKILLS: Biological Lore 83%, Chemical Lore 55%.

Pallik is a genial sort, and if he is not immediately attacked, he invites the invaders to "tea." The tea, of course, poisons any takers with 3d6+2 points of damage from belladonna. Those succeeding in a CON x 3 roll take only 1d10-1 damage. Pallik himself is immune to belladonna poison, from long exposure and experimentation (note his low CON). If he is accused of poisoning the adventurers, he tries to shrug it off, explaining that "the tea must have gone bad."

He is chief surgeon, and second-in-command of the complex.

E -- AVOLDO HURN'S QUARTERS: everything in this room is white or silver, spotlessly clean and polished. Avoldo Hurn stands quietly in the middle of the room. He wears spotless white and raises a fuss only when he feels his clothes or possessions are being mussed or dirtied. He is a fanatic about dirt and at least 8 hours of each day is wasted for him by his standing quietly and watching his room stay clean. The sight of his own blood causes him to faint immediately. He is a lower-echelon chemist, and knows little of interest.

Avoldo Hurn (serpent, age 35)

STR 10 CON 17 SIZ 14 INT 22 POW 10 DEX 8
CHA 8 Armor: none HP: 19

weapon	attack	damage	parry
no weapons	—	—	—

SKILLS: Chemical Lore 83%.

F -- RAHNA FIL'S QUARTERS: Fil is the surgical assistant. She is fiercely anti-male and only tolerates them to provide a living and to better herself. She believes she is meant to rule Granbretan. The only person in the complex she speaks to voluntarily is Lika Nalis. But even Nalis is inferior because of her marriage to Horn. Rahna can be deceptively coy, but her contempt for men is likely to give her away —she'll assume any male captors to be near-mindless goons and treat them accordingly.

She belongs to the very minor Order of the Viper, which is reserved for female scientists and technicians.

Rahna Fil (viper, age 27)

STR 16 CON 11 SIZ 17 INT 17 POW 16 DEX 7
CHA 8 Armor: none HP: 16

weapon	attack	damage	parry
Whip	53%	3d6	25%

SKILLS: Biological Lore 51%, Chemical Lore 55%, Electrical Lore 23%, Mechanical Lore 41%, Memorize 71%.

NOTE: her whip has thousands of micro-wire tips protruding from its length, and causes a most tender wound.

G -- ANTON LARUBEN'S AND EVAHL KLORN'S QUARTERS: these scientists share a room. Holes and dents adorn the walls and door (they often have violent fights). Food and dirty clothes are strewn everywhere.

Anton Laruben is stricken with love for Rahna Fil, and several undelivered, syrupy poems lie here and there amidst the wrack.

H -- WEAL HITON'S QUARTERS: the occupant is not in evidence. The room is spartan and nearly as clean as Avoldo Hurn's. This is a double-bed room, but has only one resident.

I -- HORN AND LIKA NALIS'S QUARTERS: Horn and Lika are a married couple that found the same calling in life. They have an unreasoning passion for anything that seems to be an ancient electrical artifact. Their room is covered with bits and pieces of many ancient items, including two microcomputers, a number of televisions and stereos, and a multitude of kitchen appliances. None are in working order. All are in various states of disassembly.

DINING FACILITIES: this room is unremarkable. It contains three long tables and seating enough for thirty. Three scientists are here sipping soup through metal straws inserted through their masks. Each carries 1d100s.

Evo Caldryn (serpent, age 46)

STR 13 CON 12 SIZ 10 INT 17 POW 16 DEX 13
CHA 13 **Armor: none** **HP: 12**

weapon	attack	damage	parry
Dagger	51%	1d4+2	46%

SKILLS: Electrical Lore 28%, Mechanical Lore 55%.

NOTE: Evo Caldryn is loud and imposing. His studies of magic have convinced him that he is a demigod. If attacked, his first move is to try and shoot flame from his fingertips. When this fails, he'll stand stock-still, stunned for 1d3 rounds, then pull out his dagger and fight normally.

Horn Nalis (serpent, age 38)

STR 14 CON 12 SIZ 9 INT 19 POW 14 DEX 14
CHA 15 **Armor: none** **HP: 12**

weapon	attack	damage	parry
Electric Prod	51%	1d4 + shock	48%

SKILLS: Electrical Lore 89%, Mechanical Lore 51%.

NOTES: see below.

Lika Nalis (viper, age 34)

STR 16 CON 15 SIZ 11 INT 18 POW 10 DEX 12
CHA 7 **Armor: 1d6** **HP: 15**

weapon	attack	damage	parry
Electric Prod	48%	1d4+1d6+shock	41%

SKILLS: Electrical Lore 85%, Mechanical Lore 40%.

NOTES: anyone hit by an electric prod is automatically stunned, incapable of attacking, dodging, or parrying, for the rest of that round and all the next round. This effect penetrates through metal armor. Anyone parrying the prod with a metal weapon also suffers the shock effect. The best way to deal with the Nalises is to use missile weapons.

Horn and Lika are fairly sane, for Granbretanians. Their only overt signs of madness are their obsession for ancient

electrical artifacts and their consuming jealousy for one another. Any man that touches Lika drives Horn to frenzy, though he'll conceal this, awaiting a proper time to seek appropriate vengeance (not usually fatal). Any woman touching Horn suffers Lika's immediate fury — she doesn't have Horn's patience. They are not fanatically loyal to Granbretan and if the complex is overthrown, a skillful debater could convince them to give over their work for Granbretan and go elsewhere.

KITCHEN: a simple affair, with a stove/oven (heated with a device similar to a flame-lance's power pack), a sink with running hot and cold water, counter space, cupboards, and a disposal dump. The cupboards are full of dried food products and several haunches of venison hang in one corner. Most of the Granbretanians cook for themselves when hungry. No special time is set aside for meals, and there is no assigned cook.

HOUND BARRACKS A: twenty beds and chests are here, plus five tables with four chairs each. On the tables are cards and gambling chips. Ten Hounds are here, off-duty. Seven are sleeping and three playing cards. The sleeping Hounds, of course, are not in armor, though some of them have their masks on. If the adventurers are dressed as Hounds, they'll be ignored and accepted as such. However, any conversation directed at disguised adventurers will be in the Hound secret tongue. Adventurers that do not answer are immediately suspected.

Adventurers that come disguised as Bulls are ordered to leave. If the adventurers are disguised as Serpents or Vipers, the Hounds look expectantly at them, waiting for orders. If the adventurers are not disguised at all, the Hounds attack, trying to subdue or kill the intruders.

Noise from battles in this room will be attributed to arguments or practice between Hounds and not investigated. Nothing interesting is here save the Hounds' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Hound One (awake)

STR 18 CON 13 SIZ 13 INT 13 POW 14 DEX 10
CHA 5 **Armor: 1d10+2** **HP: 14**

weapon	attack	damage	parry
Spear	66%	2d6+1	62%
Thrown Spear	52%	2d6+1d4	53%
Mace	40%	1d8+1d6	41%

SKILLS: Ambush 52%, Dodge 53%.

