

The Fantasy Trip™

The Curse of Katiki-Mu™



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Your team has been summoned by Cadakee, a respected and wealthy trader. Charismatic, a linguist and something of a scholar, Cadakee was an adventurer in his youth. It's widely believed that he made a small fortune on his last journey before settling down to turn it into a large fortune.

But Cadakee has suffered increasing misfortune. One son vanished three years ago, and a second was lost to a mysterious illness. Two trading ships have failed to return from their voyages. Rumor has it that the merchant's closest aides are abandoning him.

Cadakee greets the party; if there are nonhumans present, he speaks to them without accent in their own tongues. He offers refreshment but then gets right to his point.

"I am cursed." He irritably toys with a bluish quartz amulet, a disk embossed with patterns you cannot quite make out. "I took something that wasn't mine. Isn't that what all delvers do? But it all went wrong." On his desk, he removes a cloth to reveal a crude stone effigy of a grinning figure. "This . . . *thing* must be returned whence it came."

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Cadakee recounts the tale of how he came upon the bluish amulet many years ago, wrapped in a crumbling map that he eventually deciphered. With hopes of fortune and glory, he led a party to a mountain cave.

Inside the cave, he says, the amulet sent them to an alien land. This new land – *Mu*, he calls it – sat under a familiar night sky, but was dense with sights, sounds, and even colors unlike any he had experienced. It was as if some great power had lifted *Mu* from another time and space and dropped it in a faraway corner of *Cidri*. Seeing no way to get down, the party turned its back on the new scenery and ventured deeper underground.

From there, his narrative becomes increasingly quick and disjointed.

Distant chants. The curious glow. An echoing tapping sound. Gems, wonderful gems! Violent confrontations. The claws! One companion vanished, then another. Chaos . . . panic! A shrine? A statuette on an altar. He snatched it and fled in terror with the other survivors. Angry screams from behind. Running. Back to the cave entrance. How to get home? The simplest solution.

Cadakee made it back, alone, with a knapsack full of unusual gems, enough to found his own trading house. For a few years, all seemed well. Then the dreams began. First there was the sense of something searching for him, growing closer. Then came the awful night when he awakened screaming, knowing he'd been found. And now he cannot sleep without seeing visions of the effigy, laughing at him, pointing, calling him a thief and a coward for abandoning his friends.

The trader falls silent, in shame and anger. "I am cursed," he repeats. "And I cannot bring myself to go back there. I know I'd go mad before I even stepped into the cave." He seems more than a little mad already.

He motions toward the effigy, without actually looking at it. "I've had another map made. And you'll need the key, of course." He hands over the quartz amulet.

"Go now. Be cautious and quick. You'll know what to do. Return this thing to the shrine and come home."

Days later, your party is fully equipped and stands on a ledge in front of Cadakee's cave. You have rested, and dawn lights the sky in the east. You have the amulet and the grinning stone effigy. The dark mouth of the cave beckons you to enter.

BACKGROUND (FOR THE GAME MASTER)

The cave is a genuine *Mnoren* artifact, a link between this land and another continent on *Cidri* known as *Mu*. Although listed in the *Book of Maps*, there are few details of *Mu*. It is as if the entire continent had appeared out of nowhere, or someone had tried to erase details of it. Or both.

The feather amulet is a token that bridges caves on the faces of two mountains: one on the local peak, and another, an unguessable distance away, that is the entrance to the depths of *Katiki-Mu*.

A *Muian* sorceress, an adept and worshiper of Earth powers, lives in the cave with her squad of loyal warriors and laborers. The expedition stumbled into the sorceress' lair, and matters quickly went from bad to worse for both sides. Neither party tried to talk, not that Cadakee recognized anything that was

said by the *Muians*, linguist though he is. Their tongue seems to have no relation to anything he knows.

The effigy that Cadakee snatched is a magic item that can bring the giant *Moatiki* statue in the shrine to life. The sorceress will be extremely pleased to have the effigy back in her possession. Not necessarily *grateful*, merely pleased!

Will returning the grinning effigy to the shrine truly lift the curse? Is the curse even real, or is Cadakee simply consumed by guilt? Who knows? But Cadakee has decided that the hideous little idol must be the source of his problems, and this is the task the team has accepted.

Cadakee is not happy talking about these things, and his explanation is broken and indirect. The GM should try the players' patience a bit as they work to get a clear explanation of the mission. But in the end, the objectives for the heroes are straightforward: get to the cave, use the amulet to activate the portal to *Katiki-Mu*, locate the shrine deep within, return the effigy to the shrine.

Cadakee will provide labyrinth kits, and \$100 each for expenses. Other than that, he offers no reward . . . instead, he talks dreamily and convincingly about the gems he found in the caverns. Looking about furtively, he shows them some rough gems that he says are the last remnants of his haul from the cave. "Whatever you find," he says. "They're just lying around like gravel. Anything you can take out. I should ask for a 50-50 split. I should go myself and keep it all. But I can't go. You've got to take this thing back. But anything you take out is yours. Just don't take any *carved* ones, haha." His laugh is painful to hear.

This is, in fact, the best that the man can offer. There is no adventure if the party declines the deal, so make Cadakee convincing. He is, after all, telling the complete truth, to his own shame.



STARTING POINTS

By default, the adventure starts in the city of *Dranning* (*ITL*, p. 172) and moves to a nameless peak in the *Gargoyle Mountains*, two days' trek from *Bordre*. This is past the territory claimed by the mountain dwarves, at least on the surface of the earth. They may tunnel beneath the cave on this side, but they won't find the path to *Mu* – not on this continent!

However, the GM can start this adventure in any city in his campaign. The mountain need not even be nearby, as long as it's close to somewhere that's accessible by Gate. And *Mu*, of course, is . . . somewhere else.

GAME MASTER NOTES

The map of the Katiki-Mu caves is divided into four sections. Each section includes a description of the area, followed by tables for random *Encounters* and potential *Discoveries* within the tunnels. While the party is in the cave and tunnels of Mu, roll 1 die every turn that they are moving about and not already involved in an encounter. On a 5, roll again on the *Encounters* table for that area. On a 6, roll again on the *Discoveries* table.

Each encounter or discovery will occur only once, unless it is specified that it may repeat. Later rolls with the same result reveal nothing unusual.

The party may randomly encounter a specific foe that is assigned to a room elsewhere in the adventure (for example, running into the Chef in tunnels near the quarters, before finding the kitchen). The GM should keep track of NPCs and creatures, and adjust for such situations accordingly.

THE CAVE PLAZA

This section includes the approach to the entrance, the entry cave that contains the portal, and the antechamber and initial tunnels beyond. The ledge and the cave exist in both the adventurers' land and in Katiki-Mu, but everything beyond the Gate cave exists only in Katiki-Mu.

CADAKEE'S TREASURES

Cadakee gives the party what are almost surely his three greatest treasures, more sign of his honest intent . . .

The Map. This is not the original map that Cadakee found, but a new one that he had made after he deciphered the original puzzle. It is very clear, and shows the way to a cave near the top of a nameless peak. Only on a good reaction will Cadakee even show them the original map; if he does, they will be impressed that he deciphered it..

The Amulet. It's a blue-gray quartz disc about 2" across, and seems brand new and finely made. When tapped, it rings like a high, sweet chime. One side is engraved with a stylized feather. On the other side is a glyph that Cadakee says "might be Mnoren." It's certainly nothing the PCs have ever seen. The amulet does not respond to a Detect Magic spell.

