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Steve Dean



CHAINS in the DARK



OPUS operandi

CHAINS in the Dark Adventure Module 1

A d20 dungeon adventure by Steve Dean
for 4 to 8 characters of levels 5 to 8 Challenge Rating 5/6



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Introduction

Opus Operandi is a fantasy campaign setting for the d20™ system, built and explored entirely through adventure modules. The setting has been designed in this piece-meal fashion in order to avoid the usual overload of information placed upon GMs and players when introducing a game group to a new fantasy world. An explanation of the world in brief is provided at the end of each adventure, for the GM to print and keep handy behind his/her GM screen. This single page reference sheet is all the GM needs in order to run an Opus Operandi game. Everything else the GM needs can be found in the d20™ system reference document.

There are no limits or set order in which to play the Opus Operandi adventure modules, however some adventures will be more suited to certain experience levels than others. Where applicable, challenge ratings are supplied.

Author's Foreword

Welcome to **Chains in the Dark**, to be used either as a standalone adventure or as part of the on-going Opus Operandi campaign setting. Everything needed to run this adventure is included within. Some of the details may conflict or not fit in with your own campaign if you are playing in an alternative setting. Named places and histories have been kept to a minimum and are easily changed.

Steve Dean

Pantheon Series

Each Opus adventure highlights and introduces a different aspect of the Opus world. Chains in the Dark is the first adventure of the Pantheon series, introducing one of the Opus gods into your game, in this case Jetava, goddess of the air, the wind and the light.

Contents

Introduction	4
Author's Foreword	4
Pantheon Series	4
Player Introduction	5
Adventure Overview	6
The Sect of Jetava	6
The Secret of the Mine	7
Jetavite Weapons	7
The Farmlands of Paravelly	8
Settlements	8
Map of Paravelly	9
Some Notable Farms	9
Rumours Abound	11
Using Rumours	12
Rumours in Brief	12
Player Printout	13
Map of North Opus	14
The North Opus Grasslands	14
Adventure in Greenrush	15
Map of Greenrush	16
Beyond the Secret Door	16
Traps	17
Random Traps Table	18
Trap Descriptions	18
Key Features & Map	18
The Abandoned Village	18
Key Features & Map	19
The Mines - Main Cavern	20
Key Features & Map	21
The Mines - Lower Cave	23
Key Features & Map	23
The Mines - Barracks/Workshop	24
Key Features & Map	24
The Mines - Priests' Quarters	25
Key Features & Map	25
NPC Details	28
Yanoona	28
Thadissmarl	29
Wollos	30
Cadael	31
Tay	32
Hilap	33
Soldiers	34
Miners	35
Edec	36
Tekresa	37
Bestiary	38
Continuing From Here	43
Printable Version	44
Map of Opus	60
Printable Map of Opus	61
The Realm of Opus	62
OGL License	63

Player Introduction

As the party travel along a narrow valley, they hear muffled screams and dull thuds in the near distance. They are able to get close enough to observe the scene being played out in the wide clearing. An older man and two young men, all farmers by the look of them, have been fastened to large archery butts by their wrists and ankles. The older man and one of the others already have several arrows and quarrels protruding from their arms, and the younger of the two men has a spear through his thigh.

Two soldier priests (see NPC Descriptions), one male and one female, are standing about thirty yards from their victims, taking aim with large crossbows at the uninjured man. It is he who is screaming, a muffled cry for help through the dirty rag tied over his mouth.

The priest and priestess are twenty yards from the party's vantage point, behind the nearest priest's left shoulder. If the party are quiet they won't be noticed.

At this point the priests shoot at the man, each hitting an arm. The victim cries out, his face a rictus of agony. The players may notice that the quarrels have penetrated up to the fletchings, pinning the man to the straw target.

Casually, the robed priests prepare to shoot again, talking in low voices and gesturing at the selection of ranged weapons arrayed in front of them. Each of them leans down and selects a bolt, loads and takes aim.

If the party do nothing the priests will continue to shoot at the farmers, occasionally inspecting the results. Their aim is to test the various types of missile on living flesh, so they are keeping the men alive for as long as possible. If allowed, the priests' final act will be to throw spears through the victim's hearts, retrieve the weapons then head off home.

If the party intercede, the priests will turn the weapons on them with the same studied patience they have previously shown. The players will soon realise the bolts are more accurate and more penetrative than ordinary ones, punching through all but the thickest armour. (see Special Weapons).

If the PCs haven't scouted they will come under crossbow fire from the tree line opposite their position. Eight soldiers, (see NPC Descriptions) with normal weapons and quarrels, open fire immediately. They are lightly armoured but are treated as being Concealed. Each has a heavy crossbow and plenty of quarrels,

several throwing daggers and a heavy wooden club.

The priests are wearing layered green robes that equate to leather armour. Apart from the weapons on view, the priests have a pair of concealed throwing daggers with normal steel blades and iron banded clubs at their belts.

Both priests and all eight guards will fight to the death without hesitation, and won't attempt to escape, surrender or parley. If knocked unconscious or captured, both the priests and the soldiers will attempt to kill themselves at the first available opportunity, either by drinking the poison from the vial hidden in their holy symbols, or attacking one of the fighters, or in the case of the priests, by an inflict moderate wounds spell cast on themselves.

Once the fighting is over, the three farmers can be released and tended to. The old man is in a bad way and will die if not given immediate magical healing.

The man with a spear in his leg has lost a lot of blood but is a lot stronger, only dying if the party take too long over the fight. The third man is in severe pain but in little danger.

When the PCs are ready to take stock of what has happened, they may discover the following:

- ❖ *The three men are farmers from the next valley, they were looking for missing sheep when they were ambushed by the priests and guards. They are father and son Tash and Geb Bantakol and Tash's youngest brother Indal.*
- ❖ *Each of the dead men is wearing a stylised holy symbol, (a flat disk with a smiling face and four slightly 'S' shaped rays, two above two below, reminiscent of a sun) which hang around their necks on a finely wrought silver chain. A hollow in the back holds a vial of fast acting poison, killing anyone drinking it in seconds. The six guards are also carrying water skins and some dry rations.*
- ❖ *All of the quarrel, arrow and spear heads have penetrated far more than would normally be expected. When examined, they don't look any different in design to normal equivalents, but are made of a hard and shiny metal. The heads are slightly lighter than usual and the edges incredibly sharp.*
- ❖ *A large wagon and two oxen are tethered beyond the trees. The same holy symbol is burned into the wood on the side. The wagon is empty aside from a large open chest and some stalks of straw.*

Those weapons that have come into contact with blood have crumbled to sharp granules. The rest will do so over the next few days. Luckily for the farmers, all of the missiles that hit them went straight through and

didn't break up inside, except the spearhead, which is causing Indal great pain. Any heal spells cast on him will close the wound over the shards, causing it to re-open after a few hours. Only after painstakingly removing the granules will the wound finally heal. Any PCs hit during the fight will suffer in a similar way.

None of the dead are carrying any valuables or personal items. From this information the players may deduce that the attackers are not far from their home base, as they have little in the way of supplies and the metal heads are still intact. Although the oxen and cart are heavy they have left little in the way of tracks, as the priests were using spells to disguise their movements. Questioning the farmers about the local area will reveal that only a few miles away is a complex of caves big enough to hide an army. The farmers describe the caves as a series of massive holes in the ground about half a day's walk east. They are difficult to see until the observer is up close, unless viewed from above, but are almost too easy to find once you are in the right area.

If the PCs are not interested in them, the farmers will take the oxen and wagon, and all the armour and normal weapons as compensation for their injuries. They don't want anything to do with the strange weapons or holy symbols.

So with all their booty loaded on the wagon, and dead bodies if applicable, the farmers will head off homewards, wishing the party good luck and thanking them for their help.



Adventure Overview

The locals have been troubled by the priests of Jetava for some time. Livestock, foodstuffs and even people have disappeared completely.

At the bottom of a one of the chasms where the priests have made their lair stands an abandoned village, strangely well maintained and guarded. It can be reached by a long, trap strewn tunnel, or by a well constructed lift.

A thorough search of the village will uncover a secret door that leads to a large cavern containing an acid lake. Suspended from the ceiling of this cavern are a series of wooden platforms and walkways. In the cave roof many holes have been excavated and a new type of metal discovered. A priest of the cult of Jetava is using the skills of a couple of local blacksmiths to make arrow and bolt heads. His plan is to use these new arrows and quarrels to attack the residents of a nearby town to prove his faith to his goddess.

Beside the priests and the dozens of men they control, the players will face the original inhabitants of the cave system; huge insects with poison bites, tiny but deadly moss spores, and the giant termites that rise from the lower cave.

CAMPAIGN INFORMATION

The Sect of Jetava

Jetava, Goddess of the sky, is chaotic neutral. She is seen mainly as a weather goddess, controlling the wind and rain. Her symbol is a stylised sun with a face and two 's' shaped rays emerging from the top and bottom of the disk. She is widely worshipped by all kinds of people, particularly sailors, farmers, healers and

alchemists. Most of her worshippers are either chaotic neutral or true neutral, but a few chaotic good

characters number among her flock.

She is associated with the domains of Air, Water, Light, and Chaos.

Race wise, Humans, Half Elves and Halflings are all known to follow her.

Worshippers of Jetava may use only blunt weapons except those which can be thrown, cast or projected, i.e. throwing knives, spears, bows and crossbows, throwing axes, darts, war quoits, shuriken, blow pipes etc. Spells granted to her priests and priestesses are mostly wind and light based, although the usual heals etc are also allowed.

A worshipper of Jetava is not allowed to eat flying creatures of any kind, must keep a light burning at all times, even during the day, and must never wear hats, or other head coverings, so that Jetava may look down upon them from above and judge their deeds.

As an act of devotion, each day the worshipper must blow softly upon a candle or lantern flame causing the flame to dance but not extinguish. He or she must do this for ten full breaths. If the flame goes out they must immediately re-light it and start again.

In return, a cleric of Jetava is granted the ability to speak with birds once per day, has perfect Knowledge - Weather Sense, and can choose either the Animal Affinity at +4 for flying creatures, or Deflect Arrows feat without the prerequisites. Her favoured weapon is the crossbow.

The Secret of the Mine

Yanoona and his flock have lived in the cavern for some time, surviving by raiding nearby villages and travellers. Almost by accident, one of Yanoona's men found the bubble cave in the rock, and the strange metallic fragments within. After experimentation he found the metal had certain properties - being very light but strong - and could take a sharp edge like no other metal he knew. While digging for more of the metal, his people came across the cavern with the acid lake.

A short time later Yanoona was fortunate to attract to his cause two brothers who were skilled miners and engineers. They realised that a certain type of rock held the metal, and discovered the bubble caves in the cavern roof. The walkways were soon constructed and mining began in earnest. Many workers died in the cave, including the two brothers, but work continued. The techniques pioneered by the engineers were refined until an efficient method of operation was reached.

But Yanoona soon discovered the material's

limitations. He 'recruited' three blacksmiths from the local area, and set them to work unlocking the metal's secrets. One of the blacksmiths refused to work in the poor conditions, and was thrown into the acid lake, where he slowly dissolved.

Another fortuitous event led to the discovery of the secret to working the new metal, now called Jetavite. A bucket of Jetavite was being moved to the workshop when the carrier stumbled on a swinging walkway and dropped it into the acid lake. He was ordered to retrieve it, and was lowered down into the acid. When the badly burned man and the bucket were pulled from the acid, the smiths soon found that the Jetavite was much easier to work and remained stable longer if it was immersed in the orange liquid.

Now, after much experimentation and a lot of burned skin, Yanoona finally has a metal that can be used in combat. It still has limitations; it cannot be made into anything much bigger than a spearhead, is useless as a material for making blades, and it re-crystallises if exposed to blood. Yanoona is particularly pleased by the third property, as this gives arrowheads and bolts an extra sting.

Jetavite Weapons

Due to the unique properties of Jetavite, any bolts, arrow and spear heads made with it have the following increased stats;

To hit = +2
 Damage = + 3
 Critical = multiplier +1
 Range + 20% on all usual increments.
 Weight = -25%

These increases are due to greater sharpness and lowered weight, no magic is involved. The metal will accept enchantment from spells such as Greater Magic Weapon, but the heads have a 25% chance of failing, in which case they will disintegrate.

If a Jetavite weapon stays in the body, the metal will fragment causing an extra D3 damage. A healer can take the time to remove all the metal shards, but this will take up to an hour per wound. If metal is left in the wound, a Heal spell or better will be required to properly close it. The victim will suffer one hit point of damage per hour until either of the above are carried out.

CAMPAIGN INFORMATION

The Farmlands of Paravelly

The lush farmlands of Paravelly cover an area roughly twenty two miles across and about twenty six long. The gently rolling hills and valleys are home to many farms and a couple of villages. The river Choline wanders sedately from west to east. It is shallow and easily crossed in most places. The land makes good grazing pasture for sheep and cows, and produces a fine crop year after year from the dark soil, mainly of staple foods like carrots and potatoes.

Settlements

Idlingford

Almost centrally within the area stands the village of Idlingford. It is small in comparison to many villages, but boasts the usual businesses; tavern, bakery, stables, etc, and a market place. There is a smithy, but both forge and blacksmith are absent. Being a market town, the locals are friendly for the most part, healthy and well educated. Although the sharp-eyed will notice almost everyone carries a weapon of some kind.

The village stands wholly on the southern bank of the Choline, not yet having grown large enough to straddle it. There is a ford here of course, a place to gather water, and a small dock to which are tied two flat-bottomed punts.

A wide and solid road follows the river east and west. A similar road comes up from the south, crosses the ford and then heads north. Neither the village nor the roads are particularly busy, except on market days and during the harvest.