Hound Two (awake)

STR 19 CON 15 SIZ 14 INT 12 POW 16 DEX 10
CHA 15 **Armor: 1d10+2** **HP: 17**

weapon	attack	damage	parry
War Hammer	64%	2d6+3	65%
Javelin	16%	2d6	19%
Thrown Javelin	57%	1d8+2+1d4	—

SKILLS: Ambush 58%, Dodge 59%.

Hound Three (awake)

STR 16 CON 14 SIZ 13 INT 10 POW 14 DEX 11
CHA 3 Armor: 1d10+2 HP: 15

weapon	attack	damage	parry
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 52%, Dodge 53%.

Hound Four (asleep)

STR 14 CON 15 SIZ 14 INT 9 POW 13 DEX 9
CHA 8 Armor: none HP: 17

weapon	attack	damage	parry
Mace	54%	1d8+1d6	44%
Heater	45%	2d6	56%

SKILLS: Ambush 57%, Dodge 58%.

Hound Five (asleep)

STR 16 CON 14 SIZ 16 INT 6 POW 15 DEX 12
CHA 10 Armor: none HP: 18

weapon	attack	damage	parry
Rapier	69%	2d6+1	60%
Dagger	51%	1d4+2+1d6	62%

SKILLS: Ambush 53%, Dodge 54%.

Hound Six (asleep)

STR 14 CON 16 SIZ 7 INT 15 POW 12 DEX 12
CHA 8 Armor: none HP: 14

weapon	attack	damage	parry
Mace	75%	1d8	56%
Buckler	57%	1d4	78%
Thrown Buckler	42%	1d6	—

SKILLS: Ambush 59%, Dodge 50%.

Hound Seven (asleep)

STR 10 CON 9 SIZ 6 INT 8 POW 7 DEX 9
CHA 8 Armor: none HP: 6

weapon	attack	damage	parry
Hatchet	65%	1d6+1-1d6	60%

SKILLS: Ambush 40%, Dodge 30%.

Hound Eight (asleep)

STR 15 CON 17 SIZ 11 INT 11 POW 16 DEX 12
CHA 8 Armor: none HP: 17

weapon	attack	damage	parry
Battle Axe	87%	1d8+2+1d6	64%

SKILLS: Ambush 63%, Dodge 71%.

Hound Nine (asleep)

STR 15 CON 15 SIZ 14 INT 13 POW 16 DEX 10
CHA 7 Armor: none HP: 17

weapon	attack	damage	parry
Battle Axe	64%	1d8+2+1d6	64%

SKILLS: Ambush 34%, Dodge 48%.

Hound Ten (asleep)

STR 17 CON 16 SIZ 16 INT 14 POW 14 DEX 10
CHA 5 Armor: none HP: 20

weapon	attack	damage	parry
Battle Axe	75%	1d8+2+1d6	73%
Crossbow	47%	3d6+1d4	22%

SKILLS: Ambush 80%, Dodge 29%.

BULL BARRACKS A: a close duplicate of the Hound barracks. The only difference is the number of Bulls and the helms worn. All eight Bulls are in the middle of a heavy card session. They are only wearing part of their armor, not all of it.

If the adventurers are dressed as Bulls, the other Bulls greet them effusively in the Bull secret tongue. Adventurers that do not reply in Bull are immediately under suspicion.

Adventurers disguised as Hounds are ordered out. If the adventurers are disguised as Serpents or Vipers, the Bulls put away their cards and begin to pull on the rest of their armor, waiting politely for orders. If the adventurers are not disguised at all, the Bulls attack, trying to kill them.

Any clash of battle in this room is investigated immediately by the Hounds from 6-U, since such noise is unusual — Bulls do not fight among themselves in the manner of other orders. Nothing interesting is here save the Bulls' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Bull One

STR 13 CON 15 SIZ 16 INT 7 POW 17 DEX 8
CHA 12 Armor: 1d8-1 HP: 19

weapon	attack	damage	parry
War Hammer	65%	2d6+3	56%

SKILLS: Ambush 47%, Dodge 62%.

Bull Two

STR 15 CON 20 SIZ 13 INT 9 POW 18 DEX 13
CHA 3 Armor: 1d8-1 HP: 21

weapon	attack	damage	parry
Longsword	54%	1d10+1+1d6	43%
Heater	35%	2d6	55%

SKILLS: Ambush 52%, Dodge 38%.

Bull Three

STR 13 CON 17 SIZ 10 INT 11 POW 8 DEX 11
CHA 8 Armor: 1d8-1 HP: 17

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Battle Axe	65%	1d8+2	54%

SKILLS: Ambush 44%, Dodge 65%.

Bull Four

STR 17	CON 18	SIZ 12	INT 7	POW 16	DEX 13
CHA 13	Armor: 1d8-1		HP: 18		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 67%, Dodge 21%.

Bull Five

STR 12	CON 17	SIZ 12	INT 17	POW 17	DEX 10
CHA 14	Armor: 1d8-1		HP: 17		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Broadsword	55%	1d8+1	45%
Buckler	34%	1d4	54%

SKILLS: Ambush 61%, Dodge 50%.

Bull Six

STR 15	CON 15	SIZ 18	INT 9	POW 17	DEX 8
CHA 12	Armor: 1d8-1		HP: 21		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
War Hammer	43%	2d6+3	43%
Crossbow	32%	3d6+1d4	15%

SKILLS: Ambush 44%, Dodge 33%.

Bull Seven

STR 15	CON 15	SIZ 13	INT 14	POW 12	DEX 7
CHA 11	Armor: 1d8-1		HP: 16		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
War Hammer	75%	2d6+3	79%
Crossbow	22%	3d6+1d4	27%

SKILLS: Ambush 35%, Dodge 71%.

Bull Eight

STR 13	CON 18	SIZ 12	INT 13	POW 11	DEX 8
CHA 3	Armor: 1d8-1		HP: 18		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Spear	49%	2d6+1	36%
Heater	25%	1d4+1d6	51%

SKILLS: Ambush 52%, Dodge 41%.

HOUND BARRACKS B: six Hounds are here in a 20-occupancy room similar to the other barracks, though a little more cramped. Five of the Hounds are sleeping. The other is reading a pornographic book. The sleeping Hounds are unarmored.

If the adventurers are dressed as Hounds, they're ignored by the guard, intent on his book. If they start poking around where they shouldn't, he'll ask them what they're doing (in

Hound). Failure to answer in the Hound tongue makes him suspicious, and he'll immediately wake up his comrades.

Adventurers that come disguised as Bulls are asked to leave. If the adventurers are disguised as Serpents or Vipers, the Hound starts waking up his comrades, expecting orders momentarily. If the adventurers are not disguised at all, the Hound tries to wake up his friends, then attack, trying to subdue or kill the intruders.