The Effigy. This is a leering little statue, crudely carved out of a drab brown stone. In style, it is completely different from the amulet. Someone with Detect Value, or any relevant artistic skill, will feel that the effigy has no artistic merit of any kind.

It reacts strongly to a Detect Magic spell. Reveal Magic suggests that the magic is elemental in nature, but that's all.

ENCOUNTERS

1-3 – Nothing.

4 – A dying creature on the floor. It is pale-colored, winged, and looks like a giant furred insect.

5 – A wandering crabman. ST 11, DX 10, IQ 3, MA 8. 1d+2 damage with each pincer.

6 – What appears to be the head of a very large snake emerges from a small tunnel at head height, stares at them, and draws back.

DISCOVERIES

1, 2 – Nothing.

3, 4 – Rats and rat bones.

5 – A discarded, burned-out torch.

6 – Flickering blue-purple in the torchlight, a single small rough gemstone is seen among the pebbles on the floor. It is worth only \$1d × 2, but it's encouraging!

1. THE LEDGE

A path up the face of the mountain leads to a precarious ledge outside the inconspicuous mouth of a cave. It is dawn. The sun is in the east and a large forested valley is far below. The occasional bat can be seen re-entering the cave, but the ledge is otherwise unremarkable and shows no sign of recent visits.

2. THE CAVE

The opening leads into a cave about 25 feet wide by 20 feet deep. Although it looks like a natural formation, the walls are smooth and featureless. Bats fly in and up into a dark opening in the ceiling. Bits of charred wood on the floor suggest that it has been used as a shelter, but not recently.

In the center of the chamber is an obelisk, 4 feet tall, which appears to be made of the same blue-gray material as the feather amulet. On the front of the obelisk is the glyph from the amulet, much larger. There is a disc-shaped impression on the pyramid tip, facing the cave entrance. It is, of course, exactly the right size to hold the amulet.

If the amulet is placed glyph-side up within the impression, nothing happens. If it is placed feather-side up, a portal is activated.

When this happens, the cave changes in a number of ways. Those inside have been transported elsewhere, but at first they will think that the cave itself has changed. The obelisk and amulet are still in the same position. But now the obelisk displays the feather image.

A pair of large double doors has appeared on the far side of the chamber. More interesting is that the lighting has changed. If the party ventures back out onto the ledge, the world looks very different. The sun is setting in the west. The moon and stars in the purple southern sky are familiar, but the valley below looks entirely different. A forest of palm trees stretches into the distance to a shore along a sea that wasn't there before. The strange cries of unfamiliar beasts come from below, and an impossibly large winged serpent glides through the air in the distance. Pale creatures that are not bats fly from the cave mouth into the night.

THE MNOREN PORTAL

The portal is *not* a magical Gate, and its operation is different. It is a creation of science, not magic, which is why neither the amulet nor the obelisk registers as magic. When the portal is activated, everyone within the cavern is transported to a similar area elsewhere.

The amulet is a key. It is not really quartz; like the portal, it is nearly unbreakable. Depending on which side is up when it is placed in the obelisk, it will either do nothing, or activate the portal.

Are there other keys with different symbols on them? Would they lead to different portal rooms? That is for the GM to determine and the players to find out.

There is still a ledge, but there is no longer a path down from the cave entrance. There appears to be no safe way to get down the mountain from here. The only way forward is back, through the double doors that materialized inside. The doors are stone, but unlocked and on hinges, and can be pushed inward with some effort.

3. ANTECHAMBER

The chamber is about 45 feet by 30 feet with a high ceiling, and unlit. With night falling outside, the party will require torches to see. The walls seem to be carved from the stone, and there are two wooden doors on the far side, one each to the east and the west. They are secured with carved wooden latches but unlocked. In the center of the room are five oddly shaped pedestals, evenly spaced about 10 feet apart. Each pedestal is whitish, with a wide base and rounded top. The floor is littered with rodent bones.

The “pedestals” are maulers (see *In the Labyrinth*, p. 98), rare and bizarre creatures with three arms and legs, a multi-pupil eye on top, and a mouth under the base. They will remain perfectly still until prey enters within 2 hexes of one of them, at which point all will spring to life, ready for a fistfight. Each mauler is ST 16, DX 13, IQ 6, MA 4, and will pursue and fight to the death. There is no treasure to be gained here.

4. FORWARD TUNNELS

Beyond the rear doors of the antechamber are tunnels, one that goes toward the northeast and one to the southwest. The tunnels are tall, wide, and seem to be natural formations. The walls are covered with veins of a glowing, slimy substance that dimly illuminates the passages with an unearthly shimmer of green and purple.

The slime is a luminescent algae that lines the walls throughout the cave system. It is poisonous to the touch, doing 1 die of damage (saving roll 3/ST). A Naturalist will be able to discern the nature of the algae, and it can be carefully applied to coat an edged weapon to enhance the first successful strike. It appears only on the walls and not the roof of the tunnels (as if “painted” there), and there is no danger of it dripping onto those traversing the tunnels.

A rhythmic tapping sound can be heard a short distance away.

The western tunnel leads to a collapsed area full of large rubble. It is possible to carefully crawl up and over the mound at 1 MA.

The eastern tunnel branches immediately to the northwest, where the tapping sound grows steadily louder.

LAIR OF THE CRABMEN

This section includes dimly lit tunnels and a number of staircases leading down to a flooded grotto, quarters for Muian laborers, and numerous, often wandering, crabmen (see *ITL*, p. 96). The air is warm and steamy, with a spoiled-vegetable odor that takes some getting used to.

ENCOUNTERS

1-3 – Wandering crabman. ST 11, DX 10, IQ 3, MA 8. 1d+2 damage with each pincer. There may be two such encounters.

4, 5 – A Muian laborer (see *Labor Quarters*, p. 6). ST 10, DX 12, IQ 9, MA 10. On a bad reaction, he will attack with a blowgun and a glowing, poisoned dart (1d poison damage if it breaks the skin) and attempt to flee to the Labor Quarters. If forced into combat, he is also armed with a dagger. On a good reaction, he will be curious, and beckon the party toward the Labor Quarters.

6 – The Chef (see *The Kitchen*, p. 7).

DISCOVERIES

1, 2 – Nothing.

3, 4 – Rats and rat bones.

5 – Small raw gems, worth \$1d. This may be discovered up to four times!

6 – The corpse of a human – at this point, only rat-gnawed bones. Based on the familiar clothing, possibly a member of Cadakee’s party from years ago. No valuables or weapons are evident. A really thorough search of the corpse, on a 3/IQ roll from any participant, will discover a cloth packet in its left boot. It holds \$220 worth of raw gems, some the size of a small fingernail.

