

# Fort Harciv

C-N-C Adventure Module #1 By Ro Annis 2014

This text is an updated version of my 1st adventure module written in 1976



...As the serving wench slips away...you notice in the shadow a One Armed Barbarian. He tips his stein to drain the contents, his narrowed eyes tracking you. You squeeze your way closer, past the hip multi-class wannabes crowding around flamboyant merchants selling multi-bladed pocket tools. After a few rounds of garlic wine, the Barbarian speaks: "If I were an adventurous sort, I'd be headed out west, past Ned's west fork to the Path Of No Return. Beyond this, some say, some who may or may not be present, that there is an ancient enclave of Warvha's, the so called Stomglootts who tended the Blitterwotte. But I should say no more. Not that this place is set on a small knoll, and is now known as Fort Harciv. Not of the hidden storerooms or those miscreants who are ever drawn there to extract the wealth that is hid in it's crumbling foundations....no, There should be no more conversation regarding this most very Forbidden Topic, I would not warn you of the giant hairless beast that guards the deepest, darkest, foulest, slimiest, wretched, dank, clammy, airless, unventilated....." There is a pause, you notice in the silence that the Barbarian's stein is empty...

**Note on Format:** Great care was taken to format this material so that it would be as easy to use as possible. Descriptions are kept to a minimum. Maps are separate. Area descriptions are not broken up.

**Background:** Warfs are the modern version of their ancient kin, the Warvha's (pronounced like Uumellmahaye). The many factions built their culture around topological features such as knolls, retention ponds and landfills. In unincorporated Mootia an ancient land once known as HillyDunnMorHilly was such an enclave of Warvha's called the Stomglootts. They were the caregivers of a great ecological treasure, the Blitterwotte. So they fortified their enclave and it became HillyDunnMorHillyMorDor. The HDMHMD made many enemies and eventually they were made to pay and their tiny civilization was forcibly extinguished.

**The Blitterwotte** is an ancient shrubbery (Pinus Exochordakjrom) which grows from a seedling cast in an iron ingot. Radiation from the Urths Semi-mideastern belt causes it to sprout and grow into a 30 ft. shrub. In 1,000 years the roots will bear different valuable metals such as BlitterCarbon, BlitterStones and the elusive singular Blittercon. This unique magical artifact is hombre colored and enhances a Warfs ability to heal.

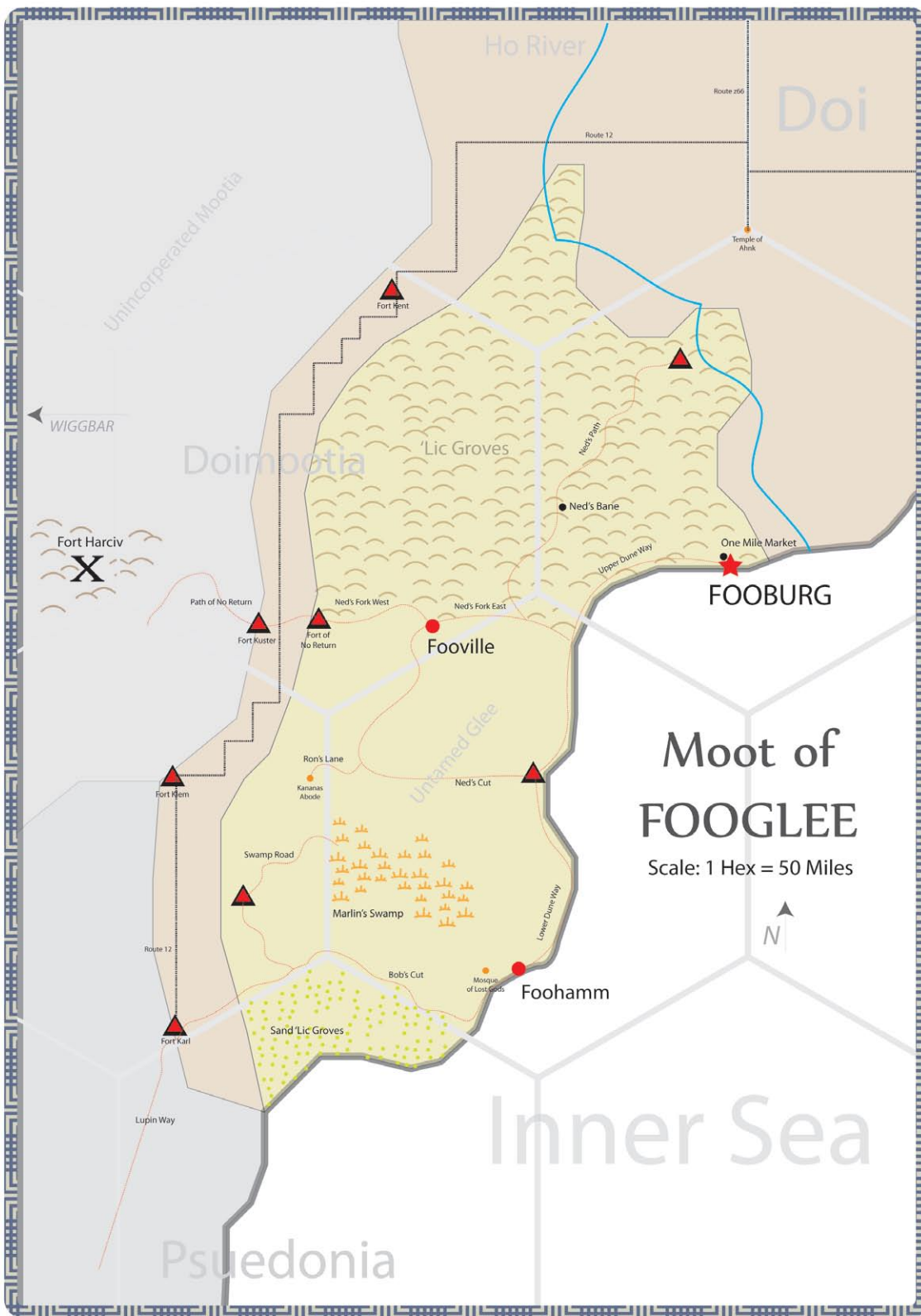
**Currently:** There is a group of NCO's who have made their base here. They are here to prove their mettle, hoping to gain notoriety in order to become members of the infamous Crack In The Hill Gang. The leader is Mackseen Mum, a self taught YR. She has 3 followers, Paul (just Paul), Barky and Skipp:

**Mackseen Mum:** She's a tough one, once bit the head off a Whippet.

**Paul:** (just Paul): Quiet and prone to stillness. Odd eye movements. Twitchy.

**Barky:** Likes long walks on the forest edge. Happy go lucky. Made entirely of wood.

**Skipp of Stommgloot:** Says "Dang blast you kids...Get off my speleothems!". Really old. Ancient.



### Moot of Fooglee

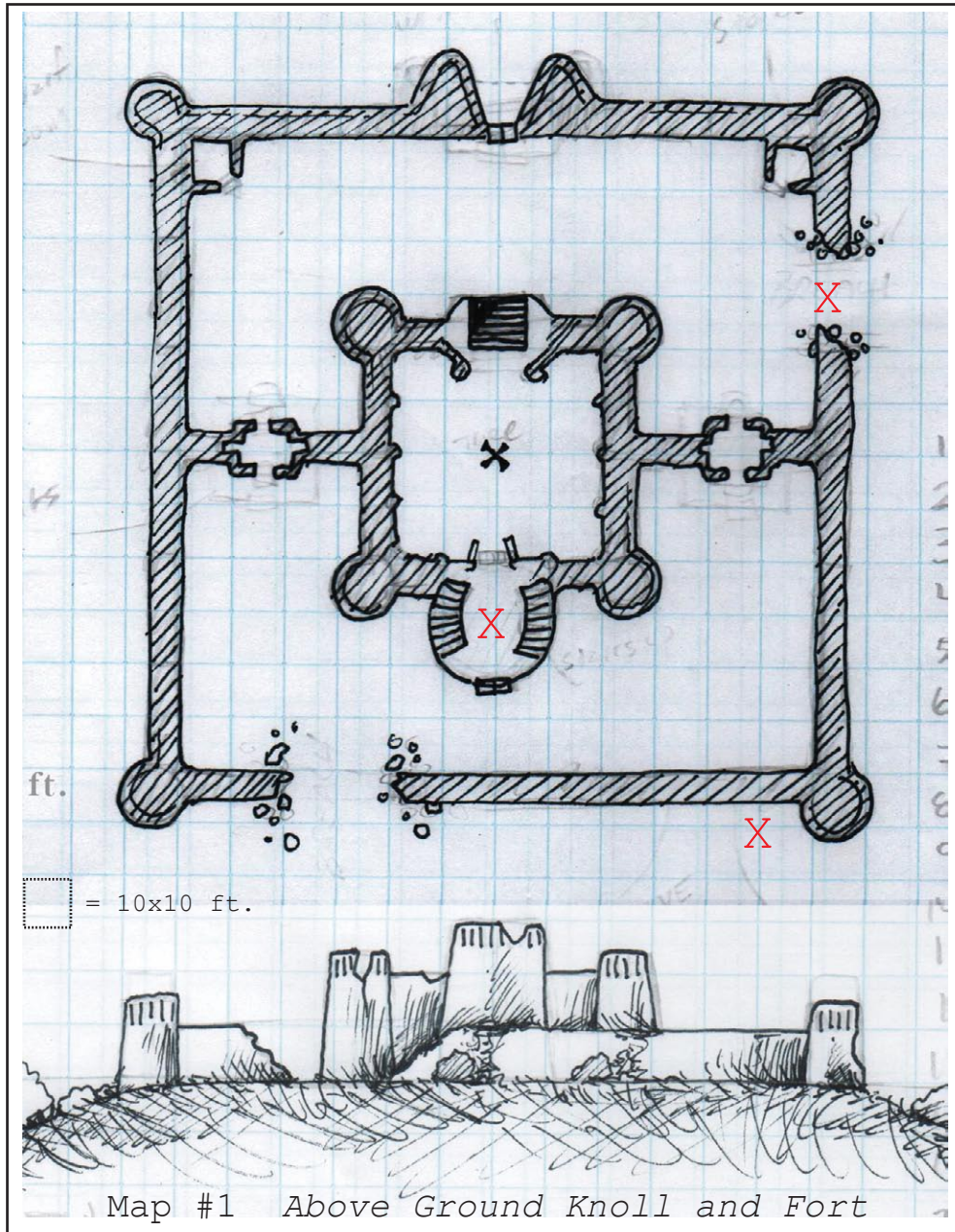
Type: Pictorial Monarchy  
 Ruler: King Semiceedies IV  
 Cities: Fooburg, Fooham, 1 Mile Market, Fooville  
 Symbol: Bent gnarled garlic tree underneath are three types of garlic (the Igor, Chum and Mundo).