Nominally in charge of Idlingford is the headman Sabastin Evanworth. He is a tall man, of average height in his forties. He never married, has no offspring nor surviving family. He lives in the fortified house by the ford, originally built to defend the crossing a couple of centuries ago. His only regular companion is a small terrier called Jeph, a hairy grey mongrel of friendly disposition famed for his ratting ability. Sabastin served in the army for a few years but didn't see any fighting. He carries a quarterstaff, iron shod and tipped with a silver cap. He is skilful enough with it not to hurt

himself, but he's no expert. The silver cap is actually magical, and will glow white when werebeasts are near. As the cap has never glowed, Sabastin does not know this.

Another important resident is the tavern keeper and brewer, Ireeny Brass. She runs the tavern and associated lodging house and brewery with a rod of iron, a sharp tongue and a kindly welcome for travellers. The tavern business is the largest consumer in the area, and Ireeny is a wise woman in her sixties. This makes her very popular, and many of the other villages defer to her on local matters. Her husband, Neddis, is a retired thief who came to the village after being pardoned by the king. Certain favours were done to achieve this, although only Neddis and Ireeny are aware of this fact. Much of Neddis' haul was used to buy and convert the property, but sufficient remains, hidden under the cellar floor.

Castleton

Some seven miles west of Idlingford is the hamlet of Castleton. Many wonder how the hamlet came by this name, as it is far too small to be a town, and there never was a castle. Some say it was named after a famous resident, others that the nearby ruins were once a huge fortress that was destroyed in an ancient war.

The hamlet exists at all for two reasons; firstly the crossroads that stands here, and secondly the cool water that springs up from the rocks to form a small rivulet. The spring was tamed by a stonemason many years ago, and now runs along a shallow trough of dark stone to gather in a circular pool ten feet across. Brass spigots are set into the sides of the trough to allow the water to be drawn off into buckets and the like. The pool is usually reserved for horses and dogs, and the odd small child. Many travellers throw coins into the water in the hope of getting the blessings of their deity. It is probably this that attracts the small children.

There are only a dozen or so buildings here, a few in each arm of the cross. There is a tavern that doubles as store, meeting place, lodging house and stables. A tiny bakery, a tanner and carpenter, and a windmill are also in evidence. The smith's shop is empty, smith and forge disappeared one moonless night. The rest are farmhouses of various sizes.

The only resident of note is a farmer, Joshya Pandletorn. He is the richest man in the Paravelly area, owning huge areas of farmland. He was born in the house he still resides in, to poor farm worker parents. His innate business and farming skills allowed him to raise himself up from his lowly birth, acquiring farm after farm until he owned almost an entire valley. He sees no need to move house, despite his eight children.

1 hex = 1 mile

THE FARMLANDS OF PARAVELLY



His wife, although happy to be wealthy, constantly nags at him to move or at least expand their living space. So far he has resisted. He is well known in the area, most people will recognise his name when mentioned. He is generally friendly, but occasionally slides towards arrogance when dealing with those 'lesser' than him.

The Castleton ruins stand on a low hill just behind the town. A narrow trail leads through the long grass from beside the windmill to the edge of the hill. Locals and some of those who pass by often visit the ruins. They consist of seven standing stones, all now fallen to the ground. The stones all point north, except the central one, which has fallen in an easterly direction. The outer ring of stones are dark brown in colour, and tapering at what used to be the top. The monolith is a massive slab of grey rock thirty feet by fifteen and six feet thick, although only four feet of it are above the ground. Local legend says it once stood upright like the others, and that a strange design is carved on the underside.

The stones are ancient and once formed a shrine to Corellon Larethian, the markings on the lower side of the stone are a prayer to the god for his aid written in an early and largely forgotten script. Many people say they get a sense of well-being when they sit quietly among the fallen stones, particularly around the huge central monolith. Any chaotic good character or any with elven blood in the party will feel this.

Some Notable Farms

Bantakol

Bantakol Farm stands near the south eastern corner of Paravelly. It is run by Tash Bantakol, with help from his brother Indal. They raise sheep mainly, but also have a mixed garden to feed themselves and to sell in Idlingford. Indal has recently been experimenting with fruit trees, particularly cherries. These have been planted in a sheltered part of the farm, and Indal hopes to make some money selling the rare fruits. Tash is not convinced, but allows his youngest brother his dreams.

Tash is thirty five years old, broad shouldered and brown skinned. He has black hair and a wide face. His brother is twenty five, and looks very similar to Tash. Neither were born here, but moved up from the south with their parents twenty years ago.

Both of them are married to local women. Tash is married to Teena, a farmer's daughter from the farm next door. Indal has recently partnered with Rosilie, the miller's daughter from Idlingford.

Tash and Teena have four children, Geb, Hadlen, Tasha and baby Mili.

Indal and Rosilie have no offspring as yet. Rosilie's prize winning sheepdog Mag has just produced a litter of twelve and this is keeping them very busy.

Ablint Brake's Farm

Unlike the other farms in the area, Ablint Brakes is area of pollarded tress, grown and cut yearly for weaving, fence panels and arrow shafts. The farm can be found north east of Idlingford, at the junction of two shallow valleys. It is presently owned by an ex army sergeant, Karst Bloodstone, a dwarf archer of some renown. He won it in a dice game from the previous owner, another dwarf by the name of Slammas Darkanfjord. It is common knowledge that the players were very drunk when the dice game was played, and the two tribes of dwarfs have been feuding ever since.

Adding to the mystique of the farm is the manner of the deaths of the previous two owners, a half-dwarf and halfling couple called Memistin and Jang Thunderbrook. They were found hand in hand on the roof of the house, fully dressed but barefooted, dead but totally unmarked. Several days earlier, the pair had been clearing out the roof space and found a shield shaped piece of metal, polished to a mirrored finish. Looking into it they saw a vision of their goddess Yondalla, who told them she was returning to the realms to choose champions, and that Memistin and Jang would be chosen if they proved themselves worthy. Yondalla told them to lie flat on their backs on the roof with no shoes or stockings on and clutching a root vegetable. If they were patient, the image said, Yondalla would come.

It was particularly cold in Paravelly as the couple looked up at the stars with hope in their hearts, but the vision wasn't their goddess, but Olidamarra. They died of exposure, with small smiles on their faces. The shield is still where they left it.

Going back further into the farm's history, a local legend tells of Ablint himself, another dwarf. It was said he was five and a half feet tall and almost as wide, with a thick beard of golden blonde. Many were the

dwarf maidens who came to admire Ablint, and many who went away, to later produce baby dwarfs. But this caused resentment in the local population who often visited Ablint seeking restitution. A large mound still stands behind the house where it is said these fathers and brothers ended up after dying in battle against the mighty dwarf.

Ablint was finally killed by two dwarf twins almost as large as he. It is said they had golden blonde beards. Ablint's sword, a massive two handed blade called Toobig, is mounted above the fireplace. Sometimes, the sword vibrates on its mountings. No one has been able to discover why, but the answer lies in the tragic outcome of Ablint's final battle. Although Ablint was slain, his two attackers also died because of the wounds they received. Thus a father killed two of his sons, who in turn killed their own father. The sword was blessed by a powerful cleric who was touched by this story. Now, the sword vibrates in warning if any of the Ablint clan are close by.

The Kalamenty Stud

North west east of Idlingford, on the very border of Paravelly, stands an immense area of flat grasslands. The area is ideal for the raising and training of horses, which is just what Ko Kalamenty and her two husbands do. She is a well-known figure all over the land, flamboyant, loud, and extremely competitive. She started out as a circus performer at an early age, after being sold to the circus by her poor parents. She showed an aptitude for horse skills early on, and quickly became a master at all things equine. She is arguably the finest horse rider and trainer the party will ever meet, and within a minute of meeting them the party's horses will be under her command.

Ko has two husbands because one is not challenging enough. Not surprisingly, the two men are very different. Borress Portman is an ex pit fighter, a huge man, wide shouldered and muscular. He never lost any of his fights, retiring unbeaten on his earnings. He isn't the brightest of men, but has solid common sense. Staunch friend and lifelong partner to Borress is Flinsh Witterling, a tall but thin man who was rejected from priest school for questioning the elders too avidly. He is a gentle man with an endless curiosity. He is a genius, but has little common sense. The two compliment each other well, and it was Flinsh's mathematical skills that made the pair rich in the gambling houses.

The pair met Ko while looking for a business to invest in. The two men fell in love with her on sight, and she with them. An arrangement was drawn up and now all three co-exist on the sprawling ranch.

Beside the fastest race horses, the strongest plough horses and the stoutest ponies in the land, the trio also raise guard dogs. Sleek, dark coated hounds, wide at

the chest and long in the leg. The animals are trained not to bark, instead they stalk intruders, attacking from cover and bringing the trespassers down bodily. This behaviour has got the three in trouble a few times, but the dogs have yet to kill any innocent visitors or travellers.

On the roof of the ranch, drying in the sun, is a human arm brought in by the dogs a few weeks ago. It is clad in the remains of a priest's robes, green in colour. No one has yet come to claim it.



Rumours Abound

Paravelly, like any other place, has its fair share of rumours, some wild speculation, some spread through spite, many simply exaggerations of the truth. But at the root of them all, there may be a grain of truth.

"...dancing they were, naked as the day they was born, seven young women, all sky clad and chanting strange words as they dashed between the stones..."

This one refers to a coven of witches dancing around the fallen stones of the Castleton ruins. It is a common event on or near the Spring and Autumn equinoxes, and mostly harmless.

"...talks to it he does, all the time. My old mum said she heard it talking back as well, and where did his wife disappear to ay?"

Sabastin Evanworth is the topic of this rumour. Yes he talks to his dog, as do many people, but it never talks back! And he never married, so this one is just a 'red herring'.

"Then there came a loud bang, like a clap of thunder, but cut off sudden. Then he was gone, vanished and his forge with him. All that was left behind was a lot of smoke and a scorch mark, like a sun with four rays."

On the night Edec Smith was kidnapped, the soldiers carrying out the deed set fire to the shop to try and cover up the event. The clap of thunder was just that,

and the following heavy rain did much to preserve the scene. The scorch mark was just the holy symbol of Jetava drawn upon the wall in charcoal by one of the kidnappers as part of the rites of the storm summoning magic.

"Turned my back I did, heard a sound behind me like a clicking noise, turned again and they was gone, five of my best sheep, vanished like someone put them in their pocket, but there was no one there. Then I heard a noise, like a sheep but underground! Well I thought I did!"

The old farmer is mostly right, his sheep were taken by the giant termites. But this is old news, as the termites haven't been able to leave the cave since the cult moved in.

"We was over to the east, looking for missing cattle when these things attacked us. I didn't even know them caves was there until I was right on the edge, nearly fell in I did. Little birds they was, flying straight at us and pecking us like they was possessed."

Again mostly true, although the birds would only have startled the cattlemen, not actually attacked them. They were being used as spies and distractions when the cave entrance was first being mined, in order to keep its location secret.

"...And then these figures are suddenly all around us. They'd climbed from the pit with their sticky hands and feet, creeping low like cats, then they struck! Never saw my cousin again. I'll not be going back that way no more."

This farmer actually killed his cousin and buried him under an old apple tree. He was in debt to the cousin and had no money to pay it back, and was in danger of losing his land. He made it all up to explain the missing cousin.

"He swore it he did, my old uncle, them sails turning fast as you like and there's not a breath of wind. It's magic, I tell you."

A woman in Castleton claiming the windmill was working on a still day. This was caused by weather based spells being cast by the priests of Jetava.

"My aunty, both my husband's aunties and his sister and our two neighbours. All drank from that spring and all with child within a year."

All true, but of course they were all of child-bearing age so it isn't really any surprise.

“Who knows what they get up to out there alone. Strange lights in the distance, loud noises and such to frighten the sheep. No matter what others say, that was no sunrise. It's not right and someone should do something.”

The light was actually a grass fire on the Kalamenty Stud, started by the cultists to distract the locals from a raid of Kalamenty's horses. It was during this incident that the cultist lost his arm to the dogs. The rest of the body was carried away by the raiding party.

“My prize bull wanders off and comes back with that wound in his side, wouldn't heal no matter what. Some strange kind of beasts they got over the eastern side, to do that to a bull.”

A careless farm hand left the gate unlatched one evening and the bull wandered off at dawn. He was on the edge of a field some distance from the Souswood Hills when he was spotted by another raiding party. It was a fair distance, but a couple of the soldiers shot the bull with the special bolts. Both struck the poor beast but didn't kill him. In pain he returned to his familiar field, where the heads dissolved leaving the seeping wounds.

Using Rumours

These rumours can be introduced in two ways. The first entails a lengthy exploration of the Paravelly region. Likely the player characters will encounter various talkative characters in farms and local taverns. The second way is to simply print the following page and hand this to players as a list of rumours they have picked up during their travels within the Paravelly region. If you like, the rumours can be circulated before the players encounter the priests of Jetava as described in the Player Introduction. They may then have a few clues as to the identity of the mysterious priests.

This second option assumes a more open adventure and for this reason the player printout also contains a basic map for the players to use. We have omitted most of the detail found in the GM version above, with hints showing where farms are likely to be located. Where the players can have no idea what a road or trail leads to, we have illustrated this with a question mark.

Rumours in Brief

Seven Young women, dressed in blue, have been seen dancing around the fallen stone circle at Castleton...

Sabastin Evanworth, a local character, is said to be able to talk to his dog...

Local smith, Edec, is said to have vanished in a mysterious magical explosion at his forge. A strange symbol has been found at the site of the smith's disappearance. The symbol looks like a smiling sun...

Farmers have reported their livestock vanishing in mysterious circumstances...

Farmers have been attacked by a flock of aggressive birds near the chasms to the east of Paravelly...

A local claims to have seen his cousin killed by monsters who clambered out of the chasms east of Paravelly...

Some say the windmill sails at Castleton have been turning of their own accord when there is no wind in the air...

The Castleton spring is said to have magical properties. Any woman who drinks from the spring is said to fall pregnant within the year...

Strange lights have been seen on the Stot Grasslands. Some say it is magic, others that it is nothing more than a grass fire...