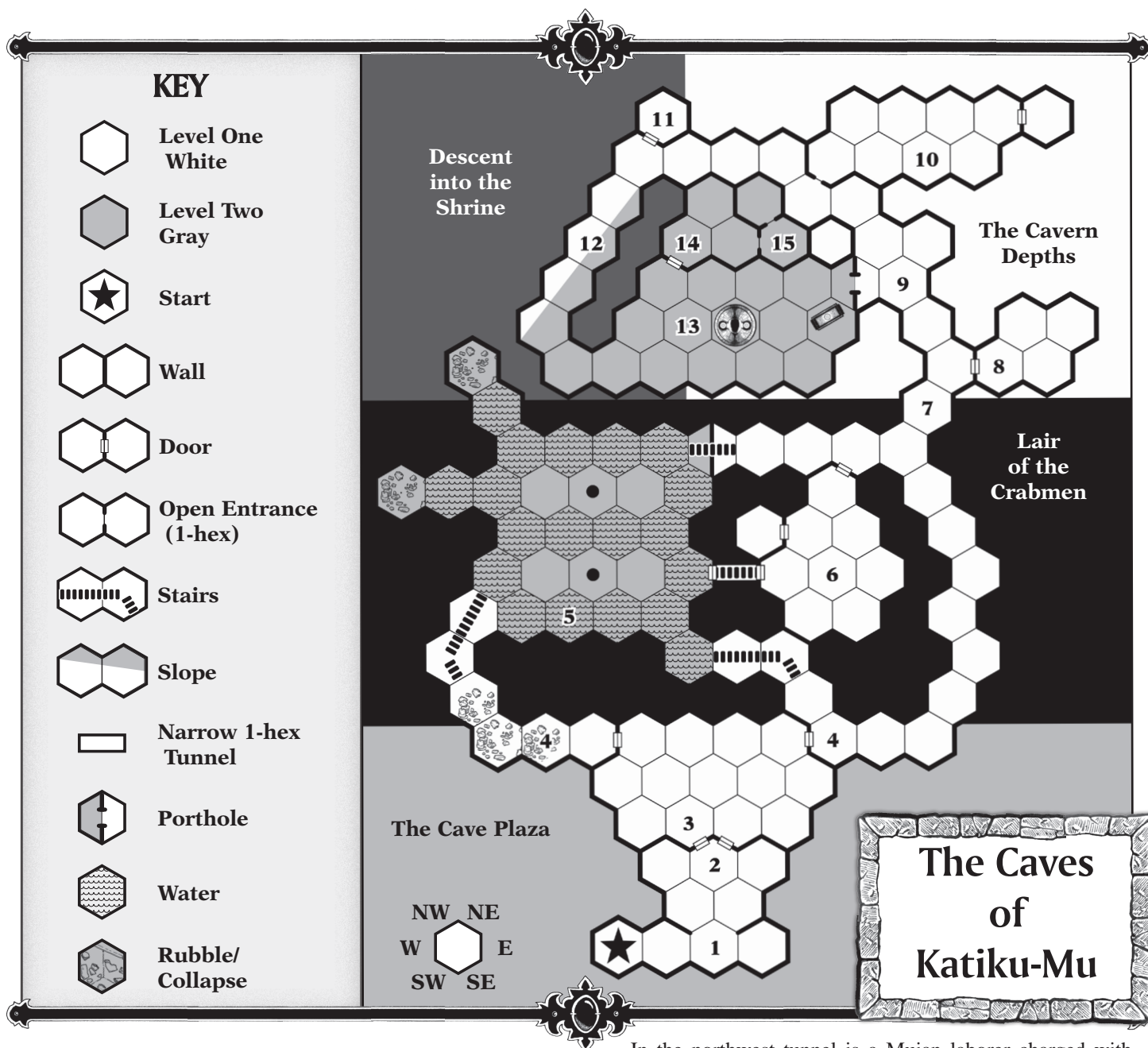
5. THE ALGAE GROTTO

Staircases from a number of tunnels lead down into this large (50 feet by 50 feet), flooded cavern. The glowing algae streaks the walls, and patches of it float in the water, giving the entire area an unearthly radiance.

Despite the algae, the water itself is not poisonous. The floor is uneven, and the water is no more than 2 to 3 feet deep. Movement through the water is halved, and members of the party must roll 3/DX each turn to avoid tripping or slipping into a prone position while in the water.

In the middle of the cavern rise two small islands, each with a stalagmite in the center. And next to each stalagmite . . . a crabman! The crabmen are crouched with their backs to the party, tapping against the stone floor.

Each is ST 12, DX 10, IQ 3, MA 8, and does 1d+2 damage with each pincer.



Two smaller crabmen (ST 9, 1d pincers) are immersed in the water. If the party observes quietly for a minute, they will see these crabmen emerge from the water, dragging ropes of algal blooms up onto the islands.

On the eastward side of the cave is an unlocked door with a carved wooden latch. Behind it, a narrow staircase leads up to a similar door that opens to the labor quarters.

On the westward side of the cave are two tunnels that each lead to a dead-end of rubble, as if once part of a mine. Digging through the rubble may reveal raw gems. Roll 1 die for each 5 minutes of searching. Only one cache of gems will be found in each location.

- 1, 2, 3 – Nothing.
- 4 – Raw gems, worth $1d \times 10$.
- 5 – Raw gems, worth $2d \times 10$.
- 6 – Raw gems, worth $3d \times 10$.



In the northwest tunnel is a Muian laborer charged with keeping the crabmen from fighting among themselves, but he is currently asleep on duty. If there is any commotion, he'll awake and attack. He has ST 11, DX 12, IQ 10, MA 10, and is armed with a net and trident. He wears one of the headbands with a medallion (see *Labor Quarters*, p. 6), so the crabmen will not attack him. If one of the heroes finds themselves in the water and entangled in his net, it is possible they may drown. If the Muian takes more than 6 points of damage, he'll attempt to flee up the staircase to the labor quarters for help, shouting in a foreign tongue.

The crabmen are aggressive and sensitive to sound, so it won't be possible to slip through the cavern undetected without Silent Movement. They are not limited to the grotto and will pursue the party through the tunnels. The water does not inhibit their movement.

Note to the GM: The Algae Grotto is easily created using the *Wizard* map or playmat, and the position of the islands match the special center hexes of those maps. Use additional megahex tiles for connecting tunnels.

6. LABOR QUARTERS

This is a chamber 30 feet by 40 feet that serves as storage and quarters for the Muian laborers. The main entrance to the north is an unlocked wooden door. Unlike most areas of the forward section of the caverns, torches on wall sconces light the room. Four beds line the walls to the east, and a table with four chairs is in the center. Crates of supplies and barrels of algae-based foodstuffs are stacked to the south. A rack of javelins, spears, daggers, and blowguns is mounted on the wall. A door on the westward wall is unlocked and leads to a narrow staircase that descends to the algae grotto below. Another door leads to an empty privy.

There are four Muians in the room. In the unlikely event that 12 or more hours have passed and it is now daytime, the Muians are sitting around the table playing what appears to be a boardgame. Otherwise, they are asleep in bed, but any extraordinary disturbance (possibly even from the grotto a short distance away) will wake them.

The laborers are small (little more than 5 feet tall) but sturdy humans wearing tattoos and face paint, a kilt woven from palm fronds, and sandals. They wear headbands with medallions that bear the same feather emblem as the amulet. An Analyze Magic spell would reveal that these medallions have a charm that repels the crabmen.

None of the Muians speak or understand a language the heroes know, but they will chatter excitedly. They are initially unarmed, but if they perceive a threat, they will make a run for the rack on the south wall and grab their weapon of choice.

Laborer 1 – ST 10, DX 13, IQ 9, MA 10, armed with a javelin (1d-1).

Laborer 2 – ST 11, DX 11, IQ 9, MA 10, armed with a spear (1d).

Laborer 3 – ST 9, DX 12, IQ 10, MA 10, armed with a blowgun with poisoned darts (1d) and a dagger (1d-1). If he takes more than 4 points of damage, he'll attempt to flee through the north doorway to bring help from warriors deeper in the cave system.

Laborer 4 – ST 11, DX 9, IQ 9, MA 10, armed with a spear (2 hands, 1d+1).

7. THE BOIL TRAP

The cave tunnels converge into a 3-way intersection, with the tunnel to the north leading deeper into the cavern depths. Steam arises from cracks in the cave floor ahead.