Description: The Moot is famous for it's huge capital, Fooburg. It is an international hub of activity, there are huge granaries to stow grain from Doi which is trans-shipped to all lands of the Inner Sea. TMofF is ruled by the milues oldest living king. Fooburg is powered by schools of slave fish which turn a mammoth under water rotor. The turning of this wheel powers all the cities industrial capacity. The farmers of the land cultivate Garlic trees in vast smelly groves. The 'Lic is collected and made into sandwich spread, wine and weapons grade explosive. Fooburg is home to the most famous Inn in the multi verse, the Gran Roach. Unlike many lands the Moot allows almost all travelers egress. The Moot is also a hub of Lighter than Aire travel, you can book an airship to travel to almost any spot on the globe. The Moot is a small but prosperous land.

**Fort Harciv Rumors:** Roll a d10, each CO knows 1d4 rumors. 1) The Gargoyle in the cage will attack. 2) All members of the Crack In The Hill Gang have a special tattoo in a special place. 3) The Blittercon will raise the dead. 4) 5 Humes went to Harciv and 3 Humes and 2 Warfs came back. 5) The priestess of the triangle has a beard of flame. 6) Warf'n weapons never rust. 7) The Hairless ones have returned for vengeance. 8) Orbo's levitation cloak is full of eels. 9) Beware the gauntlet! Follow your random fate! I can say no more! 10) Zethercrystal will spiritually transform into anything you truly desire.

**Overland:** Fort Harciv is about 75 miles west of Fooburg. To speed things up have everyone already in Fooville for some reason. This knocks 25 miles right off the bat. On foot takes about 2.5 OTU's. Traveling in the Moot allows the CO's to draw two event/encounter cards and pick the best they want each OTU (see overland travel). If you need some random events to spice/slow things down, roll a d4: 1) Hippy Trippy YR sect is looking for the elusive Swallowtail butterfly. 2) Tunneling machine erupts from the ground with a mad warlock at the controls. 3) Gem encrusted lifeboat from Areos Cabala streaks into view and crash lands. Self serving witch (who has transformed herself into a Princess, BTW) climbs from the wreckage. She is wanted on 6 counts of magical trickery against Arcanists. 4) Giant 'Lic tree with nest of Gargowasps falls on players.

# Fort Harciv Outdoor Map Key



Krispin knoll is overgrown with crab grass, bushes and shrubs and rises a whopping 40 ft. above the surrounding area. The fort itself is made of masterfully fitted green stone. Beautiful it was in its ancient glory. Some key notes are in order:

1) There is evidence of the NCO (Non Crypt opener) group squatting here. Tracks, debris and so on.

2) There is a Gargocoon warren in a hole tucked away under the south wall. This means anytime a CO says a word that rhymes with "coon" a greedy Gargocoon paw snatches away a random item from their persona sheet (if possible). See the Gargocoon description at the end of the mod for more details.

For the ruin itself there is no real detailed key, per se. Scavengers have picked the area clean (this is CL-speak for "there is nothing here, move along"). The main gate have huge...double doors, to a Warf anyway. All the various security mechanisms have rusted solid or rotted away. The walls are 11 ft. tall with a parapet of 3 ft. The breaches in the wall look like beautiful Thomas Kinkade paintings and have long since been artfully choked with overgrowth. The breach on the east wall is home to a mated pair of Horror, Insectoid, Hunting, Carnivorous (p 142) that will stealthily attack stragglers. In the upper corners of the fort are latrines. The main tower has open stairs leading up to the upper level. The upper level is open and the NCO's use this area as a look out. There is a 90% any one will be here, if so roll a d4 to see which NCO is present on watch.

It will be up to the CL if what reaction the NCO's will have to the intruding CO's. It is not necessarily an "kill on sight" mentality. There will be evidence of cooking other sundry casts offs in this open tower left over from long watches. The inner courtyard is where the dry husk of the once magestic Blitterrotte resides. If CO's look very closely, they will see new shoots of green. Finally, at the rear of the building are stairs leading down into the crypt, map 2. If players insist on searching the ruins, use the tables below to generate detritus:

Crypt Detritus Matrix: d20	*Stein Sub-Matrix: d20	**Ear: d6
1 Split tool handle	1 No lid	1 Setting worth 1d4 Hgp
2 3 links of chain	2 Cracked	2 Stud, 1d20 Hgp
3 Chunk of bone	3 No bottom	3 Rubicon, 1d100 Hgp
4 Water logged news scroll	4 Bent	4 +1 Anytime during PEOG if consumed
5 Chopstick, warped	5 Gnawed	5 Stuns all who watch if consumed for 2d6 Na-nutas
6 Eye patch, sun bleached	6 Chipped	6 SBPR or die if consumed
7 Vulcanized bicycle horn bulb	7 Mint in wicker	
8 Chunk of concrete	8 Trapped***	
9 Stein*	9 Mangled	***Trapped: d6
10 Crystal ball shard	10 Melted	
11 Swordinga tip	11 With arrow hole	1 Poison needle
12 Sundial pointer	12 Filled with offal	2 Acid squirt
13 Section of belt	13 Glowing	3 Explodes
14 Crushed wine flask cap	14 Crushed	4 Sticks like glue
15 Steel toe	15 Covered in worms	5 Bursts into flame
16 Beard comb, two teeth	16 Twisted	6 Curses Crypt Opener
17 Arrowhead, folded over	17 Accordioned	
18 Flattened rat husk	18 Cloven	
19 Outhouse cake, used	19 Wretched	
20 Ear **	20 Filled with dung	

General Notes: Ancient Warfin' stronghold. Typical carvings of the old Warvha republic on walls, doors, ect. Typical ceiling heights are 8 ft., **which means CO's 6 ft.+ are AC -2 and RTH@-2 (roll to hit at)** as well.

**danger zone**

Danger Zones: If these areas are disturbed, there is a 50% chance of cave in. A cave in causes 1d6 PHP loss in 15' r. CO's must also make a SBPR (*Successful Blind Panic Roll*) or be stunned and trapped. Digging out alone takes 1d10 Mn, with help subtract 1d10Mn.

1) Hall. At "a" is very cleverly hidden tripwire rigged to noisy tin cans. If tripped noise alerts NCO's (Mackseen, Paul, ect) that CO's are in their midst.

2) Grand Entrance Hall. Fountain and moldering tapestries. Fountain is Warf riding an Urn on a geyser of pure, clean, tempting water. Fresh, crisp thirst quenching water. Not that gourdied crap from Pewlon. Each time a CO drinks they gain a Warf attribute (generated by the wise CL) that lasts the PEOG. A CO that drinks thrice becomes a Warf.

3) Hall. Boring.

4) Ancient Armory. 50% of finding any Warf'n weapon of yore. Search in the Danger Zone to find magic weapons? Suckers.

5) Hall. Why did I key this?

6) Grand Dinning Hall. 30 ft. ceiling. Torches light the area. Paul (just Paul) and Barky can be found here. They will react to CO's in a logical fashion. There is an automated Warfin Organ (!) on the south wall. If a precious stone is placed in the hopper it will play a sombre tune for 1d4 Mn. All those in earshot must make SBPR's or be stunned (see rules). The tiny toy like warf chairs and tables are neatly arranged like an ancient doll house for tiny boys who like short men w/beards. No, I take that back, so never mind.

7) Ye Olde Kitchen has seen better days. Various cooking implimentia here, fireboxes, Ironinga kettles, and chipped Urthin' Ware. Beware the moldy foodstuffs sealed in urns! Disgusting and poisonous!(i.e., fun). At the "a" is a deep well, now home to a Horror, Carnivorous, Tentacled, Rubbery that will reach out to surprise CO's when they wander within the dotted line. Always beware dotted lines on maps. It has been trained to ignore any blonde warf. Best not to ask.

8) Guest Chamber. The last guest is still here and become a Necro-Bones sitting in a chair staring at a tiny crystal ball. Will suddenly attack if anything in room is disturbed. Searching will yield 1,383 Hgp, a Paste of Healing and a quiver of +2 arrowelles. Dangle that carrot baby!

9) Hall. X2 boring.

10) Choke point, 2 1/2 ft. wide...must scramble through one at a time with no weapons out. This will put the fear of god into them.

11) Dead End. Duh, it's on the bloody map.

12) Hall. Yawn.

13) Ancient Barracks. Very ornate with cute little beds! Skipp lives here and has created a barricaded fort where he sleeps (a). On the north wall (b), is a Picto Shroom patch (see end of mod for details). Skipp may or may not be here depending on events. Since he has lived in these warrens for countless years he pretty much cannot be surprised down here.

14) Torture Room. Crumbling are filled with instruments of pain. Rack, Iron Maiden, manacles and stack of Readers Digest scrolls.

15) Wizard Lab. Functional 20 x 20 ft. room. Mackseen Mum has tidied this area up, she is using it to conduct patented Arcane research. Originally made for Warvhas, all the furniture has been modified for a creature of greater height. The table is on cinder blocks and broom handles have been strapped onto the bottoms of the chair. If Mackseen has not been encountered, there is a good chance she is here.