Player Printout

Rumours and map for the Paravelly Region

1 hex = 1 mile

THE FARMLANDS OF PARAVELLY



Rumours

Seven Young women, dressed in blue, have been seen dancing around the fallen stone circle at Castleton.

Sabastin Evanworth, a local character, is said to be able to talk to his dog.

Local smith, Edec, is said to have vanished in a mysterious magical explosion at his forge. A strange symbol has been found at the site of the smith's disappearance. The symbol looks like a smiling sun.

Farmers have reported their livestock vanishing in mysterious circumstances.

Farmers have been attacked by a flock of aggressive birds near the chasms to the east of Paravelly.

A local claims to have seen his cousin killed by monsters who clambered out of the chasms east of Paravelly.

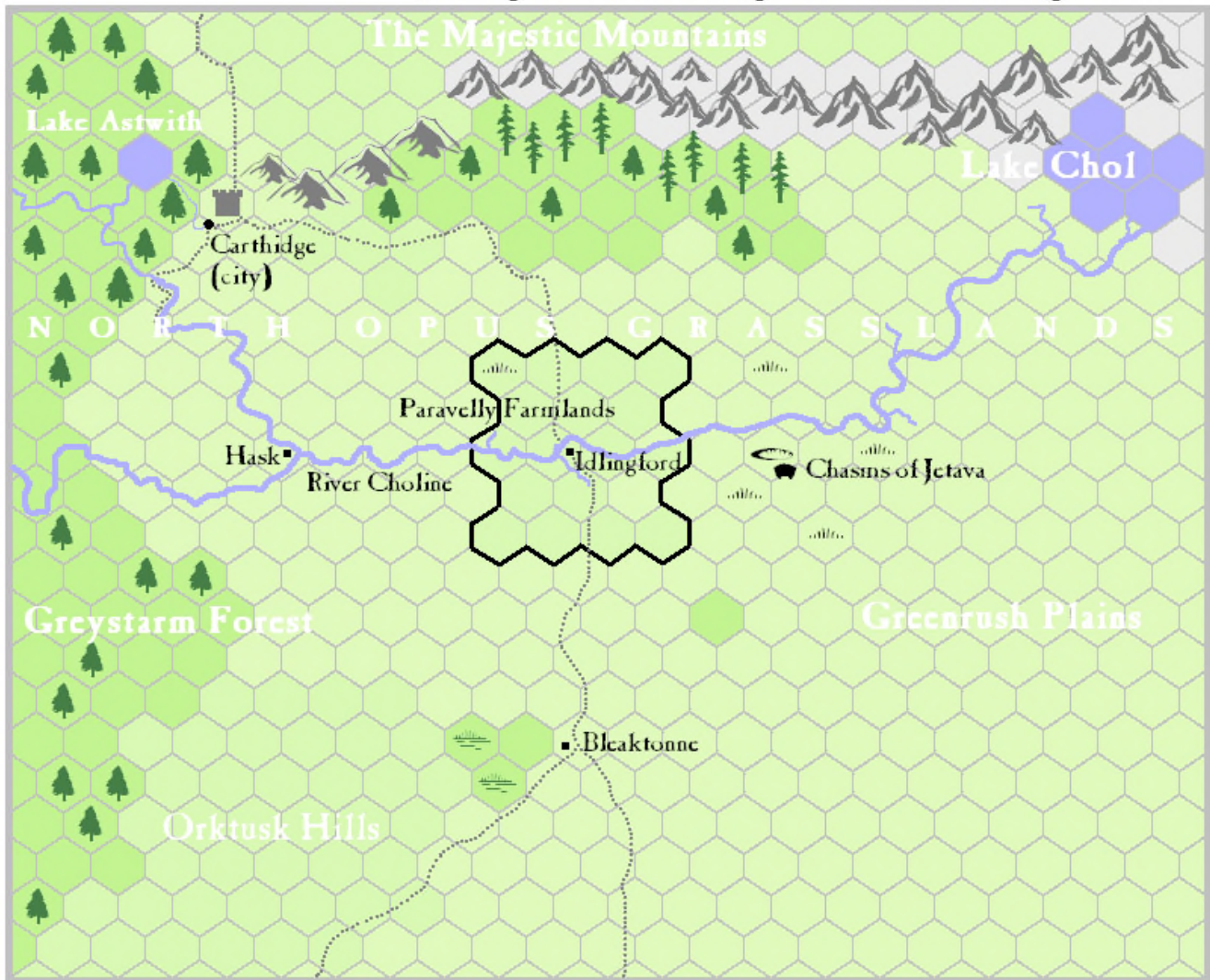
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Strange lights have been seen on the Stot Grasslands. Some say it is magic, others that it is nothing more than a grass fire.

1hex = 5mile

The Grasslands of North Opus



CAMPAIGN INFORMATION

The North Opus Grasslands

The lands surrounding the Paravelly Farmlands are largely wild, with small pockets of civilisation dotted here and there. The road from Idlingford travels north to the human city of Carthidge, sandwiched between the dense Greystarm Forest and the easternmost arm of the Majestic Mountains. Here also is the castle prison of Carthidge Fortress, once a bastion protecting the city from wandering rogues and monsters approaching from the north but now a jail housing debtors and criminals from all over Opus.

Some twenty five miles south of Paravelly is the town

of Bleaktonne, a collection of rough-hewn houses and buildings raised on stilts above the swampy waters of Marshdown. The people of Bleaktonne are a strange breed and largely keep themselves to themselves. They are hostile to outsiders, but used to seeing travellers on the Idlingford road.

Graystarm Forest harbours many wild animals, monstrous creatures and perilous traps. There are no civilised settlements within the tree line, though the people of Carthidge have managed, through a long and arduous campaign of patrols and crusades, to tame the land around Lake Astwith in order to make use of its many resources.

Similarly, the Orktusk hills are a wilderness where only the fearless, the brave or the foolhardy dare to tread. The hills are home to many dangerous creatures and several clans of feral centaur are known to live on the southern edge of the region.

To the north stands the unbreachable spine of the Majestic Mountains, a ridge of snow-capped peaks

arrayed across the horizon and visible from as far south as Orktusk. No civilisation exists within or beyond the mountains, though dwarf mines and the odd dwarf settlement can be found on the lower steeps and in the foothills.

To the east of Paravelly the land flattens out into a wide plain as far as the eye can see. It is mostly grass covered, with frequent waist high copses of fleshy-leafed shrubs one or two hundred yards apart. Wild creatures abound, mostly small birds and rabbits, with the odd predator skulking nearby. Small ponds, little more than puddles, are dotted around everywhere, attracting the birds in wheeling flocks.

While exploring this area, players may see a flock of tiny birds darting from copse to copse or flying over their heads. These are spies of the priest of Jetava, he basically sees and hears anything they do.

The roughly circular shrub covered areas are about one hundred yards apart, about ten yards across and consist of thick but not impenetrable bushes.



Adventure in Greenrush

If the party explore this area they will be ambushed by the cultists hiding in a copse of trees and bushes. The attackers are completely hidden from view, so the players will find it almost impossible to hit anything in return.

If the PCs decide to charge, the second part of the ambush will trigger. Behind the copse are another eight crossbow men, who will fan out either side and shoot at the charging players once in range. All of the soldiers are armed with the special bolt heads, which do more damage and penetrate deeper than normal bolts.

Any area based spells work as normal provided they don't need line of sight to the target. Fire based spells work as usual except those that create 'normal' i.e. non-magical, fire. The bushes are lush and the ground damp, so there's little to ignite.

Once close enough to the copse, the party will then have to push through the foliage to find their enemies. The soldiers will drop their crossbows and draw clubs

at this point, standing up and attacking the players through the waist high greenery. Both sides are hampered in their movements by this, but the PCs have less experience so have double the penalty.

In the copse the PCs will find a deep fissure in the centre of the bushes. If the players decide to enter, any surviving soldiers will wait until the PCs have disappeared, then follow them. With the soldiers in pursuit, this chasm is a virtual death trap.

The fissure beneath the copse is irregular, a natural, water created opening. It goes down about fifty yards in several stages, and can be scaled by experienced climbers, or by rope. At the bottom, a rough gravel floored passage leads east. It is only five feet high, so any character above this will have to stoop (see map over page).

The passage goes slightly downhill for a few hundred yards, then opens up into a larger irregular cave. Two soldiers will be lying in wait here, covering the opening from a wide ledge about fifteen feet above. As soon as the soldiers feel threatened they will bolt through a secret door, locking it tight from the other side. Except for the way they came in, there is no other way out of the cavern.

If the party have spells to get through the door, or they can overpower the two soldiers before they can close it go to **Beyond the Secret Door**.

On the eastern side of the copse is a succession of two pits followed by a deep chasm. The pits form part of the 'Secret Tunnel' subterranean caves - see below. The chasm is circular, the lip level with the ground, and is about 300 yards across and 40 yards deep. There is a small village at the bottom, with houses, guard towers and a stockade at the southern end. The village is deserted apart from eight crossbow men watching the lift from a tall wooden tower. The PCs will need to pay close attention to spot them, and even more so to count them.

At the eastern end there is a slight depression leading to an iron and timber structure. It is flat like a jetty, side on to the cliff face. This is a lift large enough for a wagon and oxen. It is operated from the floor of the chasm, and

the lift is currently at the bottom. The PCs cannot operate it from the lip of the chasm.

The lift itself is a solid structure, stout timbers fastened with iron by a master craftsman. Four thick chains run over iron pulleys and down to a huge windlass fastened to the chasm floor. Two heavy counterweights hang just below the platform on which the players stand. The weights are iron bound rocks, the chains are

1 hex = 100 metres

Greenrush, East of Paravelly



secure and it all looks very strong.

The chains are easy to climb for anyone with even rudimentary climbing skills, but almost any character could descend with the help of a safety rope. As the players reach the halfway point on their climb down, the crossbow men will start to shoot at them, again with the special bolts. If the players use an invisibility spell or similar, the guards have a fair chance of spotting the chains swinging and will shoot at that location.

Almost any plan the players can come up with to attack

the guard tower from above will have been thought of by the inhabitants below. For instance, the PCs will not find a single rock to throw down, the roof and legs of the wooden tower are clad in metal, and a special armoured hatch in the roof allows the defenders to shoot upwards. Also, the metal cladding is polished and anyone attempting to land on it has a 90% chance of slipping straight off.

By whatever method, once the players have reached the chasm floor and neutralised the guards, go to **The Abandoned Village**.

Beyond the Secret Door

Another short passage leads away from the secret door, emerging into a wide and very long cavern. It has a flat boulder strewn floor providing at least a dozen ideal hiding places. If still alive, the two soldiers will snipe at the players, retreating to the next hiding place after a few shots. Several traps of different kinds are set randomly throughout the cave, from simple tripwires and snares to swinging rocks and spears. The GM should decide in advance the location and type of each trap. Either placing them to her own design or by consulting the table below.

Traps

Roll 5D4 to decide how many traps there are and 1D8 to decide the type of trap. Note: all chance to spot percentiles are for characters without a find traps ability.

Consult the traps table (over).

Roll	Type	Damage	%Chance To Spot	Time to Remove if Tripped	Time to Bypass
1	Trip Wire	d4*	5%	n/a	5 secs
2	Snare	d2 per round	10%	1rnd	5 secs
3	Rock Fall	3d6	20%	n/a	30secs
4	Spear Trap	2d6	10%	1rnd**	30secs
5	Foot Trap	d8	10%	1-5rnds†	5secs
6	Razor Wire	d4*	25%	n/a	10secs
7	Gas Trap	d12	5%	5rnds	5-60 secs††
8	Magical	2d8	0†††	Special	Special

*Any character falling will be exposed to attack and reveal their position.

** Will cause extra damage when removed.

†The longer time indicates the gas or poison container was recovered.

††More damage will be incurred if the foot is removed in a hurry.

†††Only spells or spell like abilities will reveal this trap.

Trap Descriptions

Trip Wire

A simple wire stretched across a path or open space at ankle level, or sometimes around the knee level.

Snare

A wire noose anchored at one end and disguised.

Rock Fall

Simply a pile of loose rocks held in place by wooden boards or stakes. Usually triggered by a trip wire.

Spear Trap

Usually a single spear but multiple spears can be used. Fitted in a spring loaded rack and triggered by a trip wire or similar. Can strike from any direction.

Foot Trap

Similar to a spike pit but much smaller. The foot is usually held by barbed hooks lining the inside wall of the pit and pointing downward making it difficult to remove the foot without incurring further damage.

Razor Wire

A trip wire in effect, but usually fastened at throat height, (on a human!)

Gas Trap

A glass or pottery vessel containing gas or air-contact poison. The bottle smashes when tripped, affecting all those in range. A larger bottle will increase the area of effect but will be harder to conceal.

Magical

There are many spells available. Can be any spell or effect, can only be found by magical means, and be tripped by virtually any method: proximity, time, weight, speed of movement, race etc.