In order to prevent wandering crabmen (or any other intruders) from progressing into the inner sanctum of Katiki-Mu, the Muians have created a trap in the floor itself. If anyone walks across this 10-by-10 portion of the tunnel, the entire floor will swivel on an axis, drop the hapless pedestrian into an extremely hot natural spring in the 8-foot pit below, and swing back to its closed position.

The trap is only 4/IQ to detect, due to the occasional jets of steam from the cracks. If an intruder steps on it, a saving roll of 4/DX is required to jump back in time.

The heroes may make an implausible attempt to jump the 3-hex diameter of the trap at 8/DX+ST. If they miss and land on the far edge, the floor pivots and a 4/DX saving roll will be required to grasp the edge in time. If saving rolls fail, the adventurer will fall into the near-boiling water and suffer 4 hits damage per turn (armor protects for two turns only) until his cohorts can figure out how to retrieve him. Suffice to say that a number of crabmen have become a dinner treat for the Muians in this way.

The trap can be easily deactivated by a lever hidden within obscured holes in the wall (5/IQ to spot, unless carefully looking) on either side of the pivoting floor. It is only necessary to reach inside the hole, nearly an arm's length, to grasp the handle and pull to engage a locking mechanism. The trap will remain locked and safe until re-engaged by the lever on the other side.

THE CAVERN DEPTHS

This area is occupied by more formidable Muian guardians, and provides the first glimpse of the Shrine. Wall torches illuminate the tunnels here, every 10 feet on alternating sides. The walls and ceiling are covered with pulsating vines and ivy that become thicker as the tunnel approaches the cistern and the shrine. The vines recoil from fire, but are harmless – just another sign that strange forces may be at work.



THE HAND OF FRIENDSHIP

It is more than possible that the party will not attack the laborers, and the laborers won't start anything without cause. The GM can certainly let the party try to communicate. However, the peace can't last very long . . . There is no chance of a common tongue; the party will have to depend on sign language.

- If shown the amulet, the laborers will look blankly at one another.
- If shown gems, the laborers will nod and perhaps bring out their own little gameboard that uses gems as pieces. They do not see the gems as valuable, just pretty. A mute attempt to exchange a dagger for the gems (\$2d × 10 value total) will succeed; the laborers have their own daggers, but consider the gems to be shiny pebbles and will be happy to trade. All very well, but . . .
- If shown the effigy, the laborers will scream in fright and awe and fall prone on the floor, covering their heads. Nothing will persuade them to rise again, and the party might as well go on.
- If shown magic, the laborers will react in the same way unless it's an attack, in which case they will try to defend themselves.
- And eventually, if not stunned by the effigy or magic, the laborers will chatter among themselves and #3, the smartest, will escape to find higher authority. If he is let go, he will return with two warriors. The warriors will realize that these new strange invaders pose a threat, and will quickly become hostile; the laborers will join the fight. It might occur to the party to try to overawe the warriors with the effigy, but the reaction will be, not fear, but savage anger. They know the effigy belongs to their mistress!

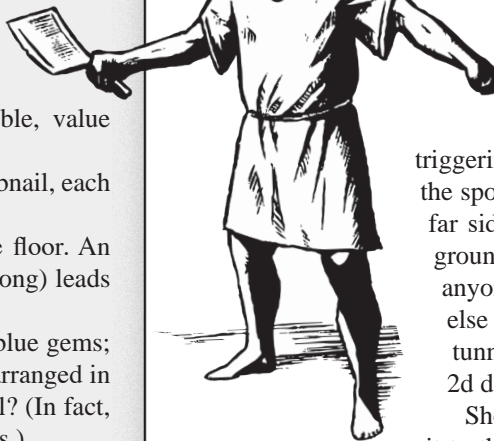
While the party is in the tunnels, roll 1 die every *other* turn. On a 5, roll again on the *Encounters* table below. On a 6, roll again on the *Discoveries* table.

ENCOUNTERS

- 1, 2 – Nothing.
- 3 – 1d small Scolopendra (see *ITL*, p. 95), scuttling through the vines above. They will flee from motion and light, and will only drop onto a hero if attacked.
- 4, 5 – A Mu Warrior (see *Barracks*, p. 8, and roll on the Warrior table to select). He will immediately attack, but will attempt to flee for aid from the barracks if their ST drops to 3.
- 6 – The Mighty (see *The Shrine of Moatiki*, p. 9), the most daunting of the Mu Warriors, who will berserk and fight to the death.

DISCOVERIES

- 1 – A single rough gem the size of a pebble, value \$2d × 100!
- 2 – Three rough gems the size of a large thumbnail, each with a value of \$1d × 100.
- 3 – Dried blood coats a large portion of the floor. An unusually large set of footprints (one foot long) leads out and away from the stain.
- 4 – A pile of 1d+6 roughly polished red and blue gems; figure value of each at \$2d × 20. They are arranged in a pattern whose meaning is not clear. Ritual? (In fact, they are game pieces used by bored warriors.)
- 5 – An unusual artifact at the edge of the floor, against the wall: a 6" tall figure of an upright lizard beast, green and made of tin. There is a small dial on the side. If the dial is wound, the figure seems to come to life! Its legs move and sparks come out of its mouth for up to one minute. If placed on the ground, it will slowly "walk" for 6 to 8 feet before coming to a stop. It's harmless, but noisy and distracting.
- 6 – The skeletal corpse of a human, spiked upright to the wall with a javelin, enveloped by vines. Based on the clothing, it may be a member of Cadakee's party from years ago. No valuables or weapons are to be found, even if the pitiful remains are dissected bone by bone.



8. THE KITCHEN

A closed but unlocked door opens inward to a small cookery, 25 feet by 20 feet. It is the domain of the Chef, a hot-headed Muian who has no tolerance even for his own people, and reacts violently to the alien intruders.

The room is lined on the left side with the typical accoutrements of a kitchen: a wood-fired stove, an oven, and a preparation table. At the far end is another table stacked with kitchen utensils. A shelf behind it contains battered metal dinnerware. On the right side are a double sink, a large cauldron that is boiling algae, and a stack of firewood.

Cookware hangs down low from the ceiling in the middle of the room, and anyone over 5 1/2 feet tall will likely have to crouch in order to avoid banging their head or making noise.

The room is dimly lit, illuminated only by the flames under the cauldron. It probably smells delicious, if you happen to be a Muian. To others, it smells like boiled, fermented seaweed.

Unless the party has already randomly encountered the Chef in the tunnels, he is hidden in the kitchen. He spotted the group earlier, and is concealed behind the door, prepared for their arrival.

The Chef is very possessive of his kitchen and wary of fellow Muians who might try to pilfer food while he's away. He has set a snare trap 5 feet inside

the door, with a cord that goes up and over to a mechanism on the other side of the room. The snare is 4/IQ to see in the dark, 4/DX to dodge; otherwise, the hero will quickly find himself suspended upside down. Although the snare is easy to avoid or disarm by simply triggering it, it has a second component: the spooling mechanism on the table at the far side also fires a bolt 3 feet above the ground toward the door. It will pass under anyone caught in the snare. But anyone else in the bolt's path, even out in the tunnel, must roll 3/DX to dodge or suffer 2d damage.

Should any member of the party make it to the center of the room, the Chef will attack from behind.

The Chef (ST 12, DX 10, IQ 12, MA 8) is a little taller and stockier than the laborers. He has tattoos and face paint, and wears a canvas smock. He also wears the headband with the feather medallion. He is armed with a large cleaver (1d+2), and his talents include Cook, Knife, Ax, Acute Hearing, Brawling, Silent Movement, and Mechanician. He is paranoid and just plain mean. He will start trouble even though he's outnumbered. Attempts to turn this into a peaceful encounter will be met only with (continued) immediate violence.