In the room is a big wizard's shelf (see graphic. It is a facsimile of the original, circa 1976, page 8). Some Explanation/changes of the key are in order:

F: I think I meant "Shines on command".

H: I think the hole is so the CO can breathe.

I: There are two test tubes.

J: I seem to recall that my dad had a mustache cup..Do they still exist?

Q: "MU" read as Arcanist, "F" as Slashmonger and "C" as Yogi-Rabbi. Note effect lasts a certain number of "turns", this should be read as Deca-nutas. Savor the look on their faces.

R: What the 7734 is "Manose"?

S: What is "Quroque"? (like Kwiddage?)

V: N.G. is "National Geographic".

Z: Mouse/Bear: S: as "Bear", N:1, M: 20/60, D: Angry, HV: No, S: +1d6, CHP: 25, MP: 14, CE: 9, N: 7, A: Fur- +2, BP: 25%. Attacks: Paw x2 for 1d4, Bite x1 for 1d6.

AA: "Smooth like vervit" Uh, yeah. Delusion? Invisibility? Your on your own here.

BB: 3 wishes? I always used to say "the bigger the magic item you give a player, the bigger a crater they make".

GG: Is "Qurokee" the same as "Quroque"?

LL: "Turns" as Deca-nutas.

MM: Map of.....?

OO: SP way wrong.

Gargoyle: S: 8 ft., N:1, M: 30/90 (flying), D: Pissed, HV: Yes, S: +1, CHP: 45, MP: 18, CE: 12, N: 6, A: Rock Skin- +6, BP: 55%. Attacks: Claw x2 for 2d4, Beak x1 for 1d8.

16) Store Room. There is a 50% of finding something useful here. There is an LAR for this area. If a player can justify that what they are looking for was used by ancient Warvha's in 6 seconds or less, they can find that item 100% of the time.

17) Choke point. Living here are a small colony of pesky Boulderdoes (see creep listing). Its an annoying encounter but will serve as a taste of what is to come....

18) Ancient Warvha Worship Chamber. The chamber is nestled above a tiny rift in the Zether nexus. As CO's approach they will hear a sound not unlike a needle at the end of an album going round and round (mommy, what are albums?). The chamber is illuminated dimly by who knows what (i.e., divine light) and is constructed of finely set polished stones of an unidentifiable hue (red, no yellow). On the opposite wall there is a small stone basin, filled with The Liquid Eternal. Arrayed on the wall around the room are triangular openings. There is a similar opening in the floor. Beyond these openings is the Po-lane of the Zether. As shown in the diagram (page 7), the room floats in this dimension. Arrayed below the opening in the floor are triangular steps. There are 100 such stones, each about the size of a garbage can lid. They are slowly spiraling downward, the top stone will reach the gaping maw of the Zether in one Mi-nuta. Anything that enters the maw is annihilated. As each stone on the upper end moves downward, a new stone mystically appears to take its place and so on. At the 50 ft. mark there is a layer of Zetherstone. These are small triangular crystals that may or may not have mystical properties. In addition there are Murplehayeds that live here, disgusting carrion eaters from another dimension (see creep listing). So, crypt openers who dare to mount the steps must make a Nimbality check to jump from one to the next, or fall to their doom. Going down is easy, the steps travel this way naturally. Grabbing a triangular crystal requires a SNC (Successful Nimbality Check). As soon as any crystal is grabbed the Murplehayeds will take notice and turn their attention to the CO's. 1d3 rolled at the start of each Mi-nuta will turn to attack. They will be 1d6 x 100 ft. distant. Any crystals brought back and placed in the Liquid Eternal will magically transform as per this LAR. When the CO puts it in, point to any other player. They must utter mournfully any letter of the alphabet in less than 3 seconds. Now the first player has but 6 seconds to name any item beginning with that mournful letter. That item will magically appear. What happens if the item is bigger than the room? Good luck.

19) Choke point and Danger Zone (see p. 4 for details).

20) Warvha Lower Dining Hall. This area is an unlit hall of crumbling splendor. It has a 33 ft. ceiling. In the north end (a) are 5 stout dining tables, but the rest of the hall is crumbling into ruin. At (b) are two Gelloids that attack as soon as any CO reaches the red dotted line. Area (c) is yet another choke point, barely wide enough for a single CO to slip through at 1/4th their normal speed. If they go faster than this, treat as a Danger Zone.

21) Da Vault. Giant bank like round door on massive metalinga hinges. The whole area is made of metalinga, including the floor. All feat rolls are knocked down to 1/10th. There is a 12 digit combination lock, each wrong digit that is input causes a cumulative 1d4 php loss (so if the 10th digit is not put in correctly, all CO's in contact with the metal here sustain 10d4 PHP loss, half if a SBPR is made). The PHP loss is by electrical damage transmitted through the metal. The code is 1-2-3-4-5-6-7-8-9-10-11-12. Yes, this will drive them mad. Its OK to laugh.

22) Ornate Gauntlet. (NOTE, see detail, p 10) All clean and lit with fyre gems on sticks mounted to the wall. Painted on the walls are murals depicting Mediterranean scenes. The room has a 20 ft. ceiling. As shown in the detail of this area, there is what appears to be two parallel paths marked with spaces inlaid in metal on the floor. The path starts at the north end (where the CO's enter) and culminates in the south end (presumably where the goodies are). Essentially this room is a big stupid game path. On the north end of the room are two raised daises. They have felt covered tops and resting on each is a special die (see illustration, page 10). One player stands behind each dais and rolls the dice. In addition, two other players will begin on the northernmost start space and move along the spaces according to the die rolls made by their compatriots. The Rolling player on the East side rolls for the player moving on the East path and so on. Once the die is cast the player has one Na-nuta to get to the appropriate space or be punished by the effect in that particular space.

Zone 1: Huge hammer appears to smite for 2d8.

Zone 2: Player falls through magical hole, which deposits them from ceiling directly above for 4d8.

Zone 3: Laser Gems emit rays causing 6d8 damage.

Note also there are Swag chits on the spaces marked with the "X". These allow the holder additional chances to get swag in the next room, below. The CO who makes it to the last Southerly space (not by exact count) wins the game and may pass the magical turnstile into room 23. Players who do not play the game are smitten (smited?) each Na-nuta in each zone as appropriate. Only the winner of the stupid game may pass the magical barrier to room 23. So there.

23) Swag Room. There is a magical turnstile that will only allow the winner of the game (room 22) to pass. The swag is heaped into open chests behind a hazy force barrier in a u-shape around an bare 20 x 20 ft. section of the room. There is a wicker joystick at the bump on the southern end of the 20 x 20 bare area, which can be used to control a gantry crane on an overhead track to grab swag from behind the force wall. The CO may go for something random or specific. They get one roll (plus an additional roll for each swag chit collected) to get an item of swag as listed on pages 118 - 125 in the core rule tome. The force wall is impenetrable to all known means.

24) Open cave opening lit by fyre sticks. Walls are worked by gnarled Warvhan hands and rough and unfinished in appearance. Sounds will echo here.

25) Continuation of 24, above. At "a" are 6 x 6 openings high up on the wall and a hanging track system (like at a dry-cleaners). There are small mine carts hanging in a neat row, umoving. At "b" is an open ledge dropping to 60 ft. water/oil underground river. There are ancient no smoking signs carved in the living rock. It is 40 ft. across to the other side.

26) At "a" and "b" are carved steps that lead up to two small open platforms of rock. At "c" is a 20 ft. diameter animal skin stretched taught on an Ostriger frame. It is suspended by guy wires in the chasm at an angle so that when a humanoid hurls themselves off either "a" or "b" they will bounce across the chasm to land safely on the other side. This assumes, of course, they make a successful nimbality check (SNC). On the "b" side are a pack of 16 BoulderGos.

27) Upper Mining Chamber. It has a rough arched 30 foot ceiling and lit by glow stones suspended from chains. At "a" are 6 x 6 ft. tunnel openings that lead to god knows where. The mine cart conveyor system (at 25a) runs into these shafts. The track transitions carts from hanging to resting on the tiny rails. At "b" is the rail network, note switches. In the center of the chamber is a 20 ft. triangular opening that drops down to the lowest level of the mine (areas 28 & 29). Perched above it is a three sided crane. At the apex of the device hangs a wicker basket. To lower three operators must sit (one to a side) in the tri-crane and release the brakes in unison to allow the basket to lower. Unskilled operators must make SNC's to lower the basket successfully 20 ft. (five sets of three rolls must be made). If they fail the basket jerks and tilts and the occupants must make SNC's or be dumped out. Centuries ago small quadrupeds lived in drums within the mechanism of the crane and would be stimulated to create motive energy to wind the cable so that the basket could be pulled back to the surface. As far as pulling the basket back up....well the critters have long since expired.

28) Shaft: Deepest, darkest, foulest, slimiest, wretched, dank, clammy, air less and unventilated. 100 feet down. Walls are rough and designed to be unclimbable (i.e., -75% to climb). Watch for obvious hand holds that are in fact loose stone traps for the unwary. Shaft is pitch black.

29) Lowest mining chamber & lair of the "giant hairless beast". **Note: none of this area is illuminated. COs must provide their own light source. Only describe what they can see.**

Chamber is roughly hewn by tiny ancient Warvhian hands. A mysterious liquid can be heard dripping, echoing off into the distance. The area is dank, oily, and foul. Oh wait, is that something shiny? (See D, below).

A: These are mime car tracks, exactly as 27 B, above. I mean "mine" car.

B: There are two 45° conveyors that shunt the mine carts either up or down. There is a clock work mechanism once powered by a small quadrupeds (much like the tri-crane) that provided motive energy to move the tiny cars. These beasts have long since expired. Clever players may be able to make these mechanisms useful.