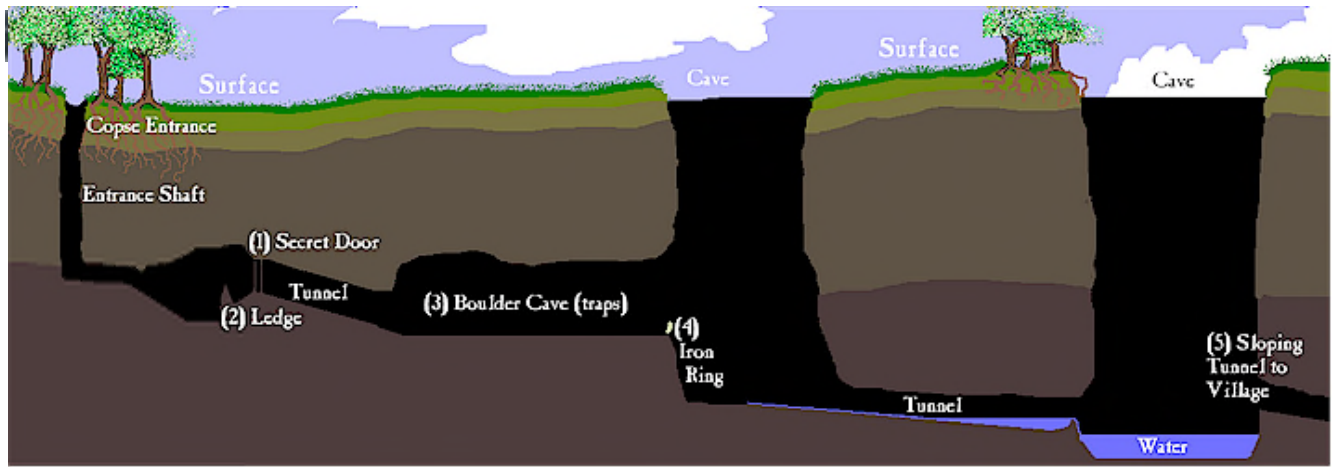
Ultimately, the GM should decide the density of the traps. The finding and removal of traps will slow down the game flow. The GM should judge whether this is appropriate to the game play. Slower often builds tension, but may be tedious to players not involved. Quicker means you get more done but at the expense of atmosphere.

If the two soldiers survived they will continue to attack at every available opportunity, and will take advantage if any of the group become exposed or immobile.

After about 500 yards the cave emerges into the side of a vertical chasm, 30 yards wide and flat at the bottom. Looking up the players will see the sky forty yards above, and looking down they will see the chasm floor ten yards below. An iron ring has been fastened into the edge of the rock face, designed to take a rope. If the PCs have enough rope it can be recovered once at the bottom by simply being pulled through the ring. The ring is not trapped. The soldiers have disappeared into a narrow tunnel entrance on the eastern side of the shaft. Ankle deep water moves sluggishly across the shaft and down the tunnel.

The tunnel is high and wide enough for one normal sized human, is slightly curved and about a hundred yards long. After about fifty yards the tunnel is straight enough for the characters to see daylight ahead, unless it's night. The water gradually deepens to about knee high as the tunnel progresses. At the end the tunnel flares out to either side to form a ledge about fifteen feet wide. The ledge slopes upwards to form a pool, the overflow dripping over the edge into the chasm below.

A roughly circular chasm about fifty feet across and open to the sky stands before the group. It drops down sheer another twenty feet or so from where they stand. Water stands two feet deep at the bottom. Across the space is another similar ledge, this one dry. The two soldiers will shoot the last of their quarrels from here and then withdraw.



Once on the other side, the PCs will find a similar tunnel with a steeper slope, which can be traversed with care. At the bottom they see the cave walls widening greatly, forming a huge chasm. A quick scout will reveal a stockade standing between them and the main part of the chasm.

Spiked wooden gates have been slammed and barred, and several figures move around beyond the gate and on the two guard towers that overlook the cave entrance.

Four crossbow men stand watch in each tower, and the two soldiers will man the gates if they stayed alive that long. They will attack any of the party who approach or reveal themselves. The soldiers will not engage in conversation, nor honour a flag of truce. If and when the party break through the gates, they will find an abandoned village beyond.

Beyond The Secret Door Key Features and Map

1. Secret Door

The door is made of stone two feet thick, and is unbreakable for the purposes of this adventure. It has an iron locking mechanism on the inside, turning a wheel pushes thick bolts into the sides and top and bottom of the tunnel.

2. Ledge

A ledge wide enough for two humans sits on the same level as the door. A crouching figure will be unseen by those entering the tunnel below.

3. Traps Cave

A series of prepared traps have been laid in this cave. See

4. Iron ring

A large iron ring has been fastened into the rock on the edge of the drop. It is solidly anchored and not trapped. It is strong enough to take the weight of the whole party if necessary.

5. Slope down to abandoned village

This ledge slopes away to emerge in the large chasm which houses the abandoned village.



The Abandoned Village

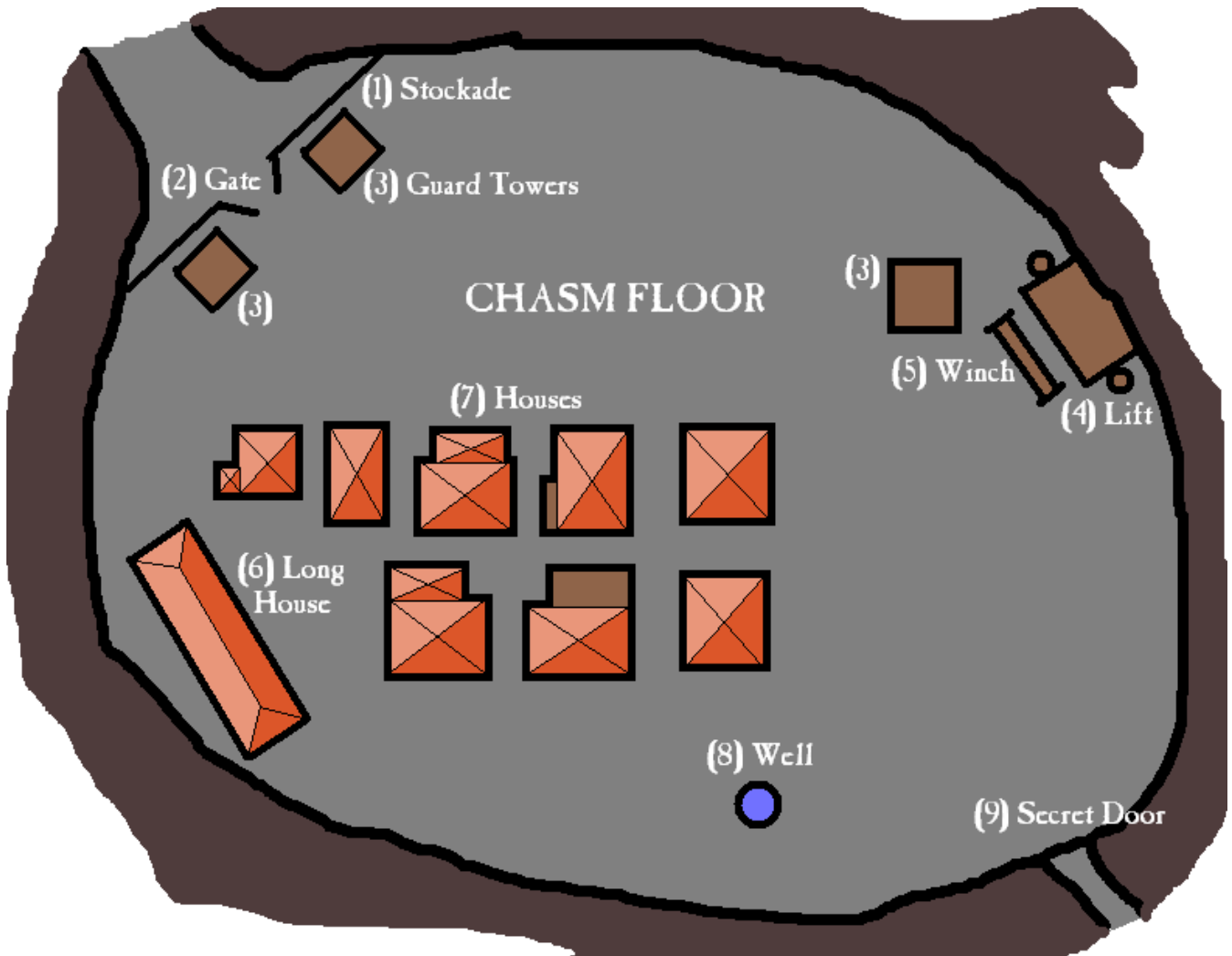
The village was not abandoned recently. Although the houses are well maintained, the well still functions and the defences solid, there has been no official occupation here for a couple of years.

This being the case, the players may wonder why the village has so many defensive mechanisms, and indeed where the soldiers came from.

After a decent search, the characters notice one area of the cliff face that is different to the rest. Looking closely, they see a patch of stone at the back of the chasm that has a different texture to the natural rock around it. Someone has broken or enlarged a hole in the cliff face, and resealed it with a mix made from the local stone. A careful search reveals recent activity around the strange area, and footprints going through the wall.

A secret door stands within the patched up area, about eight feet high and three feet wide. It is locked and barred from within, and has no method of opening from this side.

If the PCs lack the required spells, they can hide out in one of the huts, and eventually the door will burst open and two squads of soldiers will rush out, either attacking or methodically searching for the party if they are concealed. If the players manage to defeat this



attack, they will find the door still open.

If the players made it this far undetected, the soldiers will still emerge for the usual shift change, but won't start searching for the intruders until the bodies are found.

The Abandoned Village Key Features and Map

1. Stockade

A simple but effective barrier of sharpened tree trunks. Each timber is nine inches in diameter, twelve feet from ground to tip, and anchored two feet into the rock. Sharp iron spikes are driven into the wood for further defence. The trunks are tightly packed but not totally light proof, some of the gaps would allow a sword blade to pass, but not an arrow or quarrel.

2. Gate

Similar in construction and size to the stockade, but with iron hinges that allow the gates to swing either way. They are held closed by a stout bar and a padlocked chain.

3. Guard towers

All three guard towers are of a similar construction,

wooden timbers reinforced with iron. They have splayed legs fifteen feet apart, tapering to a platform eight feet above the ground. The rear and sides have a wooden wall around them four feet high, and the front is open to the stockade, allowing the occupants to shoot at any intruders. The roof and legs of the wooden tower are clad in metal, and a special armoured hatch in the roof allows the defenders to shoot upwards. Also, the metal cladding is polished and anyone attempting to land on the roof has a 90% chance of slipping straight off. The towers are accessed by wooden ladders, which can be pulled up during a siege. The lift guard tower has a five foot wall on the side facing the lift.

4 & 5. Lift and Winch

The lift is a solid structure, made from stout timbers fastened with iron by a master craftsperson. Four thick chains run up from a huge windlass fastened to the chasm floor, over iron pulley wheels then back down to the lift. Two heavy counterweights hang just below the access platform above. The weights are iron bound rocks, the chains are secure and it all looks very strong. The lift itself is a simple wood and iron construction, large enough to take an oxen and cart, with stout handrails and a gate at either end. It currently rests on a pile of sandbags that keep it level and provide access.

The group will discover that the lift is finely balanced and easily operated, although somewhat noisy when moved.

6. Long House

The long house is identical to the smaller ones, but is twenty by eighty feet and has four fire pits and chimney vents equally spaced inside. It has two doors, one at each end, and a row of windows on the front.

7. Houses

These are simple dwellings with tiled roofs. They are twenty feet square, made from wicker, have a single door, a rear opening for a window and a fire pit centrally. A small opening in the thatched roof allows the passage of smoke.

8. Well

A low wall a couple of feet high surrounds a pond fed from below by a spring rising from a deep hole in the centre. The water is clear and pure, full of dissolved minerals and has a slight bluish tinge. There are overflow channels around the well, but the water level is several inches below the lip of the wall.

9. Secret Door

A large area of the rock face has been re-constructed with local stone to hide the secret door within it. The door is well made and difficult to see. The edges blur into the surroundings. It cannot be forced with crowbars and such, and is stout enough to resist the strongest character's blows.



The Mines (Main Cavern)

The passage behind the secret door is obviously man made, even and regular with a flat paved floor. It is ten feet long, six wide and eight feet high. Beyond is a hemispherical cave that looks natural, with a cylindrical shaft three feet across in the centre of the floor. Looking down the characters see what looks like a wooden bridge twelve feet below. The floor of the cave is about four feet thick. A chain ladder has been fastened to the shaft side. The ladder is strong and easily scaled. An orange glow lights the bridge from underneath.

When the players descend they find a stout wooden platform suspended by strong chains from the roof of a huge cave. The platform is eight feet square, has no sides or handrail, and will swing evenly from side to side. 30 feet below the platform the PCs can see a glowing lake of what looks like lava, but there is little heat. There are islands of semi-solid material in the lake. A wooden ramp four feet across leads up from the platform to follow the contours of the cave roof. Another square platform is attached at the top edge. The players are too low to see what is on the platform.

All the Platforms and ramps are sturdily made from solid timbers and iron reinforcements. The top ends have been magically anchored into the ceiling. As all the platforms and ramps are eight feet from the irregular ceiling, their heights relative to each other vary by around plus or minus six feet. So for example, a player may go up to one platform, then up or down to the next.

The structure will sway slightly when walked on, but won't collapse, although the players may not believe this! None of the wooden walkways have sides or rails, only the chains, which are four feet apart. Running or sudden movement will cause the structure to move more, and will alert anyone else on the structure nearby to the presence of others. Combat on the walkways will always be a risk for both sides, although the advantage is obviously going to be with the home team. Indeed, any character who stumbles for whatever reason is going to have a chance of falling over the edge!

For purposes of movement and combat, the walkways should be considered Hampered terrain. Any character wishing to move faster may do so but must make a balance check at DC 10 for each round of movement.

In combat, a player with a weapon like a mace or battle-axe that must be swung around must do the same at -2. Stabbing weapons and ranged weapons can be used normally provided the walkway or platform is still, i.e. there isn't a mad dwarf swinging a huge battle-axe a few feet away. Remember, just because a person falls over, doesn't mean they fall off! Roll 1D8 to decide direction, modifying the result to retain a degree of reality. In addition, any weapons striking the chains may well cut through them, further de-stabilising them, and possibly tipping the walkway and dumping anyone on it into the lake below. This is only really likely with heavy, edged weapons like axes and great swords, but almost any weapon could damage the chains, and thus weaken them. These particular chains have a hardness of 10, 8 hit points and a break DC of 28.