The Muians are accustomed to a great deal of noise in the kitchen, even at night. If the Chef has no laborers to yell at, he will curse his own pots. No one will automatically come running to any pandemonium coming from the kitchen.

9. MEZZANINE

As the party approaches the mezzanine area beyond the kitchen, they will hear a faint chanting: "Mo-ah-tee-kee. Mo-ah-tee-kee." The vines are growing thicker here.

To the west, a flickering light comes from a porthole in the rocks, 5 feet from the floor and 8 feet wide by 2 feet tall. The porthole looks down into what seems to be a large shrine. The room is lit by various torches and is about 40 feet deep and 30 feet wide, tall and open. It recedes into a tunnel in the distance.

The chanting comes from two Muian warriors kneeling on the floor below. If the party has not seen them before, describe them as bigger than the laborers, and armed.

In front of them is a huge statue: a stone head with a face that is nearly featureless other than a large brow, long nose, and small mouth, lit on either side by huge torches. The Muians appear to be in a trance and will not notice the intruders as long as they're reasonably quiet.

Behind them is a large stone altar with a circular dais in the center. Within a few moments, the party may notice that the dais begins a pulsating glow. If the hero carrying Cadakee's effigy is at the porthole and makes a successful 3/IQ roll, it will occur to them to take a look at the effigy. It is pulsing in time with the dais, as if they're calling to each other. If the bearer moves away from the porthole, the glowing of both objects ceases.

The porthole is too narrow to easily crawl through (6/DX each turn to avoid attention, or 3/DX with Stealth or Silent Movement). The drop down is 20 feet to the next floor and would require a secured rope to scale down safely.

The more time the party spends here, the greater the chance of a random encounter in the tunnels.

Note to the GM: The following feature of the mezzanine area is completely optional and serves to provide the GM with an opportunity for future adventures in Mu. Feel free to modify it.

In a recessed area of the tunnel opposite the porthole, beneath the vines, is a hidden door (5/IQ to spot). It is magically locked (Knock required, or simple violence) and appears nearly indistinguishable from the rock surface. It leads to another passage that allows the Muians to venture out of the mountain.

Should the GM choose to utilize this exit, they should determine what lies beyond. A wondrous city? A yawning pit? Another Mnoren portal? A Gate? Does it require a word, spell, or key? Is the key hidden in the Sorceress' Chamber below, or carried on her person? Can the heroes leave through it in this adventure, or will they have to return? It's up to the GM!

10. BARRACKS

This chamber, 40 feet by 20 feet, has an open doorway. It serves as the sleeping quarters and armory for the half-dozen Muian warriors in the complex. On the walls are oil-burning lanterns. There is a table with chairs near the front, and a rack with weapons and shields near the entry. The rest of the space is filled with six sets of beds and side tables, each with a dim lantern and a book. At the rear is a door leading to a small privy, and a large wooden trunk.

The trunk is locked with a mechanism unfamiliar to the adventurers. The Locksmith skill can solve it at 4/DX, and a Knock spell will also work.

The trunk contains the possessions of previous unwanted visitors to the caves: a labyrinth kit, an empty waterskin, two shortswords, a morningstar, three daggers, and a pouch with coins (\$11 in copper, \$70 in silver, \$40 in gold) and gems (worth \$270), in addition to a Dazzle gem and a smooth black onyx stone with a shield engraved on it (a Spell Shield magic item). Another pouch contains four vials with three doses each of healing potion. There are also two clean human skulls.

Two warriors are asleep in this room; the others are on duty. Any hero entering the room without Stealth or Silent

Movement must roll 3/DX each turn to avoid waking them. Refer to the Mu Warrior Table below to determine which of them are in the room.

Roll a die each turn; on a 6, another warrior enters the room and joins or initiates combat.

There are no valuables on the warriors, though they do wear the familiar medallion headband beneath the masks. The books in the room are identical, perhaps a sacred text, with few illustrations and written in the completely alien Muian language. Any of these may have some value back in the adventurers' homeland.



MU WARRIOR TABLE

The six Muian warriors work in rotating shifts: two patrol the rear tunnels; two are in the shrine (often worshipping the Moatiki statue) near the Sorceress; two are asleep in the barracks. Roll a die to determine which warrior(s) is encountered randomly or in any of the rooms where they are indicated. Re-roll if the result is a warrior already encountered and defeated.

These are elite guards, more able and athletic than the laborers. When on duty, they wear carved wooden masks that cover their heads and torsos. The masks provide 2 hits/attack protection, a -1 DX penalty (treat as large shields) and a -2 MA penalty. The warriors are stealthy, loyal, devout, and almost fanatical; they will only retreat to seek aid from the others.

- 1 – ST 11, DX 10 (9), IQ 10, MA 10;
Spear (2 hands) 1d+1, Dagger 1d-1; Talents: Alertness, Knife, Literacy, Pole Weapons, Shield, Silent Movement, Spear Thrower.
- 2 – ST 13, DX 12 (11), IQ 9, MA 10;
Leiomano* 2d+1, Dagger 1d-1; Talents: Alertness, Knife, Literacy, Pole Weapons, Shield, Silent Movement.
- 3 – ST 11, DX 12 (11), IQ 9, MA 10;
Spear (2 hands) 1d+1, Dagger 1d-1; Talents: Alertness, Knife, Literacy, Shield, Spear Thrower, Unarmed Combat I.
- 4 – ST 12, DX 11 (10), IQ 9, MA 10;
War Ax 2d, Dagger 1d-1; Talents: Alertness, Ax/Mace, Knife, Literacy, Silent Movement, Unarmed Combat I.
- 5 – ST 13, DX 11 (10), IQ 10, MA 10;
Leiomano 2d+1, Dagger 1d-1; Talents: Alertness, Knife, Literacy, Shield, Silent Movement, Toughness, Unarmed Combat I.
- 6 – ST 11, DX 12 (11), IQ 9, MA 10;
Spear (2 hands) 1d+1, Dagger 1d-1; Talents: Alertness, Knife, Literacy, Pole Weapons, Shield, Spear Thrower, Unarmed Combat I.

* The Leiomano is a large flat club, lined with shark teeth; treat as a morningstar.

INTO THE SHRINE

This final area takes the explorers down into the shrine seen earlier. The chanting grows louder as the party nears the shrine. The Sorceress and her own quarters are in this lower level as well, though only the most skilled heroes will have the opportunity to explore them.

While the party travels down the tunnel, roll 1 die every other turn. On a 5, roll again on the *Encounters* table below. On a 6, roll again on the *Discoveries* table.

ENCOUNTERS

- 1, 2 – Nothing.
- 3 – A large brown fuzzy spider, the size of a hand, descends on a strand of web onto the neck of one of the party members. ST 1, IQ 3, DX 10, MA 10. It will attack with any sudden movement from its prey, but its bite cannot penetrate any clothing or armor. The bite itself does no damage, but the victim must roll 3/ST to avoid 1d poison damage.
- 4, 5 – A Mu Warrior comes up the tunnel from the shrine (see *Barracks*, p. 8, and roll on the Warrior table to select). He will immediately attack, but will attempt to flee back to the shrine for aid if his ST drops to 3.
- 6 – The Mighty (see *The Shrine of Moatiki*, below), the most daunting of the Mu Warriors, who will berserk and fight to the death.