C: Even More Mine shafts. The difference here is these lead to the darkest place. One leads to Blittercon. It is a network of tunnels leading down and into a maze of low ceilinged passages. Is there another adventure here? Haven't you had enough yet? If the player's want the Blittercon, use the rules in the gray box. --

D: Swag Product! On the floor there is a Hgp on the floor...leading to the northeast. Contained in the trail itself are 1,678 Hgp and scattered gemstones (1d12). At the far end, by the pile of tailings, is an opened chest, heaped with 14,946 Hgp value in various coins. Sitting on top of the pile in the opened chest (!) is a Top hat, a Crystal Orb and a giant Rat Trap with a monster gem on it. All this was set up by the Dwarf Hairless Hairy Mormon (area G) to lure Co's away from the wicker basket, so he could stealthily escape. The Top hat and crystal are mundane objects, once inspected. (The correct terminology is "appear mundane").

### Blittercon Card Game:

Use regular playing cards as if it were an outdoor march. (Can you tell that I'm running out of juice? Shhhhh, don't let on, the players will never guess). The CL and the duly appointed representative of the CO's both draw a card from standard, full pack. You may look at your own card. Keep both cards secret until revealed.

**Object:** The CO representative must guess whose card is the higher.

**If** the CO's are correct, save both cards face up in a pile in front of them.

**If** they are incorrect, save both cards face up in a pile in front of the CL.

At any point the players collect 20 points of red cards they find the Blittercon and return.

At any point the CL collects 20 points of black cards, the CO's must choose the Curtain, the Box or what's in the CL's Pocket.

Curtain: Cave in- SBPR or be trapped.

Box: Magical gas. Co's must make SBPR's or go into a coma, wake up in 1,000 years as a Warf. No, really.

Pocket: Baby Gelloids attack after hatching.

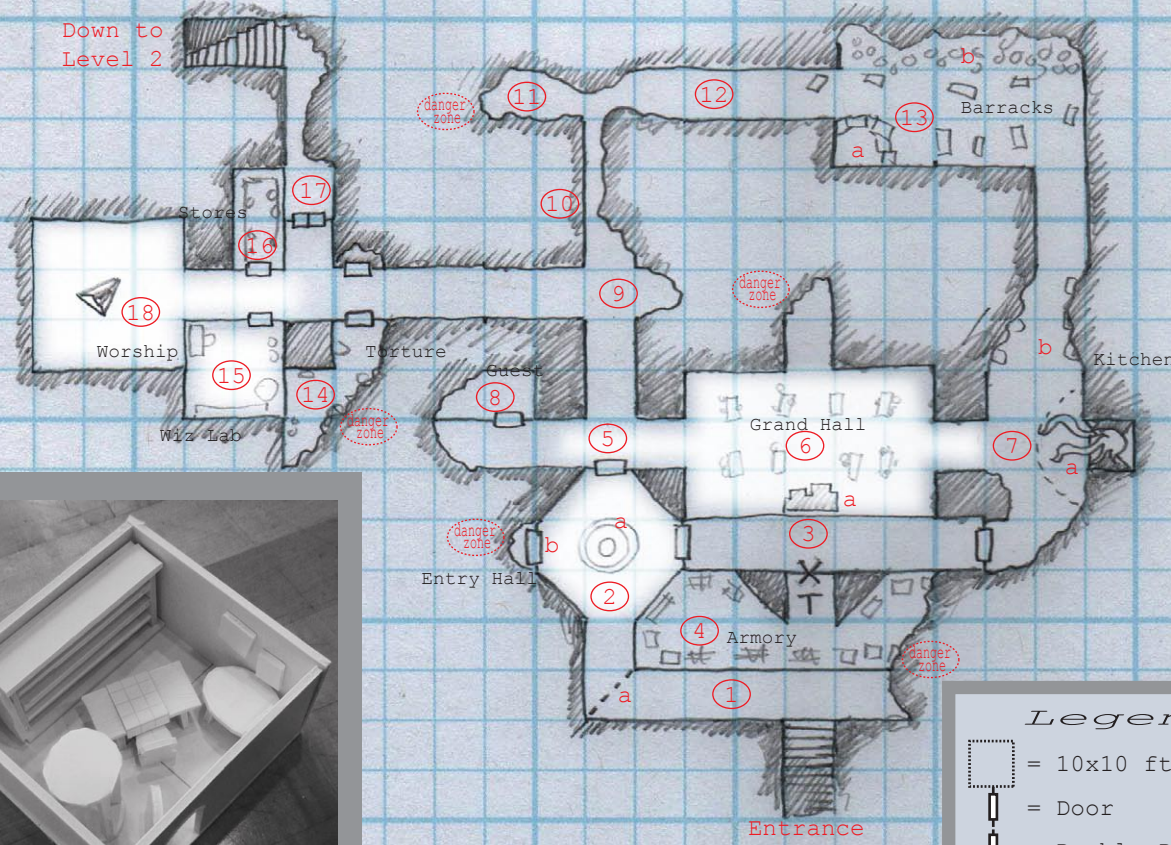
**The Blittercon** is like a giant rusty peach pit. It radiates a strong magical aura, especially to Warfs. It has many magical powers, to a non-warf owner it grants the racial abilities of a Warf. To a Warf owner, it doubles their racial abilities (their healing would be 2d10 per day for example). All Warfs within 30 feet also gain a +1/5% to do anything. Definitely a keeper.

E) Piles of tailings deposited here, ranging from 5-10 ft. high. Movement is halved and requires SNC or fall.

F) Oil drips from the ceiling (from the oil/water river, above). The drip is collected in a massive animal skin tarp hanging from the ceiling. There is a flexible hose running down to a distilling machine on the cave floor. Flammable.

G) Lair of the Dwarf Hairless Hairy Mormon. This foul (and totally misunderstood creature) lives in a pile of rocks and uses a sheet of corrugated tin as a blanket. "Freddy", has lived down here his entire life, so cannot be surprised and moves with no penalty in the piles of tailings. He hides, climbs and moves like a 7th grid sneak. Freddy will only fight if he must, his dream is to sneak up the rope, rush to the surface and see the sun and birdies and other long leggedie beasties. To this end he has prepared. On either side of his tailing mound are carefully prepared traps. With a pull of a rope he can send the pile down on either side, trapping players as if they were in a Danger Zone (see page 4). In addition he has tamed a warren of Gargo Rats and on his command 3d6 appear to attack. Finally, he has created a diversion (D) to distract players. play him smart to see if he can escape.

Map #2 Underground Crypt Grid 1



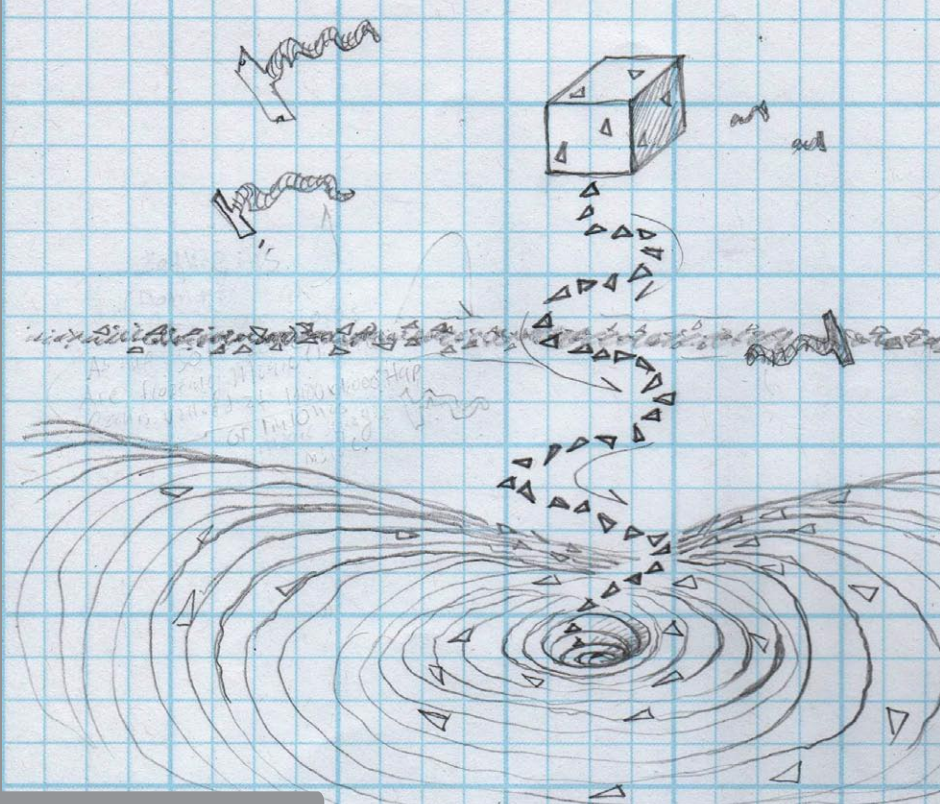
**Legend**

- = 10x10 ft.
- = Door
- = Double Door
- = Trap
- = Touch-lit Areas
- = Secret Door
- = Fountain

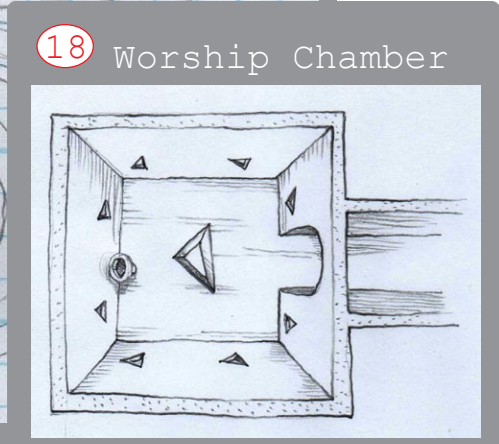


15 Wizard Lab

PIE ZONE 11 = 10x10ft



"Zether"  
 Spiraling triangular stone steps (fibers) they slowly move into vortex.  
 DISTANCE FROM MAW + TOP STEP 100 FT. TOP STEP REACHES BOTTOM IN 10M AS TOP STEP MOVES DOWN NEW STEP MANIFESTS