The liquid below is actually a mild acid, colonised by photo-luminescent bacteria. There are occasional islands in the acid, consisting of rock and other debris from above, the bodies of various dead cave dwellers, and billions of shells from the dead bacteria. The islands are transient, rising and falling in a random pattern. Anything that makes contact with the acid will begin to take damage immediately. Organic substances like flesh, leather, wool etc will take 20% damage per minute. Wood, pottery, thin metal etc will take 15% damage every minute, and thick metal, armour, weapons etc 10% every minute. Glass and stoneware is unaffected, but corks or wooden stoppers are not.

The acid is clinging and the damaging effect will last another 4 minutes unless it is removed. Magical items must save or be similarly affected. Rubbing the acid off with a cloth will reduce this time in half, although the cloth will be ruined. Sufficient applications of water will stop it immediately, i.e. a couple of full water skins. Lesser amounts of water will save individual items.

Note: the acid tends to pool in items such as scabbards, if the weapon is not removed and cleaned the acid will continue to work, slowly eating at the weapon until nothing is left but the handle!

The islands are only mildly acidic, but will still damage items as above, taking the same damage every ten minutes. The proportion of islands to acid is ten to one. So anyone falling off the platforms has a one in ten chance of landing on an island.

Approximately eight feet above many of the platforms is a shaft two feet across. These shafts are two feet high and lead into a hemispherical cave like the one at the entrance. Each is twenty feet across, the ceiling forming an almost perfect dome. They have obviously been excavated by metal tools. There are no clues as to what has been mined here. Once the mining has been completed, the miners have encouraged various cave dwellers to take up residence in the bubble caves. These act as extra guards for the mine, and food in times of

siege. The creatures present are listed below. Either choose or roll 1d8. See *Bestiary* for further information.

1. *Cave centipede*
2. *Cave cricket*
3. *Horseshoe bat*
4. *Lasso spider*
5. *Giant Silverfish*
6. *Dripping slime*
7. *Black moss*
8. *Nothing*



The Mine - Main Cavern Key Features and Map

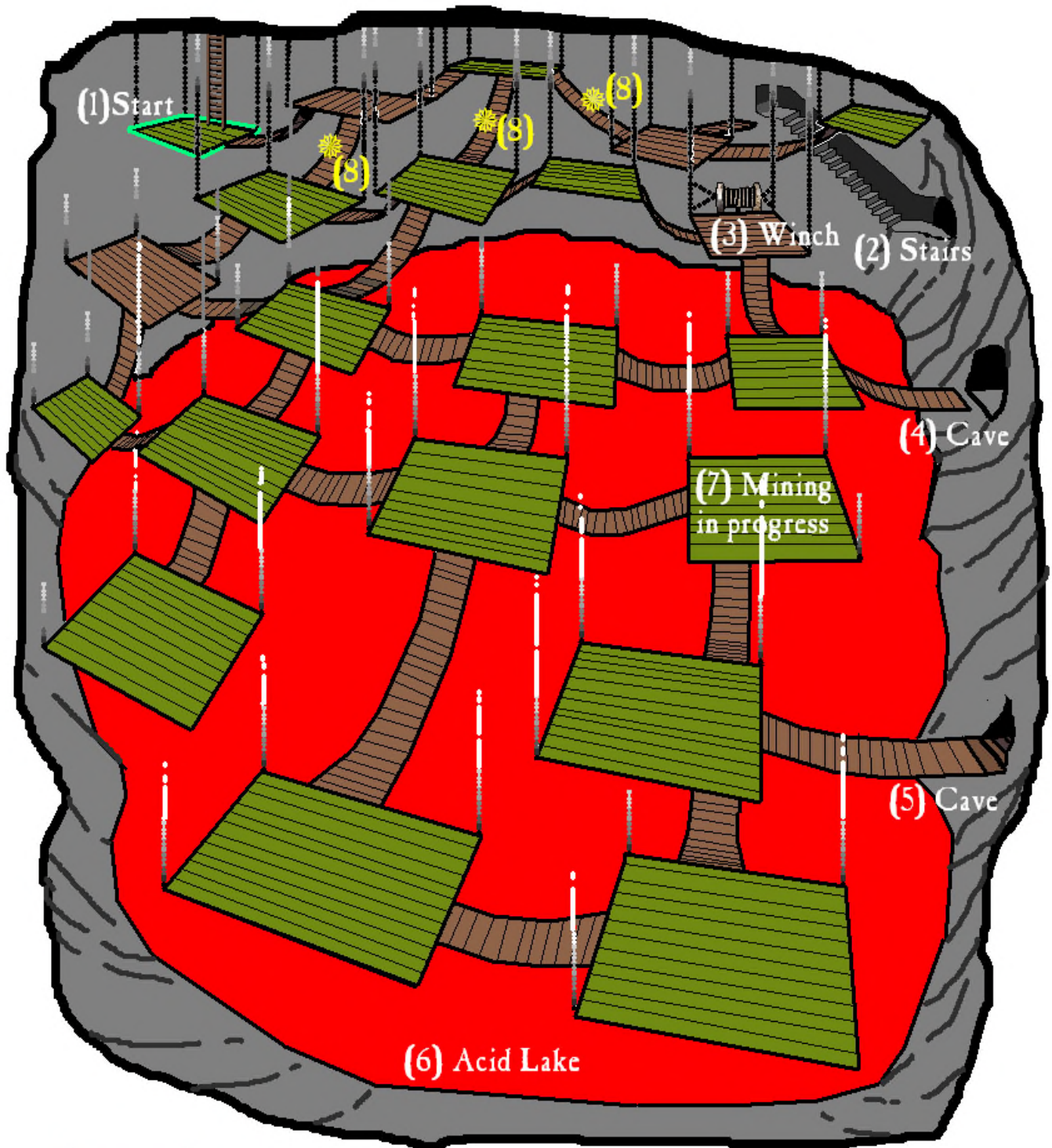
1. Entrance Shaft

This is where the PCs will enter the main cavern from a vertical shaft in the roof above.

2. Stairs

A well-constructed set of stairs one foot high and deep have been chiselled into the rock of the cave. The steps are three feet wide and the ceiling is six feet high. The ramp at the top does not touch the stairs, but hangs about eighteen inches from them. At the bottom, the stairs lead to a more natural looking ledge which curves around the cave wall, eventually disappearing into a dark cave, (See The Lower Cave.) The PCs will be able to see the winch (See below) from here, and its occupant, unless they've already dealt with him.

There is a high chance of meeting cave lobsters whenever the players traverse this area. (See *Bestiary*).



Wooden platform under solid rock roof



Wooden platform suspended beneath mine shaft

3. Winch

Attached to the end of one of the platforms, this sturdy wood and iron winch is wound with two thin but strong chains. It is almost fully unwound and has a weight on the end, moving slowly with the sway of the structure. The windlass is held in place by an iron pin

pushed through holes in the side. It will need two characters of average strength to operate in a controlled manner, and will descend to the end of the chains if the pin is removed, another four feet or so. Suspended from the end of the chain is a human figure, a male with the top inch or so of his head in the acid. If the

players listen carefully they will hear him mumbling a prayer.

If the man is winched up, he will shout for help as soon as he sees the group are not who he was expecting, i.e. another priest. (See The Neophyte).

4. Cave (Leading to the Barracks)

Here the platforms lead to an irregular opening in the cave wall, beyond which is a long tunnel. It has obviously been widened and smoothed to provide better access. There is a faint orange glow at the end of the tunnel, and the distant sound of hammering.

Again, the platform leading to the cave does not touch the wall, ending about a foot away.

5. Cave (Leading to the Priest's Quarters)

An irregular opening, possibly caused by a rock fall, leads to a narrow, barely passable fissure. The platform continues into the fissure, but is only one plank wide. It is possible to step directly onto solid ground here, the wood being a foot above the rock.

6. Acid Lake

See the detailed description on page 21.

7. Mining In Progress

The party will hear the unmistakable sound of mining as they approach this area. Occasionally, cascades of spoil will drop from the shaft above onto the platform and the acid lake below. If the characters enter they will find four miners to their left, who will probably not see them for some time as they are very intent on their task. Watchful characters may notice the miners stop work every few minutes and put something metallic in a leather pouch at their waist.

8. Holy Symbol

The party will find a holy symbol suspended above several of the walkways on a fine silver chain. If touched, the symbols will chime softly, alerting the priests to the presence of outsiders. In addition, the touch will trigger a flash of bright light, covering a ten foot diameter sphere. Anyone looking in the direction of the symbol must make a save or be stunned and blinded for D6 rounds. Anyone within three feet will be rendered unconscious for D6 rounds, and, if failing the save, will be blinded for D4 days.

Note: All the side and bubble caves are lit with various glass jars and bottles of acid taken from the lake.



The Mines (Lower Cave)

A nest of giant termites live here. They survive by foraging around the cave system, gathering anything remotely edible and returning it to the queen. Unfortunately, since the humans have arrived things have become difficult. The termites were attacking the workers and stealing the supplies, hence the barricade to contain them. No one has yet been brave enough to enter the tunnels beneath the cave and stop the termites completely by killing the queen.

Yanoona may try to bribe or blackmail the group into doing just that.

The Lower Cave Key Features and Map

1. Chain Ladder

A simple ladder made from iron chains, fastened top and bottom. Not as easy to climb as a normal ladder, but easier than a rope.

2. Barricade

Iron chains are stretched across the width of the cave supported by large iron brackets. The barricade leans over the edge of the rock, allowing the crossbow men to shoot the termites as they climb up the wall from below. The barricade also slows the termites down, but doesn't stop them.



3. Soldiers

Two squads of soldiers are stationed here permanently. They are rotated out on the normal shift pattern. Most of them will be asleep, leaving only two or three on look out duty.

4. Termite holes

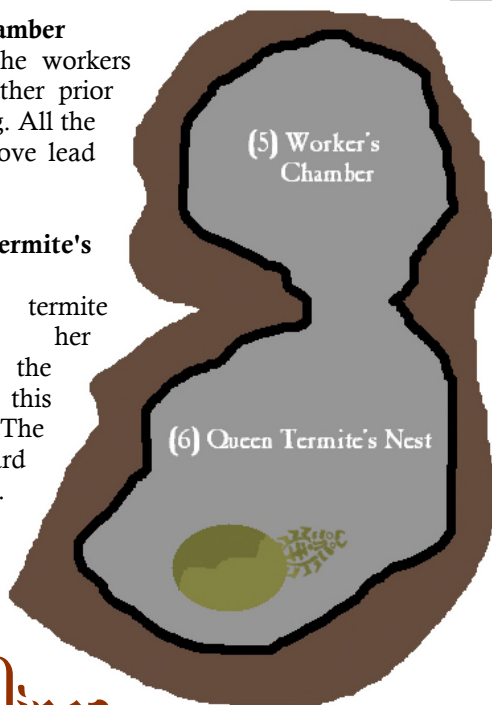
These are the holes from which the termites emerge to go foraging. The termites emerge at least once per day, but recent events have meant an increase in this frequency. The hole marked with a cross leads to the workers chamber. All other holes lead to individual nest caves.

5. Workers' Chamber

This is where the workers and warriors gather prior to going foraging. All the tunnels from above lead here.

6. Queen Termite's Chamber

The mother termite herself, all her attendants and the hatchery are in this chamber. The warriors will guard it with their lives.



2. Bunk Beds

There are three sets of triple bunk beds, two per side. They are made from solid wood, are eight feet high with each bed thirty inches apart. The ladder for the top bunk is built into the frame at the end. Each has a straw mattress and a thin blanket. As there aren't enough beds to go around, the soldiers either 'hot bed' or sleep on the floor where they can. Of course the corporals always get the best beds.

3. Weapons rack

The off duty squads store their weapons here. Also, spare weapons of each kind and several dozen normal quarrels and a dozen spare throwing knives can be found here.

4. Stove

The stove is an old iron monstrosity used for cooking, heating water and warming the cave. There is a large door on the front to load the wood, and a water boiler on the side. The top is a simple flat plate. A chimney takes the smoke up to a crack in the ceiling. No one knows, nor cares, where the smoke goes, just as long as it leaves the cave.

5. Supplies

A collection of crates, chests and sacks hold various food stuffs, mostly root vegetables, some preserved fruit

The Mines (Barracks & Workshop)

This series of caves is accessible via location 4 in the Main Cavern.

Barracks and Workshop Key Features and Map

1. Main Barracks

The main barracks area is twenty feet across at the widest point, and about forty feet long. The ceiling is irregular, and about ten to fifteen feet high. Tunnels four feet across and five feet high lead out to the main cavern and into the workshop. The floor has been smoothed, but the walls are natural.

and dried herbs. There is a small box of smoked fish, and what look like giant cricket legs. The food is poor, but edible. A couple of large barrels hold drinking water.

6. Workshop Area

Through the tunnel from the Barracks can be found a long, irregular cave fifty feet across from tunnel to end. It is thirty feet across at the widest point, the ceiling varying from ten to thirty feet. It is mostly natural with a worked floor and some parts of the wall. Iron pipes run along the central parts of the roof.

7. Edec's Forge

Edec's forge was pulled from his workshop and transported here by ox cart. It is very old, having been in his family for several generations. It's very worn now, but Edec is very fond of it, often talking to it like he would a pet or small child. He has been attached to the forge by a ten foot length of chain running to a manacle around his left ankle.

8. Tekresa's Forge

This is a more modern version of Edec's forge, but Tekresa views it as a simple tool, and has no emotional attachment to it. She is also fastened to the forge with a ten foot length of chain running to a manacle on her right ankle. The two smiths can pass objects between themselves, but only by stretching to the very limit of their tethers.

9. Vent

The two forge chimneys are joined in the centre of the cave, then run to a wide crack in the ceiling at the rear of the cave.

10. Boxes of Metal Ore

This is the raw material dug out of the bubble caves by the miners. It consists of small granules of metal no larger than a pea, mainly a bluish colour and very sharp to the touch.