Noise from battles in this room is attributed to arguments and ignored. Nothing interesting is here save the Hounds' personal treasure, their armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Hound One (awake)

STR 18	CON 13	SIZ 13	INT 13	POW 14	DEX 10
CHA 5	Armor: 1d10+2		HP: 14		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Spear	66%	2d6+1	62%
Thrown Spear	52%	2d6+1d4	53%
Mace	40%	1d8+1d6	41%

SKILLS: Ambush 52%, Dodge 53%.

Hound Two (asleep)

STR 19	CON 15	SIZ 14	INT 12	POW 16	DEX 10
CHA 15	Armor: none		HP: 17		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
War Hammer	64%	2d6+3	65%
Javelin	16%	2d6	19%
Thrown Javelin	57%	1d8+2+1d4	—

SKILLS: Ambush 58%, Dodge 59%.

Hound Three (asleep)

STR 16	CON 14	SIZ 13	INT 10	POW 14	DEX 11
CHA 3	Armor: none		HP: 15		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Longsword	56%	1d10+1+1d6	59%

SKILLS: Ambush 52%, Dodge 53%.

Hound Four (asleep)

STR 14	CON 15	SIZ 14	INT 9	POW 13	DEX 9
CHA 8	Armor: none		HP: 17		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Mace	54%	1d8+1d6	44%
Heater	45%	2d6	56%

SKILLS: Ambush 57%, Dodge 58%.

Hound Five (asleep)

STR 16	CON 14	SIZ 16	INT 6	POW 15	DEX 12
CHA 10	Armor: none		HP: 18		

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Rapier	69%	2d6+1	60%
Dagger	51%	1d4+2+1d6	62%

SKILLS: Ambush 53%, Dodge 54%.

Hound Six (asleep)

STR 14 CON 16 SIZ 7 INT 15 POW 12 DEX 12
CHA 8 Armor: none HP: 14

weapon	attack	damage	parry
Mace	75%	1d8	56%
Buckler	57%	1d4	78%
Thrown Buckler	42%	1d6	—

SKILLS: Ambush 59%, Dodge 50%.

BULL BARRACKS B: just another barracks. Of the five Bulls in this twenty-occupancy room, three are asleep, and two are discussing Rahna Fil.

If the adventurers are dressed as Bulls, the two Bulls, intent on their conversation, ignore them. If the adventurers act strangely or suspiciously, the Bulls address them in the Bull secret tongue. Adventurers that do not reply in Bull are attacked.

Adventurers disguised as Hounds are ordered out. If the adventurers are disguised as Serpents or Vipers, the Bulls wake up their friends and ask for orders. If the adventurers are not disguised at all, the Bulls attack, trying to kill them.

Any clash of battle in this room is ignored. Two of the Bulls in this barracks (numbers 3 and 5 below) often fight. Nothing else is here but the Bulls' personal treasure, armor and weapons, and clothing. Each carries 1d20s, and each of the twenty chests holds another 20s+1d20s.

Bull One (awake)

STR 13 CON 15 SIZ 16 INT 7 POW 17 DEX 8
CHA 12 Armor: 1d8-1 HP: 19

weapon	attack	damage	parry
War Hammer	65%	2d6+3	56%

SKILLS: Ambush 47%, Dodge 62%.

Bull Two (awake)

STR 15 CON 20 SIZ 13 INT 9 POW 18 DEX 13
CHA 3 Armor: 1d8-1 HP: 21

weapon	attack	damage	parry
Longsword	54%	1d10+1+1d6	43%
Heater	35%	2d6	55%

SKILLS: Ambush 52%, Dodge 38%.

Bull Three (asleep)

STR 13 CON 17 SIZ 10 INT 11 POW 8 DEX 11
CHA 8 Armor: 1d8-1 HP: 17

weapon	attack	damage	parry
Battle Axe	65%	1d8+2	54%

SKILLS: Ambush 44%, Dodge 65%.

Bull Four (asleep)

STR 17 CON 18 SIZ 12 INT 7 POW 16 DEX 13
CHA 13 Armor: 1d8-1 HP: 18

weapon	attack	damage	parry
Longsword	75%	1d10+1+1d6	50%

SKILLS: Ambush 67%, Dodge 21%.

Bull Five (asleep)

STR 15 CON 15 SIZ 18 INT 9 POW 17 DEX 8
CHA 12 Armor: 1d8-1 HP: 21

weapon	attack	damage	parry
War Hammer	43%	2d6+3	43%
Crossbow	32%	3d6+1d4	15%

SKILLS: Ambush 44%, Dodge 33%.

Section Seven

This is two large storerooms and, like sections 6 and 8, this was a cavern which has been carved into rooms. The doors of this "structure" are huge steel rollaways with STRs of 60 each. They are locked. The locks can be picked, however.

The Granbretanians feel the storeroom is secure, and have posted no guards inside.

STORAGE A: besides sending the zombies to capture more people, the Granbretanians have had them scour the countryside for food. All types of dried food imaginable line the shelves on the walls and the many tables on the floor. Here also are four gigantic glass-walled batteries, each standing well over ten feet tall and six feet wide. They provide power for the complex, and wires extend from them all over the walls. If the adventurers cleverly attempt to sever the wires, anyone doing so with a metal weapon is instantly electrocuted, but the wire is cut. If the batteries are smashed, destructive acid pours out of them and hits the culprit that broke the battery, giving him 1d20 points of damage, ruining his armor and weapons, and giving him an automatic roll on the Major Wounds effects table, no matter how much damage was done. Anyone standing near the battery's destroyer can attempt a Dodge roll to get out of the way of the flood.

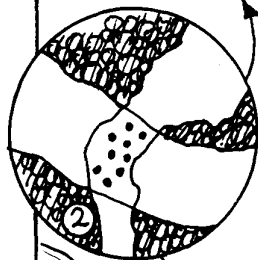
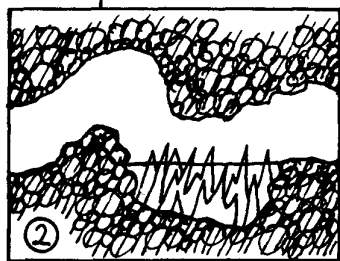
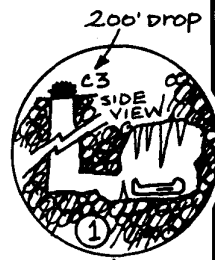
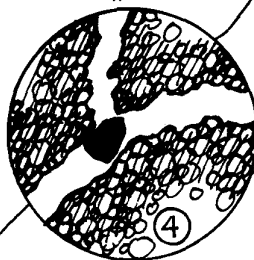
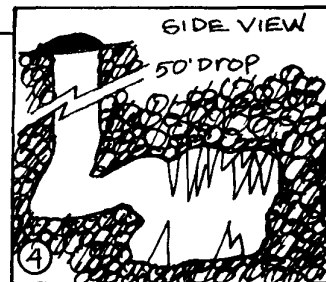
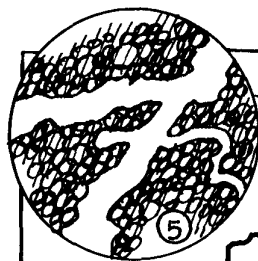
If the batteries are wrecked and the wires cut, the power goes out all over the complex. Oil lamps are broken out, and a platoon of Hounds races to the storage area to see what has gone wrong.