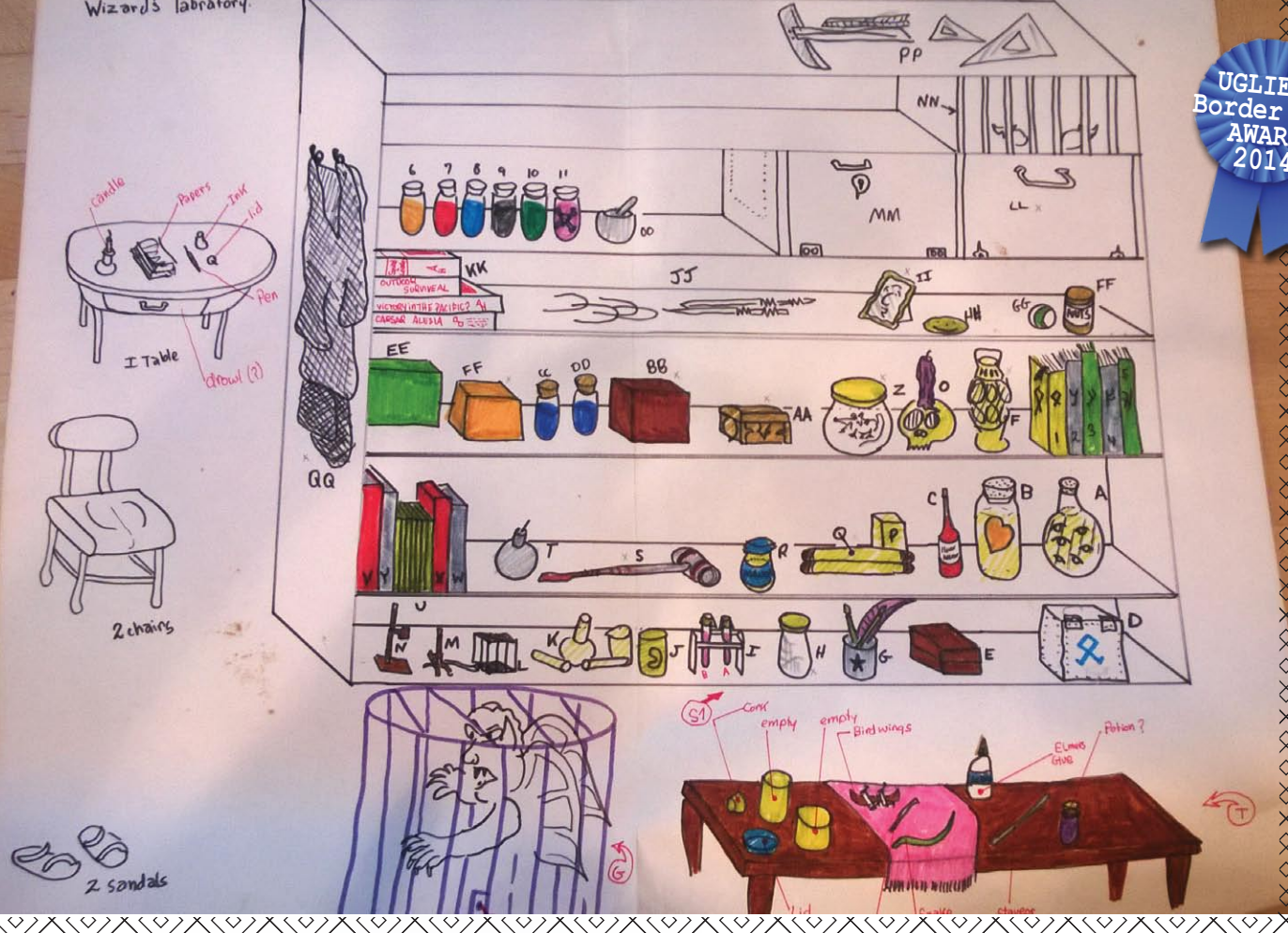


18 Worship Chamber

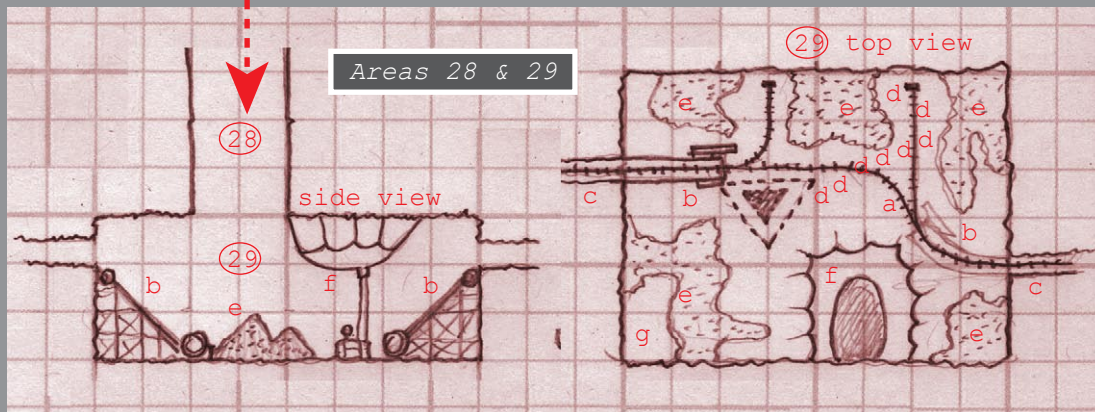
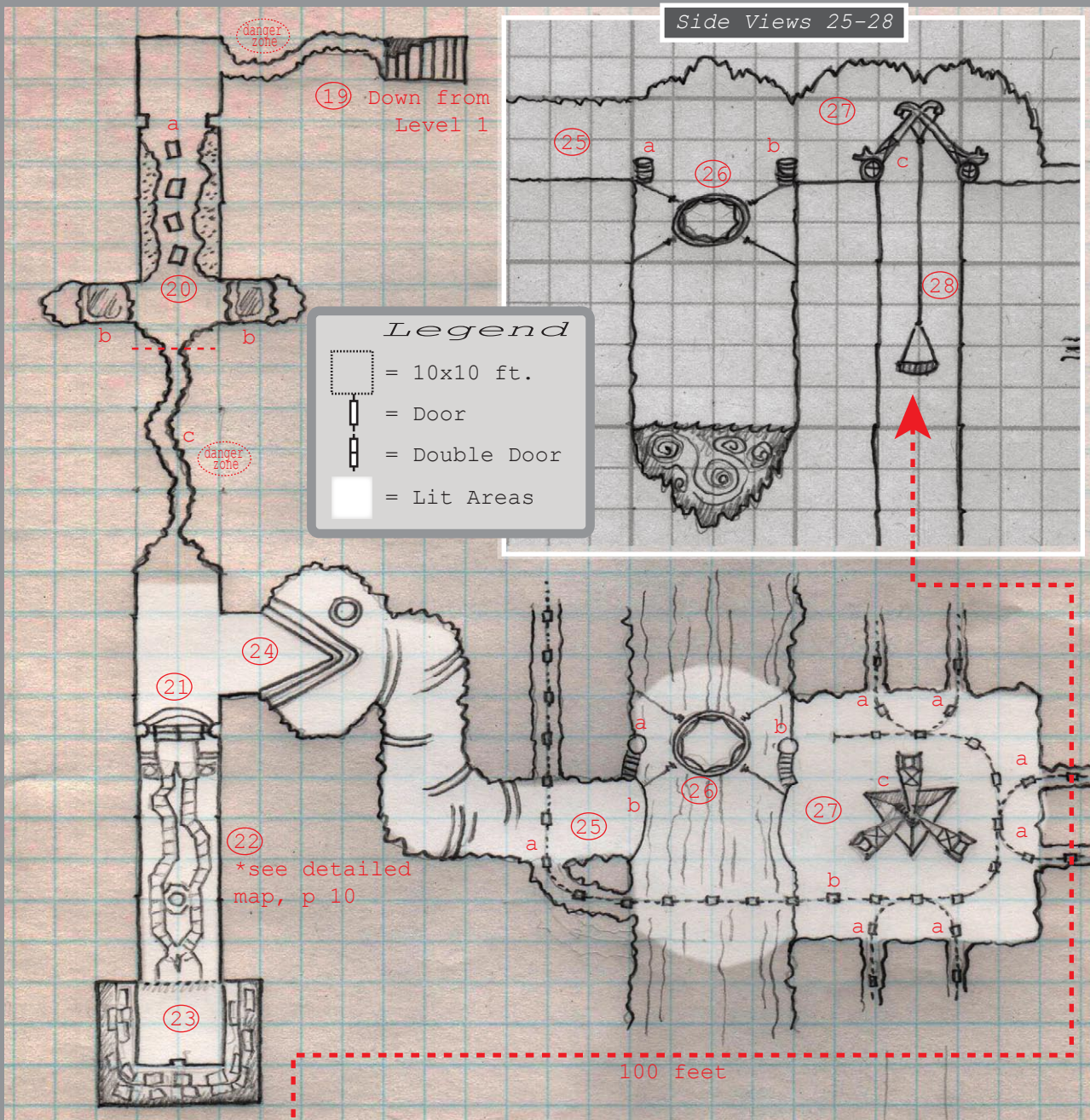
Zether Nexus