11. Logs For Forges

A large and mixed pile of timber stacked against two respective walls. The forges use a lot of fuel, but there never seems to be a shortage. Both smiths have hidden small objects behind the wood. Tekresa has a small sack of dried food, a dagger and a small but deadly sling which can throw pieces of ore up to twenty five feet with great effect. Edec has an old chisel sharpened to a razor sharp edge, a glass vial of the orange acid and some dried meat wrapped in a piece of canvas.



The Mines (Priests' Quarters)

The Priests' quarters are found in what is basically a long tunnel. Near the entrance, the cave bulges out like a bubble, forming a useable space fifteen feet by twenty. Here, the lower ranking priests can be found. Further on the cave widens again to a similar size, wherein is found Thadissmarl's lair. The tunnel continues around a sharp bend, opening out to form a cave twelve feet by twenty five. This is where Yanoona is usually found. A niche in the rear wall finally leads to a small space in which the head priest keeps his prized possessions.

Priests' Quarters Key Features and Map

1 & 2. Bunk Beds

Against the north wall can be found the bunk beds used by Wollos and Cadeal. They are simple wooden constructions with an integral ladder at one end. The mattresses are slightly better than the type given to the soldiers, being filled with feathers. The bottom bunk belongs to Cadeal, who keeps a small scourge whip under his pillow. The top bunk is used by Wollos. A magic token hangs at the head of the bed, which prevents the priest's mind being controlled while he is asleep.

On the wall opposite are beds used by Tay and Hilap when in residence. They are almost identical to the other bunks, but both have a normal, and forbidden, dagger hidden in the mattress at the pillow end.

3. Wollos' Chest

Wollos has few personal possessions, the chest is therefore never locked. Within are his old clothes, (poor tunic and trousers), a spare set of priestly ropes, a brass alms bowl, a few old letters from his parents and two pairs of stout boots, worn but serviceable. There is a false bottom in the chest, fairly easily discovered and opened, which contains a slim book entitled "The Art of Mace Fighting."

4. Cadeal's Sack

Cadeal is even poorer than Wollos. His sack contains a spare set of robes, a pair of old leather boots and an old smock top often worn by farmers. There is also a length of knotted rope four feet long, which could either be for self-flagellation or assassination.

At the very bottom of the sack is an old scroll in a language the PCs won't know (Decipher Script DC 40).

5. Tay's Chest

This is a medium sized, iron bound chest with a stout padlock. Inside are various sets of clothes; good robes, work clothes, winter wear and everyday clothes, with the boots to match. A small wooden box lies at the bottom, containing a couple of dozen gold and silver coins from all over the known lands, a folded I.O.U for one horse signed 'Pytyr' and a half used potion in a glass vial. Fastened to the inside of the lid is a leather scabbard holding several blades; A short sword, two matched daggers, a large hunting knife, two solid silver daggers, and a punch dagger. Behind this is a sack containing a map and a huge key. Tucked right into the toe of one of the boots is a small silk pouch containing ten small diamonds.

6. Hilap's Bags

These finely tooled leather saddlebags are worth a fair amount on their own. Inside the left pouch are spare clothes, mostly plain everyday wear, stuffed in anyhow. At the bottom is a hinged solid silver frame containing the portraits of two young girls, one of which is Hilap. In the right hand bag there is a neatly written journal bound in leather, which recounts her many campaigns. It ends about three months previously. Also within are two steel scroll tubes, one containing gold coins, the other filled, strangely, with black sand.

7. Stove

The stove is an old iron range used for cooking, heating water and warming the cave. There is a door on the front to load the wood, and a water boiler on the side. The top is a simple flat plate. A thin chimney takes the smoke out through the tunnel into the main cave. There is a small fire burning inside, and a meat stew bubbling gently on the top.

8. Supplies

The basic supplies are very similar to what the soldiers have, but with more variety and better quality. In addition, there is a side of smoked bacon, a leg of beef and a small keg of beer.

9. Thadissmarl's Quarters

An irregular area opens off the corridor here, merely a bulge in the tunnel like cave. Here can be found a small bed and a single wardrobe.

10. Bed

The bed is spartan even in comparison to Cadeal's, being merely a thin mattress and a threadbare blanket. On the floor under the bed is a loaded hand crossbow and a quarterstaff, both magical.



11. Wardrobe

In the wardrobe is a single spare robe and trousers, and an enormous two handed mace that even a strong character would have trouble with. Inside a secret compartment in the head are several gems, a gold pendant and a lock of hair tied with a faded blue ribbon. In the handle is a wand with one or two charges left on it.

12. Yanoona's Quarters

There is a faint odour of flowers in this cave. Indeed it is obviously more opulent than anywhere else in the complex. There are several tapestries depicting birds in flight or landscapes on each wall, and a decorative brazier smoulders to the side of the desk. The cave looks and feels almost homely. The left hand side is obviously the home part of the cave, containing the bed and a large trunk. The right hand side is the work area, taken up by a map table and a desk. A long tapestry hides a thin crack in the wall that leads to a small niche.

13. Desk

This small writing desk is made from fine hardwood with carved legs. It has a leather panel inset into the top and two draws either side. All the draws are locked. On top of the desk are an ink pot and several quills, a half finished letter to a certain magistrate in a nearby town, a Jetava light, and a paperweight made from a human vertebrae. In the left hand top draw is a set of six darts, finely made and plated in gold, a diary written in code, spare paper and vellum, and a block of ink stone. In the lower draw are several drawings by different hands of war engines, crossbow designs, arrow and bolt head variations and inked illustrations of various guard and functionary uniforms.

In the top right hand draw is a locked metal box almost as large as the draw. To remove it the draw has to be taken out, which triggers a poison gas bomb unless removed correctly. The gas expands to a five foot sphere within which any character must roll a Fortitude save or be incapacitated with dizziness and nausea for d6 rounds. The box is also trapped, a magical bolt of energy will cause damage equivalent to a long sword to anyone who fails to pick the lock correctly, and fuses the lock pick to the lock, rendering both useless and the lock permanently sealed. The box can still be broken open. Inside the box is a glass vial full of the orange acid, which if broken, say by someone breaking the box open, will dissolve the papers within one round. (The papers list the proposed targets, detailed plans, and names of Yanoona's contacts in the nearby town.)

In the bottom right hand draw are a dozen clay balls sealed with wax and wrapped in straw. Each contains one pint of the milky secretion from the cave lobsters, which can neutralise ten times its volume of the acid in one round.

14. Bed

A luxurious bed compared with those of other caves, furnished with a thick blanket on a down-stuffed mattress. A decorative quilt lies on top of the blanket.

15. Map Table

Like the desk, this is a fine piece of furniture, made from hardwood and highly decorated. It is six feet long and four feet wide, and has an adjustable top that can lie flat or stand upright like an easel. Several maps of the surrounding area are rolled up and stored in the storage area below. (On the top, weighted down by spearheads of various designs, is a map of the town named in the plans. Several locations have been circled or indicated, with the same code as used in the diary to describe them.)

The GM may hand out any of the printable maps of Opus found at the end of this file and supply them to the players at this point. If the PCs are not going to

take the maps, the GM should retrieve the printouts after players have had a suitable period to study them and/or make sketches.

16. Large Trunk

Five feet long and three feet square, this is the largest trunk the PCs have ever seen. It could easily hold the body of a large person, but fortunately doesn't. It is made from thick hardwood re-enforced with black iron. The lock is magical, and will only open when touched by Yanoona, or at least his finger. Inside is a veritable museum collection of clothes; guard uniforms, magistrates' finery, various priestly robes and some expensive silk dresses. At the bottom are all the relevant shoes and boots, and all of it meticulously labelled. In a compartment in the lid are two dozen small purses, each containing five gold coins, ten silver coins and twenty copper, and a silver ring in the style of a birds wing.

If Yanoona is alerted to the PCs' approach, by the sounds of fighting or by one of the holy symbol alarms being triggered in the main cave, he will throw all his maps and papers into this trunk and close it before the PCs arrive.

17. Concealed Niche

Behind a tapestry of the legendary Tower in the Clouds, is a thin gap, barely more than a crack, in the rock. Only normal sized or smaller characters are able to traverse the six foot long gap. Inside, the niche is an irregular shape, barely larger than a single wardrobe. Packed within are several glass jars filled with diluted orange acid, and within each jar are dozens of bolt, arrow, and spear heads.



NPC Details

It is recommended that you print the following pages and keep them handy for reference purposes. These NPC details are not included in the printable file version.



Yanoona is in his mid thirties, with straight dark hair and grey eyes. He is striking to look at, his face heavily tattooed, his features strong. He is relaxed and confident, even when threatened. He wears layered green priestly robes cut in a military style; a short tunic belted at the waist, trousers and black leather boots. An iron bound wooden club hangs from his belt, two diamond shaped throwing blades are concealed up each sleeve, and a throwing dagger nestles in each boot. He also possesses a double headed mace, five feet long with a slim metal head at either end. It can be wielded either like a quarterstaff or a traditional mace. One end of the mace is blue, the other white. On a successful hit the blue end does an additional 1d6 *heat* damage, and the white end 1d6 *cold* damage.

Yanoona is 95% likely to be within his quarters, plotting and scheming. Otherwise he will monitor the smiths or mines. He never visits the barricade.

His behaviour will be friendly to begin with, his voice deep and calm. He will explain some of his plans and try to convert the PCs to his cause. If this fails he will quickly become angry and attack with every spell he can cast, including summoning an Air Elemental, before rushing in with his mace. If he senses defeat he will try to escape, shouting for help as he goes. If no help is forthcoming he will try for the lift and escape onto the surface.

Yanoona has taken the idea of Jetava to the extreme. He has decided that because the goddess allows the use of arrows and bolts etc, she must therefore demand the use of these weapons. His plan is to recruit an army and equip them with the finest crossbows and quarrels he can find and use them to smite non-believers from a distance, bringing down the wrath of Jetava upon thousands of poor innocents and the powers of Jetava onto himself. He sees this as the ultimate worship of his goddess, death from afar. He will gladly tell the players this if they are under his control.

Head Priest Yanoona The Pathmaker

Human Male Cleric. 8th level. 5' 7", 150 lbs.
Challenge Rating 7

Attributes

Str 13 (+1), Dex 12 (+1), Con 14 (+2), Int 10 (+0)
Wis 17 (+3), Cha 12 (+1), HP 55, AC 15 (+1 Dex, +4 padded armour (+3 magic))
Speed 30ft
Initiative +1 (+1 Dex)

Saves

Fortitude +8, Reflex +1, Will +9

Attacks

+8/+3 melee, +5/+0 range

Weapons

+3 two handed mace, (summons Large Air Elemental on use of one charge, six charges left.) x2 throwing knives, x2 diamond shuriken, wooden club.

Skills

Diplomacy +11 (+8 rank, +1 Cha, +2 Negotiator feat), Heal +11 (+8 rank, +3 Wis), Intimidate +4 (+3 rank, +1 Cha), Sense motive +8 (+3 rank, +3 Wis, +2 Negotiator feat).

Feats

Blind fight, Animal affinity, Negotiator.

Spells:

1st level

Bane, Cause Fear, Doom, Inflict Light Wounds, Magic Weapon, Summon Monster.

2nd level

Bear Endurance, Darkness, Enthral, Silence, Sound Burst, Spiritual Weapon.

3rd level

Continual Flame, Daylight, Meld Into Stone, Searing Light, Windwall.

4th level

Air Walk, Control Water, Neutralise Poison, Repel Vermin, Sending.

5th level

Flame strike, Raise dead, Spell resistance.



Depata Priest Thadissmarl the Hamnfount

Human Male Cleric. 5th level

6' 1", 140 lbs.

Challenge Rating 4

Attributes

Str 13 (+1), Dex 8 (-1), Con 14 (+2), Int 10 (+0)
 Wis 16 (+3), Cha 12 (+1), HP 36, AC 13 (-1 Dex, +4
 padded armour (+3 magic)
 Speed 30ft
 Initiative -1 (-1 Dex)

Saves

Fortitude +6, Reflex +0, Will +7

Attacks

+5 melee, +2 range

Weapons

+2 hand crossbow with quiver of 30 bolts, x2 throwing
 knives, x2 diamond shuriken, wooden club.

Skills

Concentration +10 (+8 rank, +2 Wis)
 Spellcraft (+8 rank)

Feats

Rapid reload, Deflect arrows

Spells

1st level

Bless, Command, Cure Light Wounds, Obscuring Mist,
 Summon Monster.

2nd level

Bull Strength, Death Knell, Hold Person, Shield Other,
 Spiritual Weapon.

3rd level

Continual Flame, Daylight, Searing Light, Windwalk.

4th level

Divine Power, Inflict Critical Wounds, Repel Vermin.

Second in command, **Thadissmarl** is thirty years old, has brown hair and eyes, is tall and thin, with an intense stare. He worships Yanoona like an older brother, and would die readily for him or the cause. He dresses the same as Yanoona and carries the same weapons, apart from the mace. Instead he carries a hand crossbow loaded with the special bolts. In combat he is of fair ability, but prefers spells and distance to up close fighting. He also owns a quarterstaff but has no ability in its use.

Thadissmarl divides his time equally between the barracks, teaching the younger priests, his quarters and attending on Yanoona.



Wollos is a mere nineteen years old, fresh faced and innocent looking, with blonde hair and blue eyes. He is of average height but broad shouldered and very strong. He too is a fanatic, prepared to die for the cause. His dress is the same as the others. He carries the throwing knives, but prefers to visit justice and vengeance on none believers with a huge mace. He practices with the mace whenever possible, and has become an expert with it.

Unless practising with his mace, praying or learning from Thadissmarl, Wollos can be found walking around the mine.

2nd Deputy Priest Wollos of the Alms Bowl

Human Male Cleric. 3rd level.
5' 8", 165 lbs.
Challenge Rating 2

Attributes

Str 13 (+1), Dex 8 (-1), Con 14 (+2), Int 10 (+0), Wis 15 (+2), Cha 12 (+1), HP 23
AC 13 (-1 Dex, +4 padded armour (+3 magic))
Speed 30ft
Initiative -1 (-1 Dex)

Saves

Fortitude +5, Reflex +0, Will +5

Attacks

+6 melee, +1 range

Weapons

+1 heavy mace, x2 throwing knives, x2 diamond shuriken, wooden club.