DISCOVERIES

- 1, 2 – The chants of “Mo-ah-tee-kee” cease.
- 3, 4 – A swarm of fireflies, beautiful and harmless. They glow with every color of the rainbow. They will scatter up into the vines if approached.
- 5 – A large raw gem worth \$1d × 10.
- 6 – A tray with a stack of four dirty plates and a large, cracked, empty crab claw.

11. CISTERN

Behind an unlocked door is a round chamber, 12 feet across, that reaches into the darkness above. It holds a large cylindrical wooden structure that occupies almost the entire room and also recedes up and out of sight. A dripping faucet sits on the front of this giant water tank. There is enough space to navigate around the edge of the room. Tools and lumber are scattered around the edge, indications that the cistern has been recently patched. The faucet works and the water is potable.

12. DESCENDING PASSAGE

The wide passage ahead descends for about 50 feet, dropping 20 feet from the upper level. The vines become thinner as the tunnel levels, where it opens into the shrine itself. It is possible to stealthily peer around the corner into the shrine, though line of sight is restricted to the southeastern side of the chamber. The porthole of the mezzanine above can be glimpsed in the distance.

13. THE SHRINE OF MOATIKI

This cave, 50 feet by 30 feet, has a domed ceiling rising nearly 30 feet into the air. Torches on sconces around the perimeter light the entire room. The cave walls are natural and rocky, but the angles would make them difficult to scale. The walls are painted with trees and bushes, as though the shrine were a jungle clearing. On the far eastern side is the porthole, 20 feet from the cave floor. Out of sight in the northwest corner is a door. The shrine is mostly empty of fixtures, with two notable exceptions.

First, near the center of the room, is a large marble altar with a circular dais in the center. The dais is lit with a pulsating glow (as is the little effigy, should its bearer happen to look).

Second, in front of the altar and against the wall, is a massive statue: a chiseled monolithic stone face staring solemnly at the altar, squatting on disproportionately short limbs at its base. The figure is about 9 feet tall and sits on a stepped marble pedestal 10 feet in diameter. A pair of tall torches on either side illuminates the eerie visage.

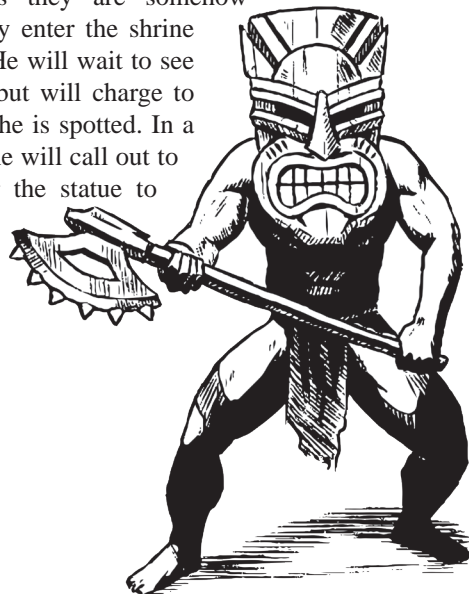
Between the altar and the pedestal, two Mu warriors face the statue, kneeling (see *Barracks*, p. 8, and roll on the Warrior table). Unless they have stopped chanting (*Discoveries*, above), they are still repeating, “Mo-ah-tee-kee,” in a partial trance. The warriors will not notice the party at the entrance unless they draw attention to themselves.

They are not the only Muians in the room. Standing guard at the door on the north wall is a very tall, solid, and dangerous-looking warrior. His Muian name would best be translated into common tongue as “The Mighty.”

The Mighty (ST 15, DX 12 (11), IQ 11, MA 10) is the commander of the Mu warriors, and majordomo to the Sorceress. He carries a Pike Axe 2d+2, Leiomanō 2d+1 (slung). His talents include Alertness, Literacy, Pole Weapons with Expertise, Shield, and Unarmed Combat I and II.

In normal combat, he is menacing enough, but if faced with challenging odds (such as the invasion of the shrine by three or more intruders), he will attempt to go berserk (see *ITL*, p. 121). Regardless of his state, he will charge with his pike axe and fight to the death.

The Mighty will almost certainly see any member of the party (unless they are somehow concealed) as they enter the shrine from the tunnel. He will wait to see how many enter but will charge to attack as soon as he is spotted. In a deep bass voice, he will call out to the warriors near the statue to join the fight.



If the players show the effigy to the Mighty, he will shout “Moatiki!” in his deep voice, and immediately berserk if he had not already done so.

Note to the GM: The Shrine of Moatiki is easily created using the standard *Melee* map or playmat, the special megahex tiles included with this adventure, and additional standard megahex tiles to represent the adjunct rooms and tunnels.

Beginning in the fourth turn of combat, and each turn thereafter, the noise may rouse the Sorceress from her sleep in her room behind the door. Roll one die. On a 1, 2 or 3, she enters the shrine. Otherwise, she will enter one turn after the Moatiki statue comes to life. But if the statue is not activated, she remains asleep until encountered in her quarters.

The Sorceress (ST 11 (9), DX 13, IQ 14, MA 10) is a human with exotic features and a slender physique. She towers over most of her Muian companions. She appears to be middle-aged and wears a simple draped garb and an elaborate feathered headdress with the same medallion as the others. She carries a long Staff of Striking (Mana 14, grants Lightning), also tipped with the feathered symbol of Mu. Her one encounter with outsiders has made her hostile to the uninvited. She requires the Create Elemental effigy to awaken the Moatiki statue, as she has not yet mastered the spell. Her talents include Literacy, Priest, and Sex Appeal. Her spells include Aid, Break Weapon, Control Elemental, Image, Reveal Magic, Staff III/Staff of Striking, Ward, and Word of Command: Stop. Her ST is at 9 at the moment, as she has cast a Ward spell in her quarters before retiring. One of her first actions will be to cast Reveal Magic in order to ascertain the strengths of the party. This will also reveal the presence of the effigy (due to its proximity to the altar), whether or not it is concealed. Her goal at that point will be to secure the effigy and get it to the dais.

14. THE LAB

The party will not see this room unless they have defeated the Mighty and avoided or defeated the Moatiki. 20 feet by 20 feet, it has a door with a fairly complex lock mechanism (4/DX). The door is locked if the Sorceress is inside. This is her laboratory, magically lit. Shelves line the walls, filled with indecipherable books and scrolls, maps, and bric-a-brac. There are 1d+3 finished gems scattered about, worth \$2d × 10. Most are not enchanted, but one is a Gem of Summoning (Myrmidon). She will be quick to seize and use it. There are three vials with two doses each of healing potion.

Three workbenches are covered with copper tubes and containers, glass lenses, and what appear to be broken effigies. A staff with a polished globe leans against the wall – a wizard’s staff that will explode, doing 3 dice damage, if anyone touches it. An enigmatic portrait of an older man hangs on the wall. Perhaps he was the original creator of the effigy.

There is an unlocked door on the far side of the room. The Sorceress casts a Ward spell on it each evening before retiring beyond.



RETURNING THE EFFIGY

The stolen effigy is a magic item imbued with the Create Elemental spell (see *ITL*, p. 30). At some point, the players will realize that they have reached the shrine and are near the end of their quest. All they have to do is “return the statuette to the shrine.” They may decide that, due to casualties or caution, they should just roll the effigy into the shrine and run away! If they do this, the effigy will pick up speed as it rolls; the dais will flash and the effigy will somehow bounce onto it. This will awaken the statue and summon the Sorceress, but they’ll have a head start . . .

If they simply place the effigy on the altar dais, this will awaken the Moatiki statue. See below for the results.