A = Neat's eyes  
 B = Pigs Heart  
 C = Cat's up  
 D = Wooden Box. Squirrels water  
 E = Wizard cards. Shines indefinitely  
 F = Lantern. Magic. Shines in light it doesn't  
 shine on command  
 G = Cup. Two pencils one Quill Pen.  
 H = ~~Empty~~ Bottle and lid closes automatically. 1-4 forms  
 I = A smells good adds one Hit point  
 B smells good subtracts one Hit point  
 J = Coffee Mug. Mustash cup  
 K = 2 test tubes  
 L = Small steel cage  
 M = Bunsen Burner  
 N = Clamp and stand  
 O = Skull and candle  
 P = Box (cardboard) Rubber bands  
 Q = Scroll can be read 4 times  
 R = Manose  
 S = Red Guroque Mallet (NonMagical)  
 T = Glass 8 ball bomb.  
 U = 7 special pre N.G. publications of N.G.  
 V = Blank pages.  
 W = Unintelligible  
 X = ..  
 Y = Highway Atlas.  
 Z = Glass fish bowl with a mouse inside. It moves.  
 AA = Jewelry Box.  
 BB = Wooden Box - works for 3 time.  
 CC = Dimishing Potion.  
 DD = Blue water  
 EE = Solid green Block  
 FF = Talking Box.  
 GG = Green Guroque Ball  
 HH = Smile pin  
 II = Talking Mirror. Gives Advice when Broken it stops.  
 JJ = Hoops and poles  
 KK = Wargames  
 LL = Laughing Gas when opened  
 MM = Locked Key and Map and Jewel inside.  
 NN = Built in Cage - 3 rats withing  
 OO = Master and pestel  
 PP = Drafting Junk  
 1 = Beginning chemistry  
 2 = Coloring Book (underdog)  
 3 = Language Book  
 4 =  
 5 =  
 6 = Orange Coolade  
 7 = Cherry Coolade  
 8 = Growth  
 9 = Oil  
 10 = Lime Coolade  
 11 = Poison  
 Chain Mail - glisters  
 -1 Cursed  
 Non Removerspell

FOLD HERE: SHOW ONE SIDE TO CO'S, YOU READ OTHER SIDE

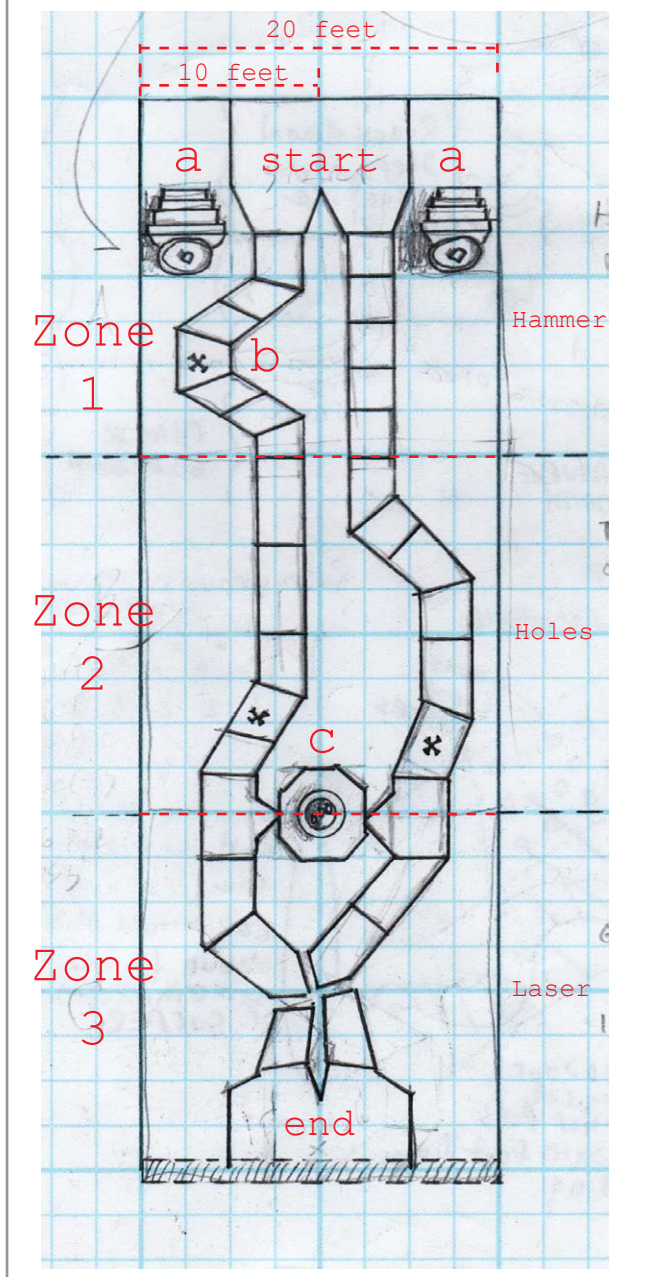


# Underground Crypt Grid 2



## GAME GUANTLET

CL Detail of Room 22



Move ahead 1 space.



Move ahead 2 spaces.



Move ahead 3 spaces.



Other player moves back 3 spaces.



Switch places with any other Crypt Opener.



Go to Stien space. Take as many drinks as you wish. Each drink heals 1d4 PHP. In addition player becomes drunk for remainder of PEOG and is a cumulative (each drink) -1/05% (as applicable to any roll).

**NOTE unmarked players aid at end of module. Reprinted from page 5:**

22) Ornate Gauntlet. All clean and lit with fyre gems on sticks mounted to the wall. Painted on the walls are murals depicting Mediterranean scenes. The room has a 20 ft. ceiling. As shown in the detail of this area, there is what appears to be two parallel paths marked with spaces inlaid in metal on the floor. The path starts at the north end (where the CO's enter) and culminates in the south end (presumably where the goodies are). Essentially this room is a big stupid game path. On the north end of the room are two raised daises. They have felt covered tops and resting on each is a special die. One player stands behind each dais and rolls the dice. In addition, two other players will begin on the northernmost start space and move along the spaces according to the die rolls made by their compatriots. The Rolling player on the East side rolls for the player moving on the East path and so on. Once the die is cast the player has one Na-nuta to get to the appropriate space or be punished by the effect in that particular space.

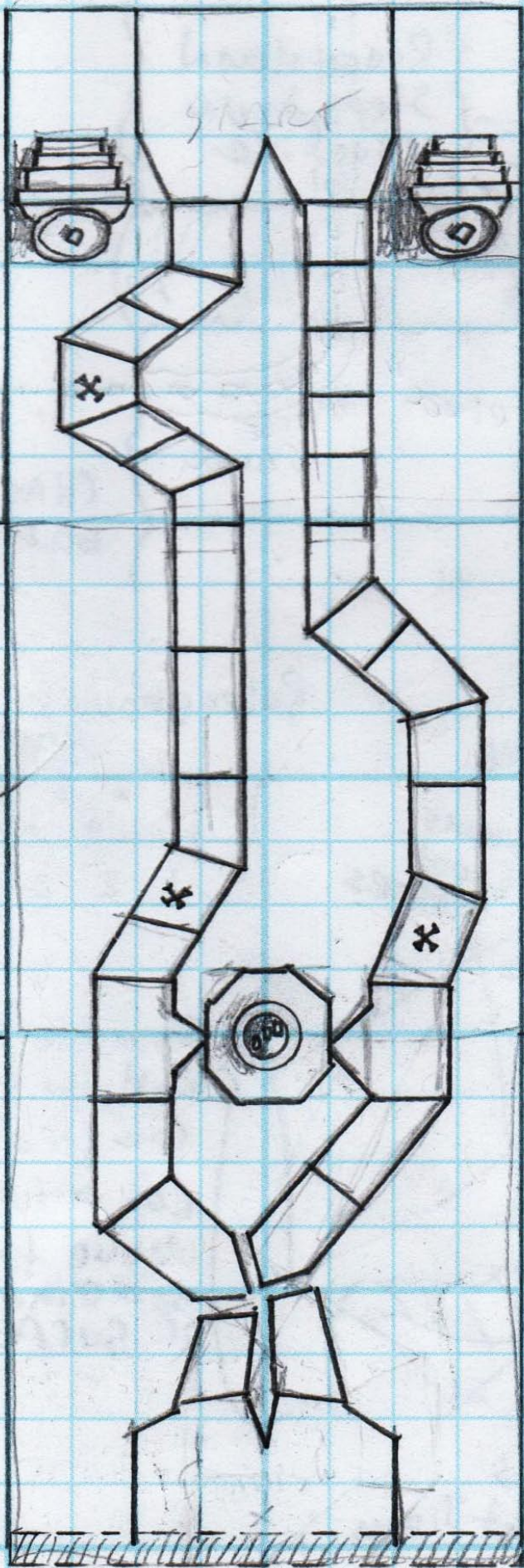
Zone 1: Huge hammer appears to smite for 2d8.

Zone 2: Player falls through magical hole, which deposits them from ceiling directly above for 4d8.

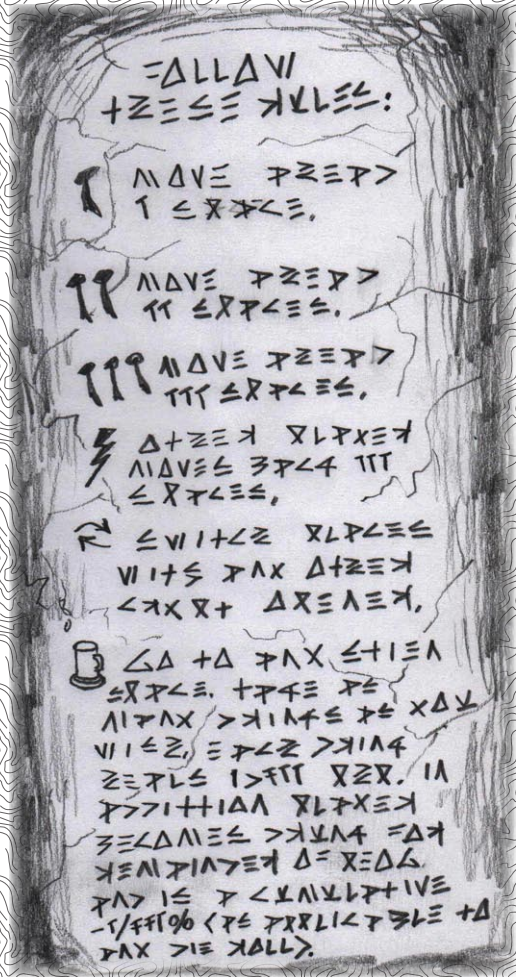
Zone 3: Laser Gems emit rays causing 6d8 damage.