STORAGE B: in here are stored the component parts of six ornithopters and twelve wagons. The ceiling is 30 meters high. A large door (15 meters by 15 meters) is set into the ceiling, and a folding staircase leads to it. It opens to a tunnel which leads nearly to the surface, but ends six feet short. When the Granbretanians are ready to march on France, the tunnel will be completed and the ornithopters assembled. The ornithopters will lift the wagon parts out of the caverns to the surface, and the zombie army will climb the stairs to begin the conquest. The door in the ceiling can only be opened by Sald Windor and Mars Pallik, who alone know the secret code to undo its complicated mechanical lock.

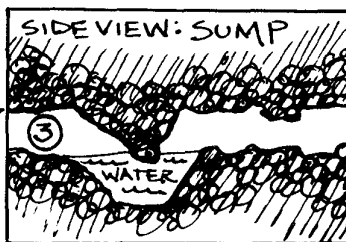
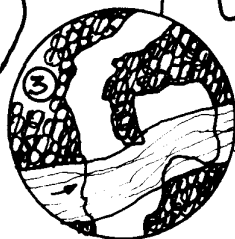
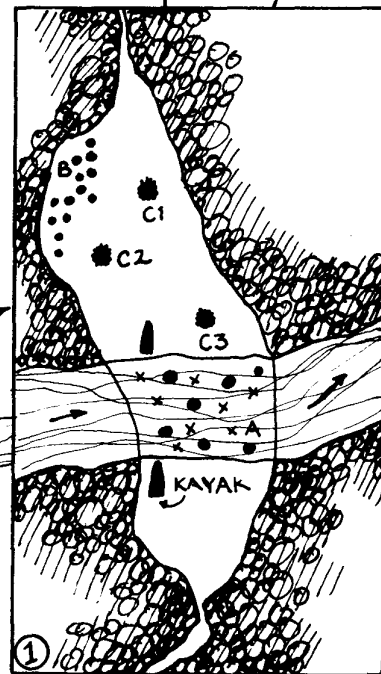
AREA B



THE CHATILLON CAVERNS



UNDER-
GROUND
RIVER



Section Eight

This is the zombie prison. Like section 7, no guards are posted here. The outer door is heavy steel (STR 100) and triple locked. All three locks must be picked before entry is possible. All interior doors in the area are identical to this outer door.

HOLDING ROOM: when villagers and others are first captured, they are held here until processing can be completed. Two doors open on the room from the north. The east wall is covered with a gigantic one-way mirror (facing inwards).

In the room are twelve missing villagers: eight men, two women, and two teenage boys. They are frightened, drugged, and worthless as fighters. If the adventurers free them, they'll meekly follow all orders given, and try to escape the Granbretanians. Each has a Dodge of 1d8 x 5% and 3d6 hit points. They'll only fight if the adventurers force them to do so, and their combat skills are 1d6 x 5% attack with cudgel, fist, or kick.

POST-OP: this room is smaller, but has a similar mirrored wall. In here are kept the pre-zombies —persons who have received their radio implant, but have not yet had the drugs and ultimate surgery that turns them into full zombies. Five women are here, all confused, weak, and lightly drugged. None of them can fight, and they only have 2d6 hit points left each. They'll do what the adventurers tell them, though.

ZOMBIE STORAGE: in this room, tightly packed together and listly mumbling, drooling, or simply staring, are over 600 zombies. If released, they do nothing. They must be ordered from the radio room. Many zombies are injured from falls, knocks, or bumps; some are seriously injured. And many of the wounds are infected. Clearly, zombiehood is a dangerous state. If the zombies are somehow brought back to the surface, they recover from the drugs and partially recover from the brain operations over a period of two weeks. All need medical attention. Forty of them die of wounds or infection in the first week, twenty more in the second. Eight die of remorse. None recover fully (INT and POW after recovering from zombiehood is reduced to one-half original). Those that die are treated to the vampire ritual by the superstitious villagers — stake through the heart, head cut off, and body burned. This is justified by the villagers' statement that "They knew what it is to be one of the walking dead. We don't want them to remember now that they're really dead." Also, all those who had radio implants in their skulls suffer from periodic migraine headaches the rest of their lives.

Area B

The following describes a main cavern passageway marked "B" on the Cavern Overview.

Section One

A large cavern adorned with stalactites, stalagmites, and dripstone-adorned columns in garish reds, blues, and yellows.

COLUMN RIVER: two ancient plastic kayak-like boats lie here, one on either side of the river where it passes through the cavern. The river itself is very treacherous here, not because of its (sluggish) current, but because of carnivorous fish and columns and stalagmites that protrude through the water surface. The kayaks are covered with a thin limestone crust which can easily be broken off by one's hands.

Anyone wishing to use the craft to cross the river can try. Each boat carries two people. Wooden paddles sit in the bottom of each craft. A Navigate roll is needed for a safe crossing. If the roll fails, the boat snags on a submerged stalagmite and sinks.

If the boat sinks, or the adventurers decide to swim the river, each adventurer must attempt a SIZ x 5 roll on 1d100. If he succeeds, his motion has attracted 1d3 of the blind killer cave fish. Anyone failing the SIZ roll is completely ignored by the fish, unless he attacks them (which is likely, as they'll be trying to eat his companion). Swim rolls must succeed on each round of combat against the fish or the adventurer can do nothing but thrash around and sink. If the adventurers simply want to swim away from the fish, three successful Swim rolls will do the trick (the fish keep attacking each round). The fish are about six feet long each, and resemble long, lean, razor-toothed, white, eyeless pike.

If more fish are needed, simply reuse these.

Cave Fish One

Armor: 2 HP: 10 Dodge 50%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	45%	1d10	50%

Cave Fish Two

Armor: 2 HP: 12 Dodge 46%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	40%	1d10	53%

Cave Fish Three

Armor: 2 HP: 10 Dodge 43%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	64%	1d10	43%

Cave Fish Four

Armor: 2 HP: 14 Dodge 66%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	55%	1d10	65%

Cave Fish Five

Armor: 2 HP: 8 Dodge 44%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	60%	1d10	51%

Cave Fish Six

Armor: 2 HP: 11 Dodge 37%

<i>weapon</i>	<i>attack</i>	<i>damage</i>	<i>parry</i>
Bite	78%	1d10	60%

COLUMN WATERFALL: the wall here is covered with sea-green flowstone, resembling a frozen waterfall. Columns rise everywhere. Carved into a rock next to the waterfall is the legend:

MARCEL LOUBENS — 3 JUILLET, 1949

PITS 1 and 2: are simply "bottomless pits," each over 800 feet deep, and ending in sharp crevices.