If they subdue the Mighty but do not return the effigy, whoever carries it will feel it tug toward the dais, though not strongly enough to “escape.” But when they encounter the Sorceress, she will soon know they have it.



THE MOATIKI RISES

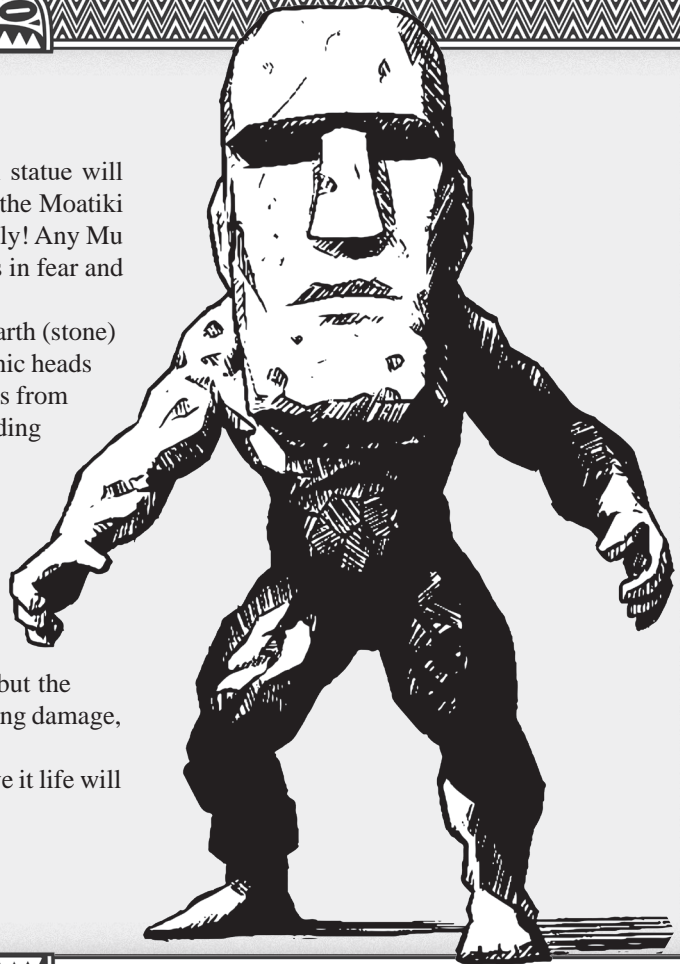
If at any time the effigy is placed on the dais, the Moatiki statue will begin to rumble, then rise to a standing position. The rising of the Moatiki should be the climax of the adventure . . . describe it dramatically! Any Mu warriors in the room will cower in shock and fall to their knees in fear and reverence to their living god.

The Moatiki (ST 40, DX 11, IQ 8, MA 10) is a giant 3-hex Earth (stone) Elemental in the form of a Muian god. It resembles the monolithic heads of a place that some worlds know as Easter Island. When it rises from its crouching position, it reveals a stocky humanoid body standing over 12 feet tall.

The Moatiki has the same strengths and weaknesses as any Earth Elemental (see *ITL*, p. 86), and a clever adventurer may recall the cistern of water at the top of the passage.

If the Sorceress takes control of the Moatiki through Control Elemental, she will command it to chase and crush the party. If it is attacked, it will attempt to do the same without commands. It will be able to relentlessly navigate all but the narrowest of the tunnels. The arms of the Moatiki do 2d+2 striking damage, and 3d-1 in HTH combat. Its stony body deflects 4 hits/attack.

If the Moatiki is shattered or melted, the gems that helped give it life will be revealed. There are a double dozen, worth 2d × \$50 each.



15. SORCERESS' CHAMBER

This room contains only a bed and a side table with books and an oil lamp. There is a privy to the side. If the Sorceress is in here, the Ward spell will have alerted her. There is a pouch with triangular gold coins beneath the bed, worth about \$350.

CONCLUSION

If the heroes manage to leave alive, they will need to work their way back to the portal to return home. If the Moatiki or Muians chase them, they may be able to buy some time or safety by taking a route through the grotto that slows their pursuers. However, the passages to the east are straightforward and large enough that the party might find their foe waiting for them in the antechamber.

If the party has avoided returning the effigy to the shrine, they must still decide whether to take it back with them. The ideal solution would be to leave it where the Sorceress, its rightful owner, can get it . . . but not immediately! As will be seen, they really should not take it back home with them.

Once the adventurers are back in the portal room, simply placing the amulet token *glyph*-side up within the impression on the obelisk will trigger the portal.

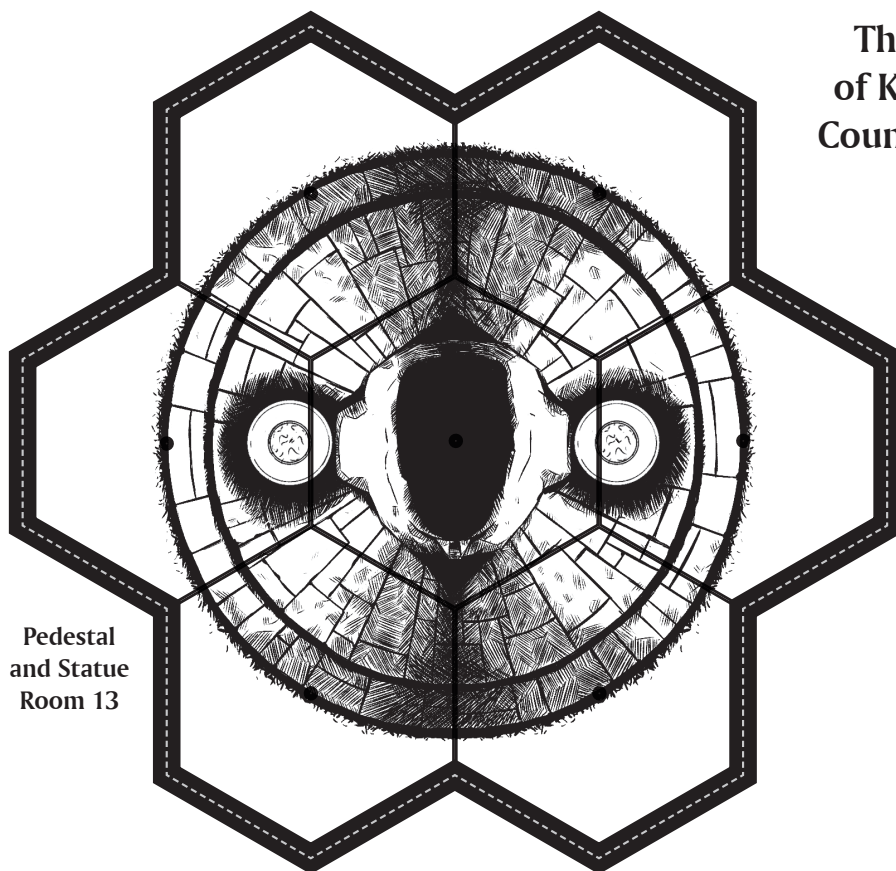
Anyone in the room will be transported back to the entry cave in their own lands. If the amulet is lost, the party is stuck in Mu unless they can find another “key” . . .

Treasure?