Skills

Knowledge (history) +6
Listen +7 (+3 rank, +2 Wis, +2 Feat)
Heal +5 (+3 rank, +2 Wis)
Profession +5 (+3 rank, +2 Wis)

Feats

Alertness, Deflect arrows

Spells

1st level

Cure Light Wounds, Inflict Light Wounds, Obscuring Mist, Summon Monster.

2nd level

Bull Strength, Hold Person, Sound Burst, Spiritual Weapon.

3rd level

Blindness, Daylight, Stone Shape.



Cadeal has only recently been converted to the cause, and Yanoona has ordered him to show his dedication by hanging with the top of his head in the acid until his skull shines. As none of the other priests have gone through this process, it is an indication of the growing corruption of power in Yanoona's mind. He is an earnest and studious man forty five years old. He is intelligent but easily led. Previously, his hair was grey and thin, but is obviously now bald. His watery eyes are very short-sighted, and his hearing is fading. He wears a plain brown tunic and brown woollen trousers that have seen better days. He has not yet earned the green robes, but carries a club and four throwing knives, although he is poor at best with either. He should be treated as a 1st level cleric, but has no spells.

When not hanging by his ankles with his head in the acid, which is most of the time, Cadeal will be either asleep or in lessons with Thadissmarl.

The Neophyte Cadael of the Empty Room

Human Male Cleric. 1st level.
5' 4", 180 lbs.
Challenge Rating 1/2

Attributes

Str 13 (+1)
Dex 8 (-1)
Con 10 (+0)
Int 10 (+0)
Wis 14 (+2)
Cha 7 (-2)
HP 8
AC 9 (-1 Dex)
Speed 20ft
Initiative -1 (-1 Dex)

Saves

Fortitude +2, Reflex -1, Will +4

Attacks

+1 melee, -1 range

Weapons

x4 throwing knives, wooden club.

Skills

Craft +4
Profession +6 (+4 rank, +2 Wis)

Feats

Animal affinity



Tay is forty years old and been a soldier most of his adult life. He has long dark brown hair of which he is immensely proud, brown eyes, is of a medium build and steady disposition. He wears the green robes and carries the usual knives and club, and also wears a bandanna of throwing knives. Beneath his robes he wears brigantine armour, metal plates sewn into a canvas shirt. The holy symbol around his neck hides a vial of deadly poison, to be taken if captured. He isn't particularly fanatical, but only in it for the killing and the money, and therefore only has a ten percent chance of taking the poison.

Soldier Priest #1 Tay of the Growling Wrath

Human Male Fighter/Cleric. 6th/1st level.
5' 10", 170 lbs.
Challenge Rating 6

Attributes

Str 16 (+3), Dex 13 (+1), Con 14 (+2), Int 10 (+0)
Wis 12 (+1), Cha 8 (-1), HP 52, AC 19 (+1 Dex, padded
+4 (+3 magic,) brigantine armour +4)
Speed 30ft
Initiative +1 (+1 Dex)

Saves

Fortitude +7, Reflex +3, Will +3

Attacks

+10/+5 melee, +8/+3 range

Weapons

x10 throwing knives, wooden club, x2 shuriken, heavy crossbow and 30 bolts, spear.

Skills

Jump +9 (+6 rank, +3 Str), Ride +7 (+6 rank, +1 Dex),
Swim +9 (+6 rank, +3 Str)

Feats

Animal affinity, Improved unarmed strike (Improved grapple, Deflect arrows, Snatch arrows, Stunning fist), Toughness

Spells

1st level

Doom, Magic Weapon, Inflict Light Wounds.

2nd level

Bull Strength, Cure Moderate Wounds, Inflict Moderate Wounds.



Soldier Priest #2

Hilap the Death Eye

Human Female Fighter/Cleric. 6th/2nd level.
5' 6", 130 lbs.
Challenge Rating 6

Attributes

Str 16 (+3), Dex 13 (+1), Con 14 (+2), Int 10 (+0)
Wis 12 (+1), Cha 14 (+2), HP 49, AC 19 (+1 Dex,
padded +4 (+3 magic,) brigandine armour +4)
Speed 30ft
Initiative +1 (+1 Dex)

Saves

Fortitude +7, Reflex +3, Will +3

Attacks

+10/+5 melee, +8/+3 range

Weapons

x2 throwing knives, wooden club, x2 shuriken, short
bow and 20 arrows, heavy crossbow and 30 bolts, spear.

Skills

Diplomacy +5 (+3 rank, +2 Cha), Knowledge (Nobility
and Royalty) +3, Move silently +4 (+3 rank, +1 Dex),
Ride +7 (+6 rank, +1 Dex), Speak language +3

Feats

Dodge, Mobility, Point blank shot (Far shot, Precise
shot, Rapid shot, Shot on the run)

Spells

1st level

Cause Fear, Command, Obscuring Mist, Shield of
Faith.

2nd level

Bull Strength, Cure Moderate Wounds, Inflict
Moderate Wounds, Silence.

Hilap is the daughter of a wealthy merchant. She joined the cause to get away from a boring, stifling life of court parties and political back-stabbing. She is of average height for a woman, lean, and considered pretty with her red hair and green eyes. She is one of the best shots with bow or crossbow in the area, is cool under pressure and fights dirty. Under her robes she wears a similar brigantine shirt, but hers is lined with silver coins instead of plates and is worth a fair sum. She delights in the irony of this fact, although she has told no one of it. The holy symbol around her neck conceals a vial of deadly poison, she has a 30% chance of taking it if captured.



The soldiers operate in squads of eight, seven normal soldiers and a corporal. These men and women are mostly young and impressionable, and live almost as slaves. All eight of the soldiers have studded leather armour, carry a heavy crossbow with a quiver of thirty bolts, a baldric with eight throwing knives, a wooden club and a dagger to kill themselves with if they fail or are captured.

In addition to the above, the corporals wear a steel breastplate, and carry a throwing spear.

There are eight squads to begin with, which rotate duties on a five day cycle. Two squads on the surface/in the village, two roaming in the mine, two in the barracks guarding the smiths or resting and two on the barricade in the lower cave. In times of trouble the squads will all pull back to the mine, and a squad will be pulled from the barracks first, then the barricade, in dire need.

Those soldiers on the surface or at the barricade, or when out of sight of a priest, are 90% likely to be asleep, unless the alarm has been sounded.

Soldiers

Human M/F Fighter. 1st level.
5' 8", 150 lbs.
Challenge Rating 1 (2 for corporals)

Attributes

Str 15 (+3), Dex 13 (+1), Con 14 (+2), Int 10 (+0)
Wis 12 (+1), Cha 8 (-1), HP 15, AC 14 (+1 Dex, +3 studded leather), Speed 30ft, Initiative +1 (+1 Dex),

Saves

Fortitude +4, Reflex +1, Will +1

Attacks

+4 melee, +2 range

Weapons

Heavy crossbow and 30 bolts, x8 throwing knives, wooden club, small dagger.

Skills

Balance +3 (+2 rank, +1 Dex), Jump +7 (4 rank, +3 Str), Ride (+2 rank, +1 Dex)

Feats

Rapid reload, Toughness

Variations for Corporals

Human M/F Fighter.Cleric. 2nd/1st level.

HP 19, AC 15 (+1 Dex, +4 steel breastplate over studded leather), CR 2

Saves

Fortitude +5

Attacks

+5 melee, +4 range

Weapons

Spear.

Skills

Balance +3.5 (+2.5 rank, +1 Dex), Jump +8 (+5 rank, +3 Str), Ride +3.5 (+2.5 rank, +1 Dex)

Feats

Dodge

Spells

1st level

Bless, Command, Remove Fear

2nd level

Bear's Endurance, Bull's Strength, Cure Moderate Wounds



Miners

Human M/F Fighter. 1st level.
5' 6", 120 lbs.
Challenge Rating 1

Attributes

Str 15 (+2)
Dex 10 (+0)
Con 12 (+1)
Int 10 (+0)
Wis 10 (+0)
Cha 8 (-1)
HP 8
AC 10
Speed 30ft
Initiative +0

Saves

Fortitude +2, Reflex +1, Will +0

Attacks

-2 melee, -4 range

Weapons

Mining tools equivalent to light pick.

Skills

Profession +2

While not exactly slaves, the miners are worked hard by Yanoona, who gives them fiery sermons every day to inspire them to greater labour. There are thirty six, mainly older and younger men and women of the flock, poorly suited to any other labour. They will nevertheless attack any intruders with their picks and shovels, for which Yanoona has given them special dispensation to use as 'un-sanctified' weapons. They will be poorly disciplined, badly armed, have no armour and little martial skill.

The miners live in whichever cave they last excavated, bedding down in poor blankets on the rock floor, cooking over a simple fire and generally having a miserable time.



Edec is one of the blacksmiths captured by Yanoona's men on a raid a few months ago. He is tall and broad shouldered, twenty five years old, with blue eyes and fair hair. He comes from a long line of blacksmiths and is very good at what he does. He has been chained to his forge for his entire time in the caves, and is desperate to get out. His outward appearance, beneath the ground-in dirt, is one of a broken man, but his strength of will remains. He is able to release himself from his chains in a few minutes, and will do so if he thinks help is at hand. He will use his hammers or anything to hand if able to fight.

Edec Smith

Human Male.
6' 0", 190 lbs.
Challenge Rating 1/2

Attributes

Str 17 (+3)
Dex 10 (+0)
Con 14 (+2)
Int 11 (+0)
Wis 10 (+0)
Cha 10 (+0)
HP 8
AC 10
Speed 30ft
Initiative +0

Saves

Fortitude +3
Reflex +3
Will +7

Attacks

+7/+2 melee
+0 range

Weapons

Black smith's hammer equivalent to light hammer, fists.

Skills

Profession +10 (smithing)



Tekresa Anorr

Human Female.
6' 1", 180 lbs.
Challenge Rating 1/2

Attributes

Str 16 (+3)
Dex 10 (+0)
Con 15 (+2)
Int 14 (+2)
Wis 10 (+0)
Cha 13 (+1)
HP 8
AC 10
Speed 30ft
Initiative +0

One of the few women smiths in all of Opus, Tekresa is also a gifted blacksmith. Her area of expertise was in the field of horseshoes and related crafts, but she can turn her hand to working almost any metal. Tekresa is over six feet tall, buxom, with long black hair and brown eyes. She has fared better than Edec under the tough Jetava regime, despite being held captive for over a year. She too is fastened to her forge by a length of chain.

Tekresa has already picked the lock of her manacles, and can step out of them at will. She is more patient, but will also take advantage of any diversion in order to escape. Her weapon of choice would be a red hot poker taken from the fire, or a heavy hammer.

Saves

Fortitude +4
Reflex +4
Will +8

Attacks

+9/+4 melee
+0 range

Weapons

Black smith's hammer equivalent to light hammer, fists, hot poker.

Skills

Profession +12 (smithing)

BESTIARY

Cave Centipede (Large)

Large Vermin

Hit Dice: 3D8 (13 hp)

Initiative: +2

Speed: 40 ft (8 squares), climb 40 ft

Armour Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+7

Attack: Bite +3 melee (1d8+1 plus poison)

Full Attack: Bite +3 melee (1d8+1 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills: Climb +18, Hide +6, Spot +4

Feats: Weapon Finesse

Environment: Underground

Organisation: Solitary or colony (2-5)

Challenge Rating: 1

Advancement: 4-5 HD (Large)

Level Adjustment: -

Similar to a giant centipede, but with long feelers either end and hooked feet, which enable them to walk on almost any surface. They are about twelve feet long, and covered in a flexible chitinous armour. They have a strong bite and can inject poison each time. They feed on other cave dwellers, including the humans if they are hungry.

The poison causes total paralysis in any victim failing a Fortitude test at DC 10.

Cave Cricket (Medium)

Medium Vermin

Hit Dice: 1D8 (4 hp)

Initiative: +2

Speed: 40 ft (8 squares), climb 40 ft

Armour Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +0/-1

Attack: Bite +2 melee (1d6-1)

Full Attack: Bite +2 melee (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Stun

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills: Climb +14, Hide +8, Spot +6

Feats: Weapon Finesse

Environment: Underground

Organisation: Colony (7-12)

Challenge Rating: 1/2

Advancement: --

Level Adjustment: --

Identical to the well known insect, the cave cricket is four feet long with huge back legs and large eyes. They have a nasty bite but will use their sonic attack first. This shrill chirrup created by the back legs will stun anyone within ten feet who fails a Fortitude save at DC14. The victim will be stunned for D6 rounds and deaf for D20 rounds. They feed on any organic material including the fungi and moulds that grow on the walls. These crickets can be eaten in times of hardship. They are nutritious, but have a bland flavour and a gluey texture. D6 plus 6 crickets will inhabit each cave. Their sticky feet allow them to walk on any surface but not directly upside down.

Horseshoe Bat

Diminutive Animal

Hit Dice: 1/4 d8 (1 hp)

Initiative: +2

Speed: 5 ft (1 square), fly 40 ft. (good)

Armour Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: -

Full Attack: -

Space/Reach: 1 ft./0 ft.

Special Attacks: -

Special Qualities: Blindsight 20 ft., low-light vision

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*

Feats: Alertness

Environment: Temperate Caves

Organisation: Colony (10-40) or crowd (10-50)

Challenge Rating: 1/10

Advancement: -

Level Adjustment: -

These are just the normal bats found in many caves. They are harmless but will scatter when disturbed, exiting the hole in a flurry of wings. The sound and movement will alert any patrolling soldiers, who may investigate. The bats leave the cave at dusk through a slim vent high up at the rear of the cave. The miners collect the bats' guano once a month.