PIT 3: drops 200 feet into a two-foot crawlspace. The crawlspace opens into a small chamber filled with crystal-white stalactites and soda straws. A withered mummy rests here, dressed in caver's garb: a heavy coverall, steel hat with a (non-working) carbide lamp attached, heavy boots, and gloves. The clothes tear at the slightest touch. On the caver's corpse, however, is a 150 meter length of nylon rope, a reflective blanket (provides warmth in temperatures below -20 centigrade), a chest harness, and two hand ascenders. When attached to a secured rope and rope stirrups in turn attached to the ascenders, one can climb a rope simply by "walking" up it. A chest harness is usually attached to the climb rope as well to prevent falls. Use of the hand ascenders permits anyone to Climb with no need of a Climb roll. A Mechanical Lore reveals the use of these devices.

Section Two

The river here cuts through a depression in the passage floor, forming a slow-currented pond. The floor of the pond is lined with stalagmites, some projecting out of the water, some not. The tops of the submerged stalagmites are rounded off. The exposed stalagmites are sharp enough to cause injury.

The water is 3 meters deep in the deepest part, but it is nearly impossible to swim the pond, due to the obstacles (subtract 40% from Swim skill). The best way to cross the pond is by walking on submerged stalagmites. A Balance roll is required for success at this. Failure indicates that the character has fallen, and takes 1d10 damage from exposed stalagmites. He must try another Balance roll to complete his journey.

Section Three

A sump is an area where a section of passageway is completely submerged. This particular sump is quite small — it is only 6 meters across at one point, and 9 at the other. To

get through it, the adventurers must hold their breath and Swim underwater. Both a Swim and a CON x 5 roll are needed for success. Anyone failing a CON roll takes 1d8 drowning damage. Anyone failing a Swim roll, must try again.

You, the gamemaster, should take each adventurer through separately, since the passage branches underwater. Each adventurer can choose which branch to take. Adventurers who are very careless might find themselves traveling with the river, in which case they drown in airless passages.

The "incorrect" path leads only to a small cavern full of brilliant yellow and white gypsum flowers. It is a safe place to rest or camp.

Section Four

This pit is fairly easy to cross, since a ledge runs round the lip on the north and southeast faces. Anyone succeeding in either a Balance roll or a DEX x 5 has made it safely. A failed roll indicates that the poor fellow has fallen into the 15 meter pit, and takes 5d6 falling damage. If he survives, the party is faced with the problem of rescuing him. At the bottom of the pit is a small, spectacular cavern, perhaps the most beautiful in the complex. It is completely filled with scintillating cave formations of every description.

Section Five

A small section of tunnel here is filled with a black stone pillar, obviously man-made. On the pillar is a bronze plaque, engraved first in Ancient French, then in Ancient English. It reads:

This cavern system is dedicated
to the memory of the man
who originally discovered and explored it.

MARCEL LOUBENS

who died in the exploration of Pierre St. Martin

1952

George Lepineux
Haroun Tazieff

Andre Mairey

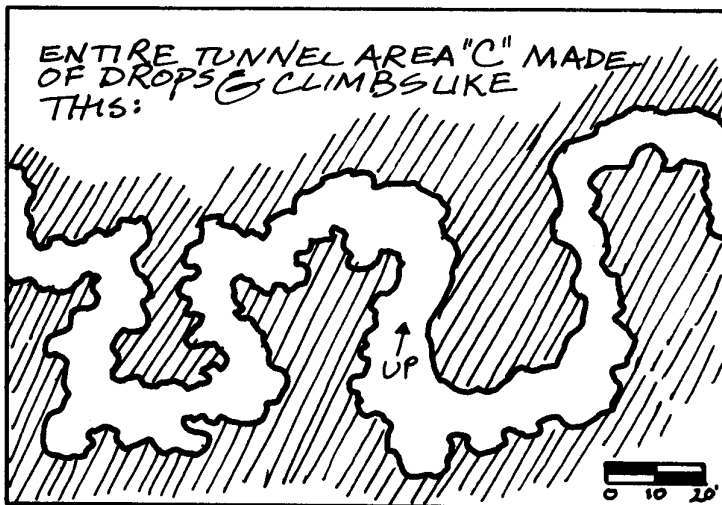
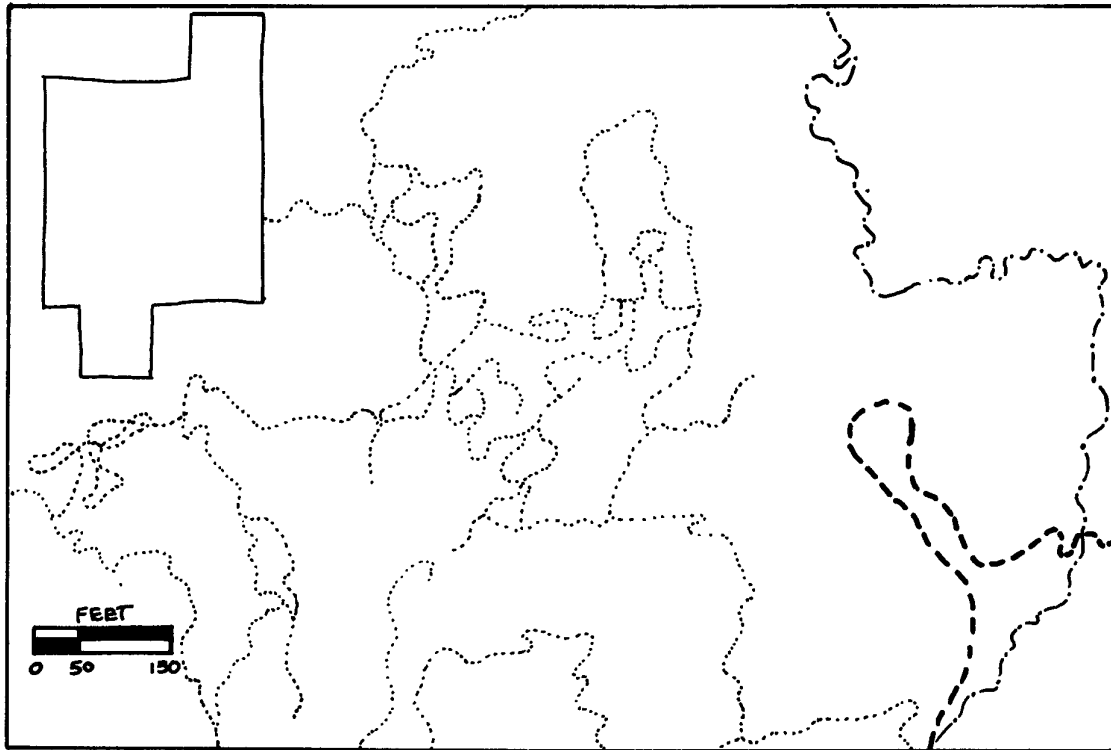
Max Cosyns