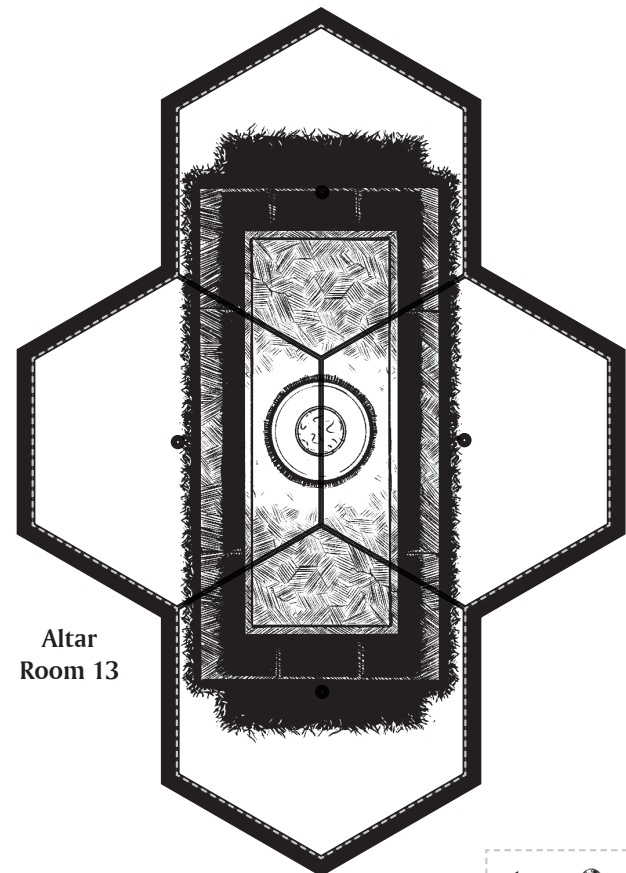
If the party reports back to Cadakee that the effigy has been returned, he will be delighted. Indeed, from this day on, his dreams will be ordinary nightmares at the worst, and his ill fortune will seem to abate. Such is his gratitude that if the party did not return from the cavern with wealth, he will pay them \$350 each. If they *did* bring out gems, he will offer to buy them right there, and his offer will be more than fair.

If the party reports that the effigy was not returned, the trader will be frantic with despair. There will be no reward, and they will flee from his home with his shrill curses in their ears. (And in the event that they kept the statuette, they will eventually dream that something is searching for them . . .)

As for the amulet: Cadakee will either be too delighted, or too angry, to ask after it. The party might choose to keep it for future adventures on the Lost Continent of Mu or try to sell it as the rare artifact that it is.

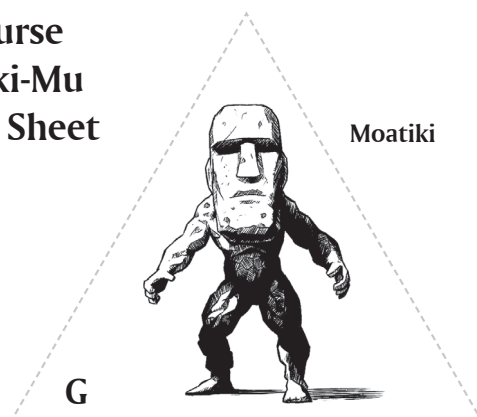


Pedestal
and Statue
Room 13



Altar
Room 13

The Curse of Katiki-Mu Counter Sheet



Moatiki

Sorceress

The Mighty

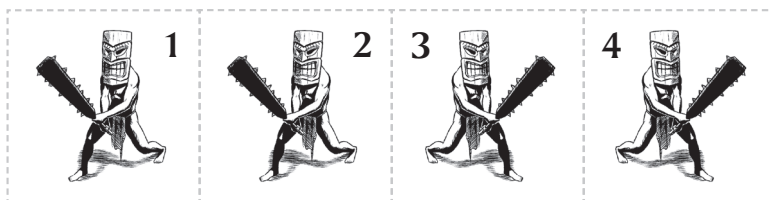
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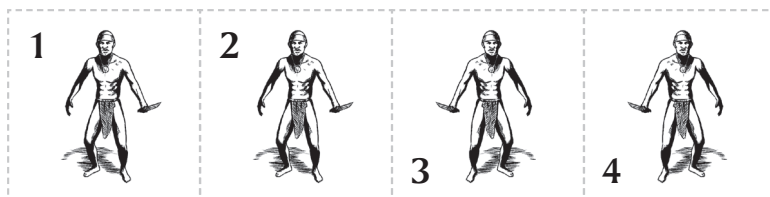
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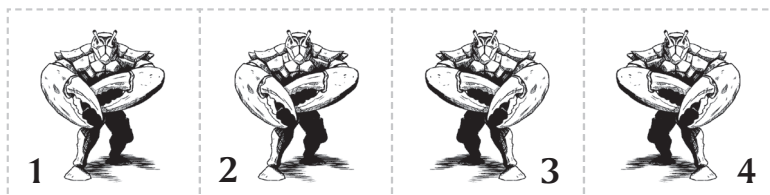
Muian Warriors



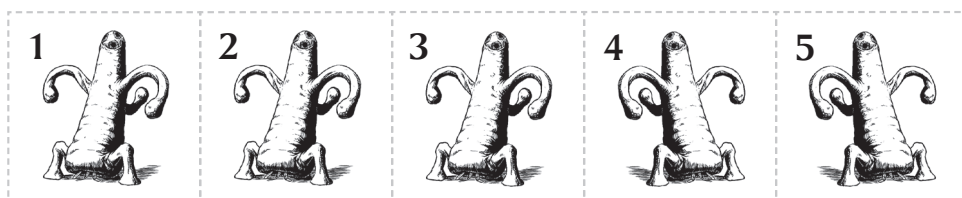
Muian Laborers



Crabmen



Maulers

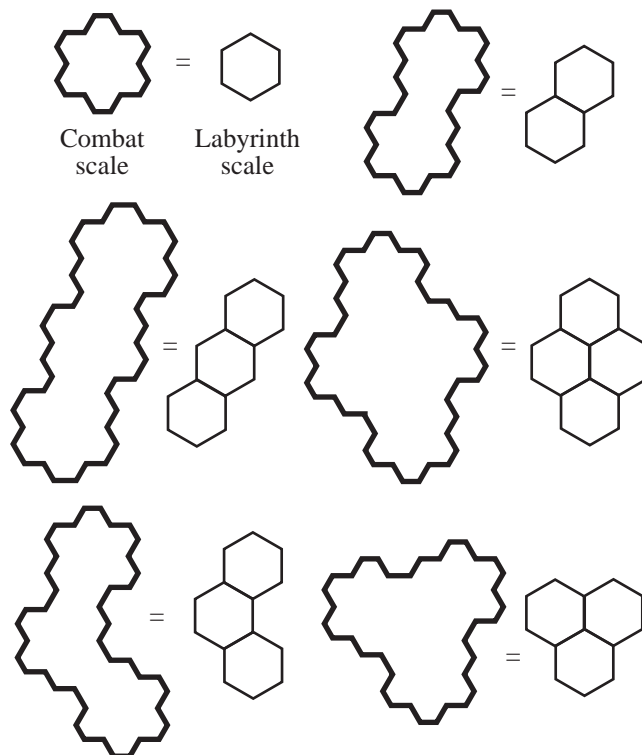


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The encounter areas in the caverns can be assembled using *TFT* megaheX tiles as provided in *The Fantasy Trip Legacy Edition*. See the labyrinth map (p. 5) for the size and types of tiles used to represent each room, the form of single-hex-wide tunnels that connect locations, and the entrances and exits to the areas. If you don't have the tiles or don't want to use them, you can just lay out each encounter on paper for the combat.

The megaheX tiles used to make the Special Scenery are provided on p. 12, and can be printed and mounted on cardboard.

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