Note also there are Swag chits on the spaces marked with the "X". These allow the holder additional chances to get swag in the next room, which shall be called 23. The CO who makes it to the last Southerly space (not by exact count) wins the game and may pass the magical turnstile into room 23. Players who do not play the game are smitten (smited?) each Na-nuta in each zone as appropriate. Only the winner of the stupid game may pass the magical barrier to room 23. So there.

Room 22



Inscription:



\* Written in Anal Linear B

# Mackseen Mum

Profession: *Arcanist*

Grid: *3rd*

Race: *Wart'*

Sex: *F'*

Height: *38*

Weight: *109*

Age: *101*

**MUSCLE  
POWER**

11

Damage +: -

Feat %: *03*

**CEREBRAL  
ENERGY**

25  
415

Arcane x2: *50*

Obscure x5: *99*

Obvious x10: *99*

**NIMBILITY**

7

+ Hit: -

BLIND PANIC %: *40*

**HEALTH  
LEVEL**

22

+PHP per GF: *+4*

Heal per Day: *1d10*

**FORCE  
FACTORS**

13

Feature: *Wider than tall*

**INSANITY  
FACTOR**

8

## Persona Skills

*Witchy Ways (5+3+3)\**  
*Surprise/Stealth (3)*

*\*Witchy Ways\* (cost 5 initially, 3 thereafter)*

*For each grid select one of the following: Herbalist, Tell Fortune, Curse, Ride Broomstick, Cackle, Familiar and Power/Weakness.*

*MM has: 1) Herbalist (@+2GF, +3 for Poisons).*

*2) Power/Weakness (All fire spells at +4 GF, water causes damage like fire).*

*3) Cackle (may be used up to # of GF per OTU, all in earshot must make SBPR's or be stunned for 1d3 Na-nata).*

## Stuff

*black robe w/pockets*

*writing device*

*black headband*

*robe patch kit*

*pointed boots*

*334 rubber bands*

*spyglass*

*live rat tail*

*fanny pack*

*carbon nail polish*

*phial of oil*

*leatherin hair strips*

*mirror*

*30 ft. cord*

*loadstone*

*maps*

## Weapons

Type	Damage	Medium	Long	Ulbs
<i>Finger Nails</i>	<i>1d5</i>	-	-	-
<i>Broom</i>	<i>1d4</i>	-	-	<i>5</i>
<i>Knife</i>	<i>1d3</i>	<i>41-80</i>	<i>81-120</i>	<i>1/2</i>

XP: 0-9/10-29/30-59/60-99/100-149/150-209/210+

58

PHP

41

Merp  
PEP

18

Spell Speeds

2

# of Attacks

1

**ARMOR**

*none*

Armor + Nimbality

7

Walk: *10 ft.*

Run: *30 ft.*

## Combat Arts

*I/A The look*

*Paul, just Paul*

**MUSCLE  
POWER**

6

Damage +: 0

Feat %: 1

Profession: *Sneak*

Grid: *3rd*

Race: *Welt*

Sex: *M*

Height: *79"*

Weight: *122*

Age: *171*

**CEREBRAL  
ENERGY**

19

Arcane x2: *38*

Obscure x5: *95*

Obvious x10: *99*

**Persona Skills**

*Acrobatics (3)*

*Surprise/Stealth (2)*

*Punching & Kicking (4)*

*Find and Barter (1)*

*Impersonation (2)*

*Weapon Specialisation (1) (Nerf Fighter +1/+1)*

**NIMBILITY**

13

+ Hit: *4*

**BLIND PANIC %: 40**

**HEALTH  
LEVEL**

12

+PHP per GF: 0

Heal per Day: *1d6*

**Stuff**

*Dark Glasses*

*Lantern*

*Mask*

*Nose Ring*

*3 candles*

*Felskin Gloves*

*Black Jerkin*

*Map*

*Lock Picks*

*Black Pleather Pants*

*Box of Fancy Tooth Picks*

*Knapsack*

*Card for Mom*

*Belt w/ Pouches*

*Pointed Stick*

*Stylish Soft Boots*

*Mirror*

*50 ft. cord*

*Drinking Straw*

*Deck of Cards*

*Moonshine*

*Tinderbox*

*Cloak*

**Weapons**

Type	Damage	Medium	Long	Ulbs
<i>Bow</i>	-	101-200	201-400	10
<i>Arrows x 20</i>	1d6	-	-	1/6
<i>Dagger x 3</i>	1d4	41-80	81-120	1
<i>Nerf Fighter</i>	3d6	-	-	13

**Poisons**

*Organwrack (s)*

*Sasse (p)*

*Trunkwick (s)*

XP: 0-9/10-29/30-59/60-99/100-149/150-209/210+

42

13

12

10

18

**PHP**

19

# of Attacks

1

**ARMOR**

*carpet armor*

2

Armor + Nimbality

15

Walk: *40ft.*

Run: *120ft.*

**Combat Arts**

*9/A Dance away from attack*

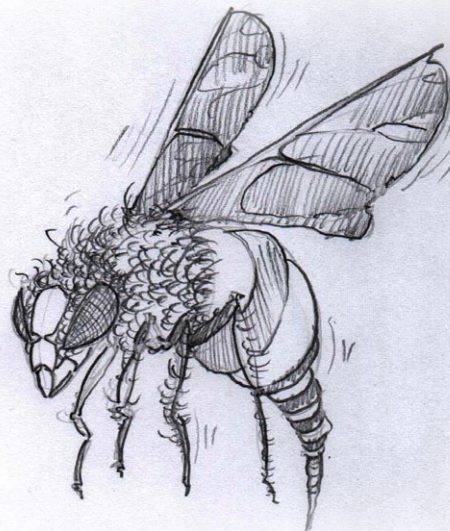
*10/A Sensory Master*





# Gargowasp

Size	1 foot long	
Number	1d20 swarm	
Movement	90 ft. flying	
Disposition	Angry	
Heat Vision	no	
Surprise	-	
CHP	1d6	Mean 3
Muscle Power	1d6	Mean 3
Cerebral Energy	1d6	Mean 3
Nimbality	2d6	Mean 6
Armor	-	
Blind Panic	20%	



**LAR:** Any time any player says a word that rhymes with "wasp" any Gargowasp can make a stinging attack causing 1d4 PHP damage. In addition CO is stunned for the next Na-nuta if they fail a SBPR (Successful Blind Panic Roll).

**Attacks:** X1 Stinging attack for 1d3 PHP loss

**Description:** Flying insectoid that lives in mud nests located in nooks and crannies. Get the broom. Does lost rhyme with wasp?

# Gargocoon

Size	3 ft. long	
Number	1 or brood	
Movement	40/120 ft. per Nn	
Disposition	Filthy Pest	
Heat Vision	Oh Yes	
Surprise	+5	
CHP	3d10	Mean 15
Muscle Power	2d10	Mean 10
Cerebral Energy	2d12	Mean 12
Nimbality	2d6+2	Mean 8
Armor	Mangy Fur +2	
Blind Panic	36%	



**LAR:** Anytime a CO says a word that rhymes with "Coon", if there are Gargocoons in the area (wether the CO's have discovered them or not) random objects start disappearing off the CO's persona sheets. The Gargocoon(s) have stolen them and secreted them back at their lair. Yes, these small cramped places are filled with hair and excrement. And your valuables.

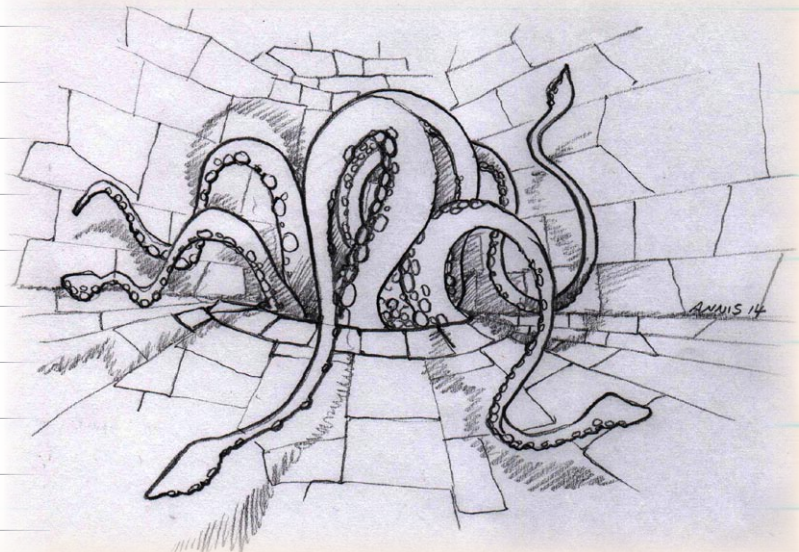
**Attacks:** X1 bite for 1d4

GC's have a % to be devious = to a 3rd grid Sneak (65%).

**Description:** These mangy pests may look cute when licking garlic butter out of a pan on your porch, but you'll be looking for your swordinga when your shiny stuff starts to disappear!

# Horror, Tentacled, Carnivorous, Rubbery

Size	20 foot long tentacles, all that matters	
Number	1	
Movement	20 ft. reach* (see below)	
Disposition	Really, really grabby	
Heat Vision	Yes	
Surprise	+ 3	
CHP	12d10	Mean 60
Muscle Power	2d12	Mean 12
Cerebral Energy	1d12	Mean 6
Nimbality	2d6+3	Mean 9
Armor	rubbery skin +3 & hidden body mass +4 (+7 total)	
Blind Panic	30%	



LAR: Anyone eating seafood is +2 to hit.

Attacks: Roll a d6 for # of attacks each Na-nuta:

X1 attack: Tentacle strike for 1d10+MPB

Use x2 attack slots for a two tentacled grab at -2 to hit. If successful CO is drawn to beak and suffers 2d12 PHP loss each Na-nuta until they free themselves.

Description: A mass of swirling, clinging, sucking, spanking tentacles. The body is locked in place, the creature can only grab morsels it can reach.