Norbert Casteret

Area C

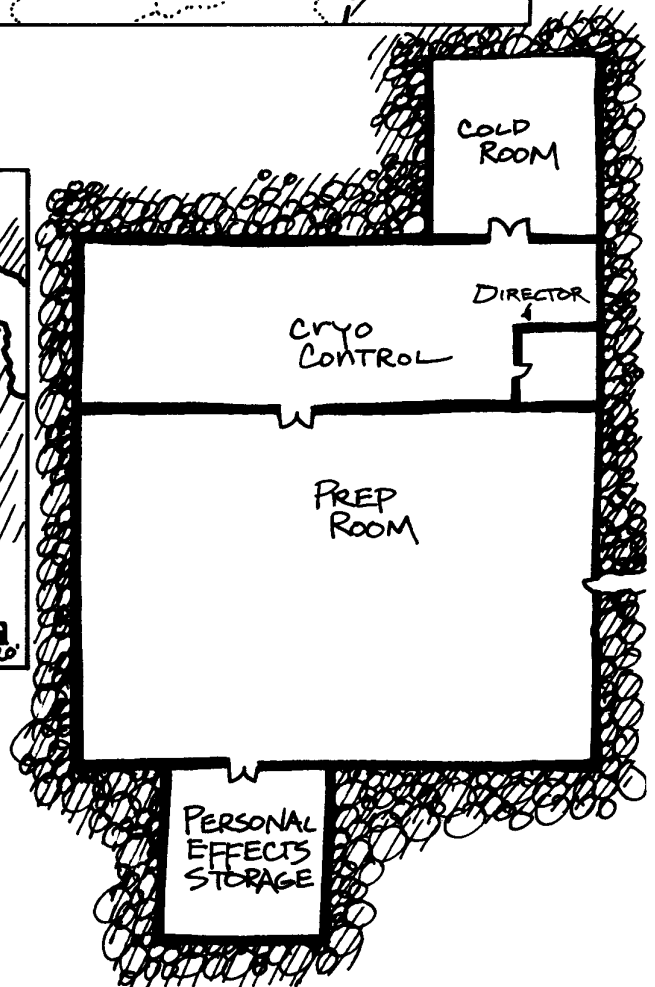
Area C's cavern system is very difficult to traverse. It is made up of sharp dips and climbs. Adventurers must attempt one Climb roll per 30 meters of tunnel. Each person that fails, takes 1d6 damage. If the adventurers are using ropes or the ladder, the Climb rolls need only be made every 150 meters.

The opportunity of getting lost here is likewise very high. If a character is mapping, he must succeed at his Make Maps roll every 150 meters. If the roll fails, he has marked the map wrong. Give the mapper misleading information. If you,



AREA C

THE CHATILLON CAVERNS



the gamemaster, are mapping for the party, make a big error for them.

If the adventurers are relying only on their sense of direction, then they get lost automatically. Take away whatever maps they have.

Cryogenic Storage Facility

This complex of the ancients was dug from aboveground and sealed over. Carbon steel was imbedded in the limestone to create walls, ceiling, and floor. The one entry door is of lead-cored steel, STR 200, and is held with a complex lock system (-40% from Pick Lock skill). A wheel on the door holds its bolt closed in the manner of a bank vault door. The wheel cannot be turned until after the locks are opened. A plaque set into the door reads (in Ancient English, French, and German):

STOP!
TRESPASSERS ARE SUBJECT
TO MARTIAL LAW!
PROPERTY OF NATO

Prep Room

This titanic room is of highly polished steel. Couches and chairs of plush, well-preserved materials line the walls, but the floor is bare of furniture. Four motionless metal hulks lie on the floor. As adventurers enter the room, they see two bright yellow lights approximately 2.5 meters off the floor. The lights slowly move forward.

At one time, five security robots patrolled the area. The power cells of four gave out. The fifth is still active, though much weaker and slower than it once was. Before attacking, the robot pauses, obviously waiting for something. Any character that displays ID of a military officer of Colonel or higher from any NATO country causes the robot to retreat and leave the party alone. Otherwise, it attacks the intruders.

The robot is a 2.5 meter high metal triangle that moves on treads. It fights with four flexible metal arms tipped with pincers. Its highly-reflective surface renders it immune to flamelance attacks. It once had operational lasers and machineguns, but both are now out of operation.

Security Robot

Armor: 10 HP: 50

weapon	attack	damage	parry
Claw (x4)	40%	2d8	40%

NOTE: anyone hit by a claw must resist with their STR vs. the robot's STR of 25 or be lifted off the ground and tossed for 3d6 more damage.

The generators for the complex still work, and can be turned on by flipping up the ten switches on the wall next to the door. A Spot Hidden notices the switches, and an Electrical Lore or Ancient History permits the user to realize their purpose. All the lights come on with the switches, and the sounds of machinery starting up is heard faintly through the other doors.

With the lights on, a Spot Hidden reveals (at the X), a black panel with a red button set into it. This button shuts down the security robot.

Cryogenics Control

When the adventurers enter this area, they are greeted with the noise and sight of mysterious machinery. Three large glass affairs take up most of the floor space. Numerous dials and switches cover parts of the glass. Through the glass runs coils of wire and liquid-filled tubes. In each machine is a tall, cylindrical space closed off from the room by doors resembling those on telephone booths. The dials and switches are marked only by color.

Along the western wall is a low shelf. Resting on this shelf is a small boxlike object, about 30 cm long and 10 cm high and wide. It is colored a cobalt blue and has a red bulb at one end, with a switch and dial at the other. This is a healing ray device that is still in working order. Only a scientist with a Biological Lore of 96 or more and an Electrical Lore of 96 or more could possibly duplicate the machine, or even recharge it, and critical successes in both skills are necessary to do so. The machine has 100 charges, and the following settings:

Healing Ray Device

Dial Setting	Charges Used	Result
1	1	1 hit point returned.
2	4	1d8 hit points returned.
3	12	All hit points returned.
4	25	Major Wound effect healed (eye regrows, etc.)
5	25	Disease cured.
6	all	*Freshly dead corpse returned to life.

* the machine's percentile chances of success at this are equal to its remaining charges, rolled on 1d100.

A digital readout by the switch reveals the number of charges remaining. Let the adventurers find out how much each setting cures the hard way.

The three large machines are impossible to figure out without the booklet found in the Director's Office. No amount of tinkering will reveal their purpose. (Well, perhaps a few years of study in one of Granbretan's labs would reveal their secrets.)

Cold Room

Four long steel tables here each hold twenty coffin-sized steel and glass cylinders. All but two of the caskets are darkened. The dark caskets each have a red light glowing at one end. The two lit caskets are illuminated by a flashing yellow light. Another light at the end alternates between red and green, in time with the flickers. Anyone succeeding at an Electrical Lore roll can deduce that these last two caskets are nearly drained of power. The caskets are well-armed, but persistent adventurers with heavy tools can break in, given time. Each darkened casket holds a single foil-wrapped mummy (even cryogenics do not last indefinitely, and these people honestly expired over the last 20 centuries). The two lit caskets each hold a foil-wrapped humanoid figure surrounded by white mist shot with small blue lightning bolts. If the adventurers break into these caskets, the mist escapes, spreading frost all over the party's armor and weapons. Inside the foil is a frozen-solid human body. Breaking open the caskets, of course, is fatal to the human inside.

AWAKENING THE CRYONAUTS: the Cold Room contains a pair of still-viable cryonauts inside their protective capsules. If these caskets are taken to the crystal machines found in the Cryogenics Control room, and placed into the openings, they prove to fit exactly. The crystal machines can then be activated to revive the cryonauts within the caskets. If

the characters fail to exactly follow the instructions in the manual (found in the Director's Office), the cryonauts die and are not revived. However, following the instructions revives them safely. If the party simply tries to figure out how to revive them on their own, without benefit of the manual, a success in Electrical Lore, Biological Lore, and Chemical Lore are all needed. And unless at least one of the successes is critical, the process fails.

Once the sequence is done correctly, the crystal machines begin to hum discordantly, and flicker with blinding blue-white light. As the party watches, the internal mist vanishes, and the foil is peeled off by long metal arms. Two humans can be seen; one is an older man, the other a young woman. Both are naked and their dead-white skin only gradually assumes normal flesh tones. After an hour or so, the machine shuts itself off, and the casket doors open.

The awakened cryonauts are very weak and need at least 1d10 days of rest and food before they can travel. They speak only ancient languages, and are confused, even frightened, by their rescuers.

Personal Effects Storage

This room is set up much like the Cold Room, though long boxes rest on the tables instead of caskets. Each box is keyed to open for a particular retinal print, and is composed of inch-

Bernard Alexander Throckmorton a historian from Great Britain

Throckmorton is at first confused and frightened. He expected to see a crew of white-clad NATO technicians defrosting him. If anyone can communicate with him and explain when he is, he'll grow very excited and begin ceaseless questions about history, government, and such like. He is a friendly fellow, and is glad to help his benefactors in any way possible, especially by telling them long-winded historical tales. Any scientist who listens to him explain a device has a 10% bonus added to any "invention" rolls for that device. Throckmorton was chosen for the cold sleep experiment (originally intended to last only 100 years) partly for his knowledge, and also for his eidetic (photographic) memory. He can learn the Common language within two months if allowed to observe, and a month if taught properly.

Throckmorton is a sprightly English gentleman from the early part of the 21st century. He keeps a military bearing from his youthful time in His Majesty's service, and is as polite as can be. His strongest epithet is "By Jove!" His hair is black, though graying a bit at the temples, with a moustache to match. He was 53 years old when frozen, and maintains that appearance.

STR 11	CON 14	SIZ 12	INT 16	POW 14	DEX 11
CHA 17	Armor: none		HP: 14		
weapon		attack	damage	parry	
no effective attacks					

SKILLS: Ancient History 100%, Anthropology 87%, Archaeology 74%, Chemical Lore 85%, Dodge 33%, Electrical Lore 46%, Evaluate Treasure 36%, First Aid 50%, Make Map 40%, Mechanical Lore 53%, Memorize 100%, Move Quietly 34%, Orate 86%, Persuade 45%, Ride 56%, Search 51%, See 63%, Sleight of Hand 48%, Swim 82%.

LANGUAGES (all speak, read, and write): Aramaic 41%, Ancient English 100%, Ancient French 94%, Greek 86%, Hebrew 38%, Latin 91%.

Candace Lynn Williams a musician/psychic from California

Candace is an accomplished musician in her early 30s. She was a renowned flautist in the New York Philharmonic orchestra. She is a psychic, and hence was chosen for cryogenic sleep. She can feel strong emotions from living creatures near her, and can sometimes manipulate them. This effect is constant, but only works within about 3 meters. The twisted emotions of Granbretanian Beast-masks cause her actual physical pain and nausea, and once she encounters them, she'll ever after try to avoid them. She cannot actually change a target's emotions, but can strengthen or weaken them, such that a foe's hatred could become so strong as to overpower his reason, or so weak as to cause him to forget about it.

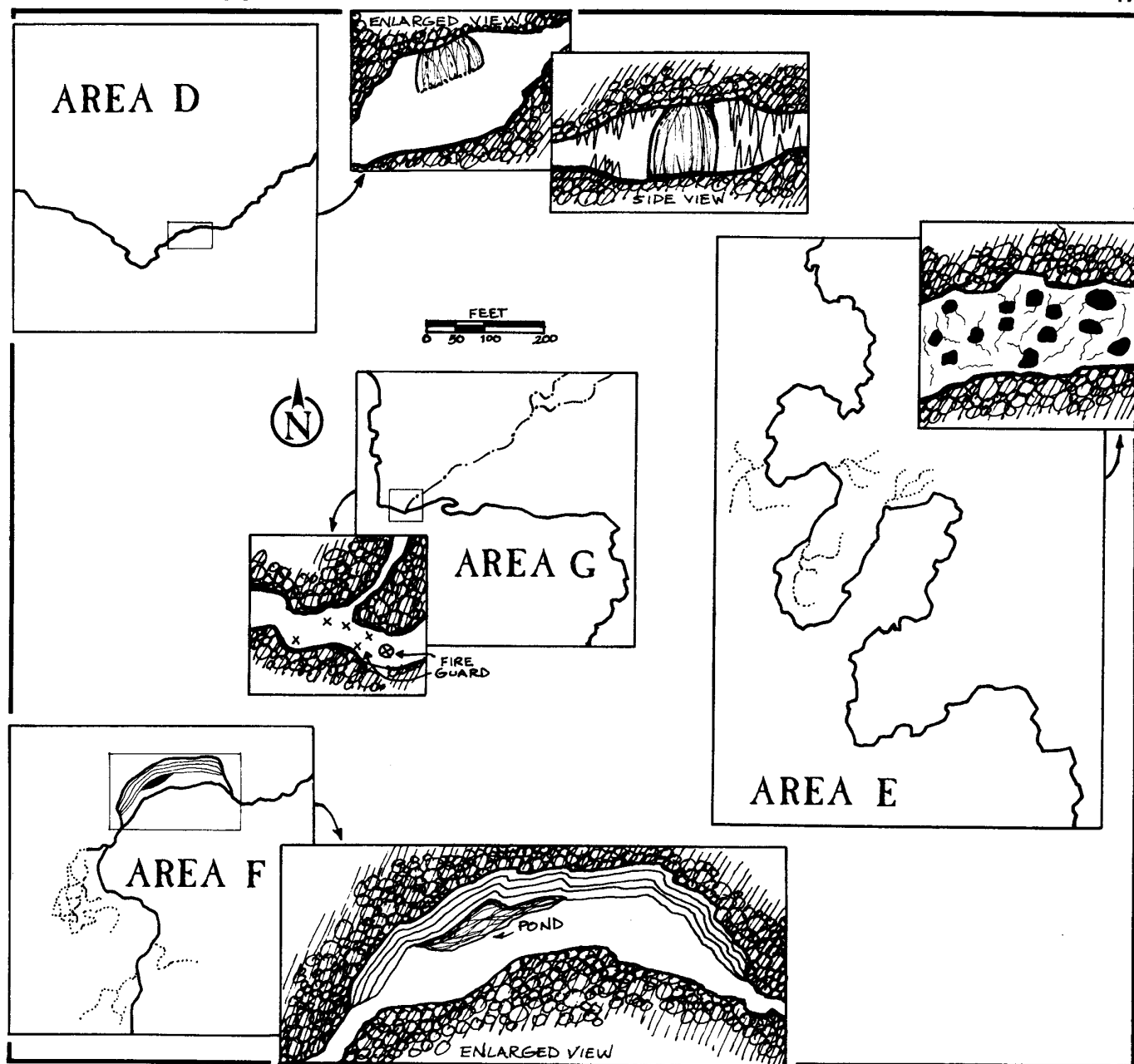
Candace is full of American slang, but has access to a huge vocabulary, though she seldom uses it. After the initial shock, she is not particularly surprised by the party's appearance. She has long auburn hair, green eyes, and a pale, freckled complexion. She is tall and thin with musician's hands.