# BoulderGo's

Size	6 - 24 inch diameter rocks	
Number	1d100	
Movement	30/90 ft. per Nn	
Disposition	Miscevious	
Heat Vision	Yes	
Surprise	+10	
CHP	1d10	Mean 5
Muscle Power	1d12	Mean 6
Cerebral Energy	1d4	Mean 2
Nimbality	2d6	Mean 6
Armor	Rock +5	
Blind Panic	40 %	



**LAR:** Anytime a player moves and does not state they are looking to avoid BoulderGo's underfoot, they must make a SNC (Successful Nimbality Check) or fall and instantly be stunned. (Stun affect, p101).

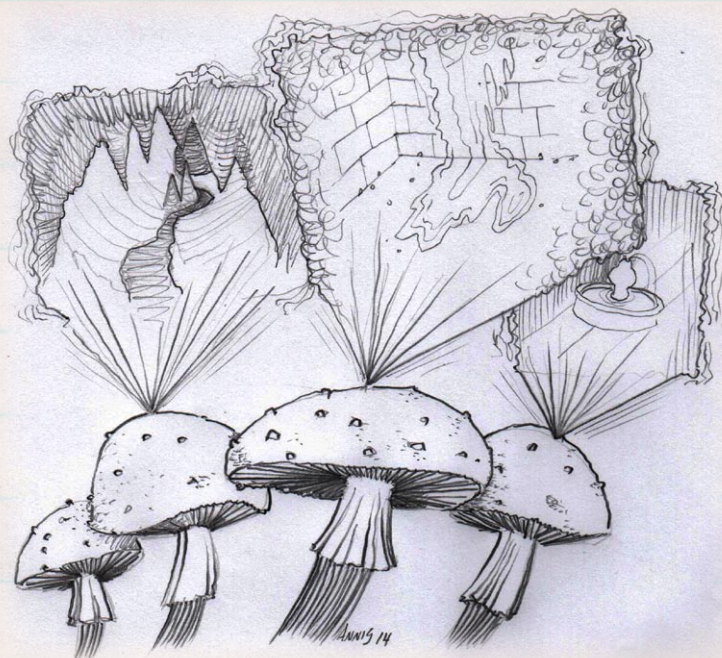
**Attacks:** No attacks as such.

**Description:** These are miscevious magical rocks that run around and get in your way when you least expect it. They are by products of magical traps and cave-ins. They roam within 50 feet of where encountered and will run around and be constantly underfoot. See above LAR to see how they affect players.

# Picto-Shrooms

Size	2 - 4 feet tall	
Number	x 20 in a 20 - 80 foot radius	
Movement	-	
Disposition	-	
Heat Vision	-	
Surprise	-	
CHP	1d4	Mean 2
Muscle Power	-	Mean -
Cerebral Energy	-	Mean -
Nimblity	-	Mean -
Armor	-	
Blind Panic	10%	

LAR: None.

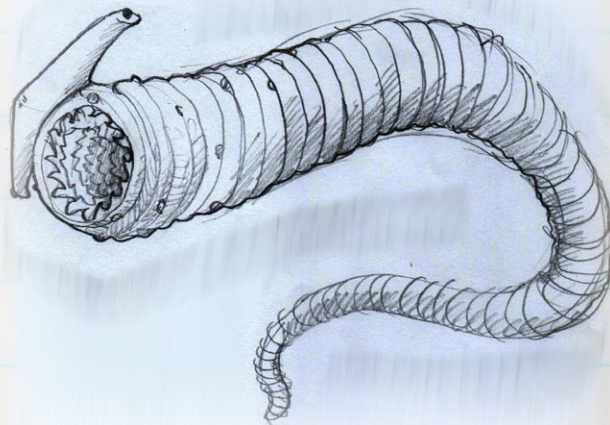


**Attacks:** These fungoids tap into the psychic energy that is all around. They project 3D images around them of random events in the area, pictures of doors, rocks, caverns, and other nearby places. The images projected are 90% accurate. They also project images from the minds of beings nearby. These can be random thoughts, it will be up to the crypt lord to determine what these "random thoughts" may be.

**Description:** This species of mushrooms seemingly appear overnight, growing or expanding rapidly. In reality all species of mushrooms take several days to form primordial mushroom fruit bodies, though they do expand rapidly by the absorption of fluids. A psychedelic experience is characterized by the striking perception of aspects of one's mind previously unknown, or by the creative exuberance of the mind liberated from its ostensibly ordinary fetters. This is not from Diepedia. I was not here. I am a figment of your imagination. I will say no more.

# Murplehayed

Size	10-20 feet long	
Number	Many	
Movement	100 ft. per Nn (flying in Zether)	
Disposition	Attracted to your flesh	
Heat Vision	-	
Surprise	-	
CHP	10d10	Mean 50
Muscle Power	2d12+10	Mean 22
Cerebral Energy	1d12	Mean 6
Nimbality	2d6+2	Mean 8
Armor	+8 hide	
Blind Panic	60%	



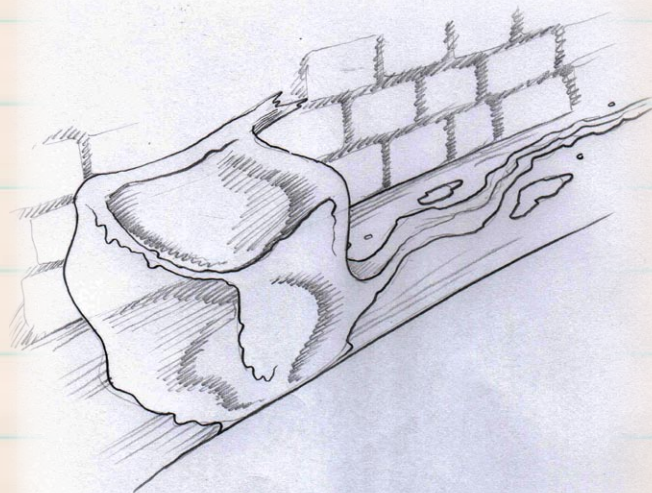
LAR: Anytime a player touches something electrical any Murplehead immediately can move 100 feet.

Attacks: x1 Buzz Bite for 1d20 + MPB  
 x1 Worm Body wrap inflicts 1d4 PHP loss and CO must make SBPR or be Stunned.

Description: Tubular purple wormoid body with bi-eye mantlet and gaping maw filled with pointy teeth. Attracted to warm flesh. And will attack. In groups. Typically encountered in Zether.

# Gelloid

Size	10 x 10 feet blob	
Number	in pairs	
Movement	40 ft. per Nn* (see below)	
Disposition	craves sustenance	
Heat Vision	Yes	
Surprise	+ 10	
CHP	10d10	Mean 50
Muscle Power	1d12	Mean 6
Cerebral Energy	1d8	Mean 4
Nimbality	1d6	Mean 3
Armor	-	
Blind Panic	40%	



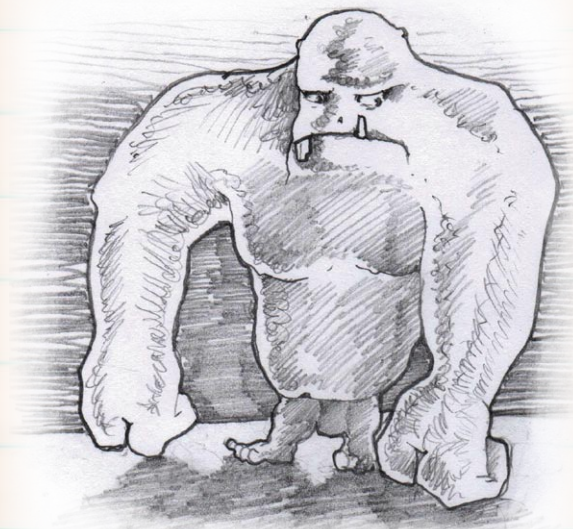
LAR: If the CL catches anyone drinking liquid a Gelloid can move (and thus attack) instantly!

Attacks: Not as such. Unconventional. During movement phase Gelloid instantly breaks down into a liquid and moves in one second (as a flow/stream) up to 40 feet and reforms as a 10 x 10 foot cube of Gell-like material. Players in this area are caught in effect, sustain 1d12 PHP loss and are stunned for rest of Na-nuta.

Description: Blobby cuboid of gelatinous fluids. Science experiment in detrious control gone bad. Still patented. Created by Royal engineers to clean battlefields. Also used to smash the UDEU (Underground Detrious Effectors Union). Talks continue.

# Dwarf Hairless Hairy Mormon

Size	8' tall & wide	
Number	1 mostly	
Movement	10/30ft. per Nn	
Disposition	Annoyed	
Heat Vision	Yes	
Surprise	Zip	
CHP	10d10	Mean 50
Muscle Power	2d12+2	Mean 14
Cerebral Energy	4d4	Mean 8
Nimblity	2d6	Mean 6
Armor	Fat Roll +1	
Blind Panic	25%	



LAR: Any comments about the mouth, tongue or any other oral references, CO immediately stunned for remainder of Na-nuta.

Attacks: x1 Bite for 3d6 or May attempt "Savage Gumming". Forfeit bite attack and make at -4. If hit roll d6 on "Savage Gumming" matrix.  
X2 Claw for 2d6

## Savage Gumming Matrix

- 1) Covered in tongue slime, -2 to all actions till wiped clean
- 2) Random bone splintered, +1d6 damage, and oh the pain!
- 3) 1d4 random items lost in D.H.H.M.'s maw.
- 4) Spat out 1d30 feet distant (Cl's choice).
- 5) Acidic tooth decay pustule comes loose and becomes attached to CO. All actions must be performed at -5, or chance pustule will explode (1 in 6). If explodes, additional 6d6 damage is caused in 15 foot radius.
- 6) Lock Jaw: 2d12 PHP dam and CO trapped in D.H.H.M.'s mouth and suffers additional 2d12 PHP loss each Na-nuta until freed. CO is considered stunned during this time.

Description: This box shaped bundle of fighting meat lives where the sun don't shine. It's hairless knuckles drag on the ground. It's cuticles are chewed by time itself, perhaps this suggests why these creatures are so unbelievably unhappy to see you.