STR 11	CON 13	SIZ 8	INT 18	POW 23	DEX 16
CHA 18	Armor: none		HP: 12		
weapon		attack	damage	parry	
Fist		43%	1d3	—	
Manipulate Emotion		23%*	strengthen or weaken target's current emotion		

* this skill level is always equal to Candace's POW.

SKILLS: Ancient History 62%, Climb 46%, Dodge 56%, Electrical Lore 82%, Juggle 38%, Listen 67%, Mechanical Lore 42%, Memorize 92%, Move Quietly 26%, Music Lore 100%, Orate 73%, Persuade 93%, Ride 36%, Sing 100%, Swim 86%.

LANGUAGES: Ancient English 100%, Ancient Spanish 82%.



thick armor plate. Each box contains the effects of one cryonaut.

The contents of Throckmorton's box hold four suits of clothing, two monocles, a pair of boots, an ebony-and-silver walking stick, three history books covering history through the year 2015, and one book each on chemistry, medicine, computers, and electronics. He also stored three bottles of fine red wine, now priceless. Lastly, a fifty-pound gold bar was included.

Candace's box holds seven outfits made up primarily of leather and lace, plus one long black formal gown. It also holds a make-up kit, some junk jewelry, sheet music and lyrics for over a thousand different symphonies and popular tunes, and another fifty-pound gold bar.

Director's Office

A small office, which basically consists of a desk with a glass case atop it. The case is lit by a dull green light, and a single button rests on it. If the button is pressed, the light fades and the case opens.

Inside are seven small booklets imprinted on tough plastic. They are written in the languages of (ancient) English, French, Latin, German, Italian, and Esperanto. They are very short, and can be understood with a single Read roll. Their contents explain: A) who is in each casket and where their belongings are. B) how to use the crystal machines. C) how to determine whether a casket will open or not (only those with green lights open).

Area D

A beautiful cavern holding a diversity of rich cavern formations as well as a great waterfall of the turquoise flowstone. The cavern is the lair of a pair of giant albino blind toads.

Toad One

STR 17 CON 22 SIZ 22 INT 3 POW 13 DEX 6
Armor: 3 HP: 32

weapon	attack	damage	parry
Bite	20%	2d6	—
Tongue	45%	entanglement	—

NOTE: if the tongue hits, the victim is entangled and may only break three by rolling STR vs. STR. He is automatically bitten on the next and succeeding rounds. The tongue can be attacked separately. It has no armor, and 10 hit points to sever.

Toad Two

STR 18 CON 16 SIZ 15 INT 3 POW 17 DEX 13
Armor: 3 HP: 19

weapon	attack	damage	parry
Bite	20%	2d6	—
Tongue	40%	entanglement	—

NOTE: if the tongue hits, the victim is entangled and may only break three by rolling STR vs. STR. He is automatically bitten on the next and succeeding rounds. The tongue can be attacked separately. It has no armor, and 10 hit points to sever.

Area E

The walls of the tertiary passageways are riddled with holes. These holes are the lairs of rats. The rats attack whenever anyone invades their section of passageway. 2d10 rats live in each branch of a tertiary passage. Once a character leaves the area, the rats cease attacking. These rats are not gigantic, but are extremely vicious, and have teeth capable of biting through rock walls.

RAT ONE	1 HP	Bite 50%	1d4+3 damage
RAT TWO	1 HP	Bite 50%	1d4+3 damage
RAT THREE	1 HP	Bite 50%	1d4+3 damage
RAT FOUR	1 HP	Bite 50%	1d4+3 damage
RAT FIVE	1 HP	Bite 50%	1d4+3 damage
RAT SIX	1 HP	Bite 50%	1d4+3 damage
RAT SEVEN	1 HP	Bite 50%	1d4+3 damage
RAT EIGHT	1 HP	Bite 50%	1d4+3 damage
RAT NINE	1 HP	Bite 50%	1d4+3 damage
RAT TEN	1 HP	Bite 50%	1d4+3 damage

Repeat as necessary.

Area F

A large cavern, barren except for a series of tiers that climb the north wall, and a small, freshwater pond. If anything is stalking or chasing the party, it catches them here. Additionally, a giant mutant scorpion is here.

Giant Scorpion

STR 33 CON 27 SIZ 25 INT 1 POW 6 DEX 5
Armor: 8 HP: 40

weapon	attack	damage	parry
Claw (2)	40%	3d6	40%
Sting	25%	1d10	—

NOTE: anyone wounded by the scorpion's sting must roll his CON x 1 or die immediately. In any case, he takes an extra 1d6 damage if it penetrates armor.

Area G

The last of the Granbretanian outposts. Five Bulls are here, with orders to kill.

Bull One (age 28)

STR 16 CON 14 SIZ 12 INT 16 POW 16 DEX 12
CHA 11 Armor: 1d10+2 HP: 16

weapon	attack	damage	parry
Long Spear	60%	1d10+1+1d6	60%

SKILLS: Ambush 50%, Dodge 50%.

Bull Two (age 35)

STR 19 CON 13 SIZ 13 INT 16 POW 13 DEX 14
CHA 8 Armor: 1d10+2 HP: 14

weapon	attack	damage	parry
Battle Axe	54%	1d8+2+1d6	45%

SKILLS: Ambush 56%, Dodge 35%.

Bull Three (age 36)

STR 13 CON 13 SIZ 14 INT 10 POW 15 DEX 8
CHA 9 Armor: 1d10+2 HP: 15

weapon	attack	damage	parry
War Hammer	50%	2d6+3	55%

SKILLS: Ambush 64%, Dodge 56%.

Bull Four (age 38)

STR 16 CON 14 SIZ 16 INT 7 POW 17 DEX 11
CHA 7 Armor: 1d10+2 HP: 18

weapon	attack	damage	parry
Spear	73%	2d6+1	57%
Thrown Spear	58%	2d6+1d4	—

SKILLS: Ambush 76%, Dodge 65%.

Bull Five (age 34)

STR 17 CON 14 SIZ 14 INT 15 POW 8 DEX 9
CHA 8 Armor: 1d10+2 HP: 16

weapon	attack	damage	parry
Hammer	45%	2d6+3	45%
Heater	25%	2d6	35%

SKILLS: Ambush 78%, Dodge 65%.

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