Lasso Spider (Medium)

Medium Vermin

Hit Dice: 2D8+2 (11 hp)

Initiative: +3

Speed: 30 ft (6 squares), climb 30 ft

Armour Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+1

Attack: Bite +4 melee (1d6 plus poison)

Full Attack: Bite +4 melee (1d6 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 18, Dex 18, Con 10, Int -, Wis 10, Cha 2

Skills: Climb +16, Hide +10, Spot +4

Feats: Weapon Finesse

Environment: Underground

Organisation: Solitary

Challenge Rating: 2

Advancement: --

Level Adjustment: --

The lasso spider is six feet long, with a slim body two feet across. It is a dark black in colour and difficult to see in low light. It doesn't spin a web as such, but creates long strands of web with sticky, bulb-shaped pads at the ends. It will then hang these from the ceiling of its lair, then lie in wait for a victim. The spider also has a couple of these pads on its front legs, which it will throw if any of the hanging pads are disturbed or if it spots a victim with its twelve eyes. It will attack almost anything, and can go for two or three years between meals. Once the pads have stuck, it will pull the victim towards its mouth. It has a pair of hollow fangs that inject a strong venom that digests living tissue. The lasso spider has high strength and only strong characters will be able to hold their ground, unless they lose their footing. The web strands and glue have a similar strength, but with break down naturally in a couple of hours. If the character wins the strength contest, the odds are 50/50 as to whether the web snaps or the spider is pulled from its lair.

Failing to save against the poison on a DC 10 Fortitude check will cause the victim to lose one point of Strength and one point of Constitution per round unless neutralised. If left untreated, the poison will liquefy the victim's insides in 30 minutes.

Giant Silverfish (Large)

Large Vermin

Hit Dice: 5D8+10 (32 hp)

Initiative: +2

Speed: 60 ft (12 squares), climb 60 ft

Armour Class: 19 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+12

Attack: Head Butt +6 melee (1d6 +6)

Full Attack: Head Butt +6 melee (1d6 +6)

Space/Reach: 10ft./5 ft.

Special Attacks: --

Special Qualities: Blindsight 60 ft., vermin traits

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 19, Dex 16, Con 14, Int -, Wis 10, Cha 2

Skills: Climb +16, Hide +4, Spot +4

Feats: Blindfight, Improved Bull rush

Environment: Underground

Organisation: Colony (D4+1 Adults, D6 young)

Challenge Rating: 3

Advancement: --

Level Adjustment: --

Not a fish at all of course, but a kind of crustacean. The tiny relative of this ancient creature is often found in flour mills and storage areas, and is considered harmless. The giant silverfish is equally as harmless, unless protecting their large eggs, or if you are merely in the way of where they want to be. They are eight to ten feet long, have blunt heads and a heavily armoured shell. Despite this they are fast and flexible, as fast as a horse and they can bend in half. They have no eyes or feelers, but explore their world seemingly by blundering around until they head butt something, or by detecting vibrations through their feet.

If disturbed, the silverfish will try to flee if possible, or if defending a nest they will dash towards the interloper at full speed. They attack once and then scuttle backwards for another go. They too can travel on any surface with no penalty for moving straight up a wall or across the ceiling, forwards or backwards.

Typically, D4 adults and D6 young will be found together. There is a 40% chance of a nest being present with a single large egg. The egg is edible, has a high water content, and may contain a large youngster.

Dripping Slime (Large)

Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: -5

Speed: 5ft. (1 square)

Armour Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3

Base Attack/Grapple: +3/+11

Attack: Slam +1 melee (1d6 plus 1d6 acid)

Full Attack: Slam +1 melee (1d6 plus 1d6 acid)

Space/Reach: 15 ft./10 ft. (or height of cavern)

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent

Saves: Fort +9, Ref -4, Will -4

Abilities: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Environment: Underground

Organisation: Solitary

Challenge Rating: 3

Treasure: 1/5th coins, 2D4 gems

Alignment: Always neutral

Advancement: --

Level Adjustment: --

This bane of cave dwellers is similar to a gelatinous cube, but hangs from cave walls and ceilings ready to fall on its victims. It is colourless and almost totally invisible when still. Typically it will be 10 feet square and spread about six inches thick. Its attack method is to drop small drips of itself from the ceiling or wall. If these make contact with a suitable victim the rest of the slime will follow, engulfing its prey. The drips that miss will seek to return to the main body by ascending the walls, creeping slowly upwards until it can meld back together. If the drips get lost, they can survive alone, or with other drips, either from the original or another slime. No one knows how the slime drips communicate with the host mass, although some suspect it may be a chemical signal as they seem to get confused in passages with moving air.

This particular slime can disgorge larger items from its body, and will contain nothing larger than a coin or gem.

Black Moss (Fine)

Fine Plant

Hit Dice: 1D4 (4 hp per square foot)

Initiative: N/A

Speed: Nil

Armour Class: 1, touch 1

Base Attack/Grapple: N/A / N/A

Attack: None

Full Attack: None

Space/Reach: Special/nil

Special Attacks: Spores

Special Qualities: None

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 1, Dex 1, Con 30, Int -, Wis 1, Cha 1

Skills: Nil

Feats: Nil

Environment: Underground

Organisation: Colony (D10 square yards)

Challenge Rating: 1

Advancement: --

Level Adjustment: --

This tiny plant can live on any surface. It needs only a little moisture to survive. It gets its nourishment from the air and by dissolving the rock on which it anchors itself. It forms colonies of many thousands of individuals, each able to communicate in some way with its neighbour. Black moss is usually harmless, indeed many animals feed on it when there is little else to eat.

But once every ten days the mosses release tiny spores in almost invisible clouds, which can drift around for days. The spores enter the nose or mouth of any creature breathing them in. From there they migrate into the gut and set up small clusters, growing quickly on the contents of the stomach. When the stomach is full, after about a week, the moss enters its second phase, pushing root like appendages out through the skin. The appendages then swell and burst, throwing clouds of tiny seeds into their surroundings. The moss in the stomach then dies back, but will flare up again every month or so. There is a 95% chance the host will survive this process, reduced by five percent for every further eruption.

The first symptoms are lack of appetite and flatulence, often accompanied by vivid dreams and hallucinations. Only a Heal spell will remove it, or the repeated flushing of the system with holy water or other pure water sources.

Cave Lobster or Lesser Chall (Large)

Medium Aberration (Aquatic)

Hit Dice: 7d8+34 (64 hp)

Initiative: +5

Speed: 30 ft. (6 squares), swim 20 ft.

Armour Class: 23 (+3 Dex, +10 natural), touch 13, flat-footed 20

Base Attack/Grapple: +6/+10

Attack: Claw +8 melee (2d6+3)

Full Attack: 2 claws +8 melee (2d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 2d6+3, improved grab.
Special Qualities: Amphibious, tremorsense 60 ft., immunity to acid
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 15, Dex 14, Con 18, Int 6, Wis 10, Cha 3
Skills: Hide +13, Listen +10, Spot +10, Swim +12
Feats: Alertness, Blind-Fight, Combat Reflexes
Environment: Underground lakes and streams.
Organization: Solitary or pack (4-6)
Challenge Rating: 5
Treasure: Nil
Alignment: Usually chaotic evil
Advancement: --
Level Adjustment: --

These live in the acid lake, feeding on any organic matter they can pick up, including carrion. They are about five feet long with ten legs and two large claws. They have a thick knobby carapace that covers almost their entire body. Special glands on the outer surface secrete a milky fluid to prevent the acid burning them. This can be harvested from the lobsters to neutralise the acid, each yielding about two pints. They have poor eye sight but good vibration sense, which also works through the acid. Normally, they won't attack, but if they are hungry or disturbed they will head for the nearest target.

Giant Termites

Queen Termite

Gargantuan Vermin
Hit Dice: 10D10+20 (75 hp)
Initiative: -6
Speed: Nil (Can be carried by 10 or more workers/Warriors 5 squares)
Armour Class: 16 (- 4 size, +10 natural) touch 6, flat footed 16
Base Attack/Grapple: +0/+0
Attack: Bite melee (4D6+4)
Full Attack: Bite melee (4D6+4)
Space/Reach: 40ft./5ft.
Special Attacks: Improved grab, Constrict
Special Qualities: Vermin traits
Saves: Fort +10, Ref+0, Will +4
Abilities: Str 18, Dex 1, Con, 15, Int -, Wis 15, Cha 13
Skills: --
Feats: Diehard
Environment: Any temperate
Organisation: Solitary (4-8 Warrior guards plus 6-10 Workers)
Challenge Rating: 2
Treasure: 1/10 coins, standard items, mainly silks and soft goods.
Alignment: Neutral
Advancement: --
Level Adjustment: --

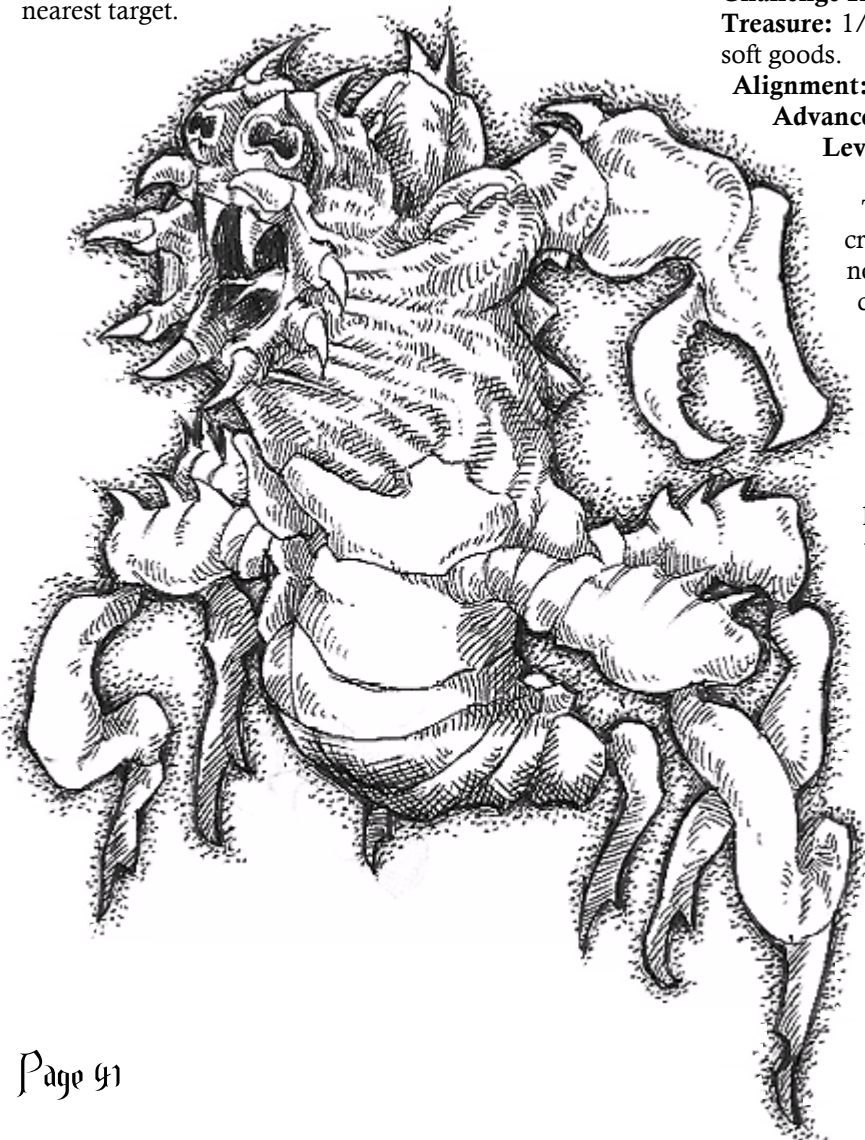
The queen termite is a huge, bloated creature almost forty feet long. Her head is a normal, if somewhat large, termite, complete with jaws and compound eyes.

Her abdomen is a swollen egg sac, producing a dozen eggs every day.

These are removed by her guards and left to hatch. The eggs hatch in 3 to 5 days. There is a 75% chance of each egg producing a worker. 25% of the eggs will hatch out as warriors, twice the size as the workers, with powerful jaws and long legs. She is totally immobile, but will bite if anything uninvited comes into range.

She has strong jaws, which can lock for automatic damage. These will stay locked if she is killed or rendered unconscious. Her hide is leathery at the front, but warty and slick on her abdomen. Otherwise she is pretty helpless, her abdomen being particularly vulnerable. If reduced to zero hit points or less she will feign death.

The King termite lives as a parasite on



the female's underside. He is small and inoffensive, the players may not even notice him. He can survive for a while without the female, especially if another host can be found.

Workers

Medium Vermin

Hit Dice: 2D8 (9 hp)

Initiative: +0

Speed: 40ft (8 square) climb 30 ft

Armour Class: 15 (+5 natural) touch 10, flat footed 15

Base Attack/Grapple: +1/+1

Attack: Bite +1 melee (1D6)

Full Attack: Bite +1 melee (1D6)

Space/Reach: 5ft./5ft.

Special Attacks: Poison spray

Special Qualities: Vermin traits

Saves: Fort +3, Ref+0, Will +0

Abilities: Str 10, Dex 10, Con, 10, Int -, Wis 11, Cha 9

Skills: Climb +10

Feats: Track

Environment: Any temperate

Organisation: Crew (6-11 Plus 2-4 Warriors)

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: --

Level Adjustment: --

The workers are about four feet long, with six short legs and small jaws. Each has a gland on the top of the head that can shoot a mild poison once per day. The poison has a foul smell and disorientates the victim for 6 to 8 rounds unless a Fortitude save is made at DC 10. The jaws are weak, so the creatures are unable to hold a bite for automatic damage. Their shells are leathery but completely colourless.

Warriors

Medium Vermin

Hit Dice: 4D8+2 (20 hp)

Initiative: +1

Speed: 50ft (10 squares) climb 40 ft

Armour Class: 17 (+7 natural) touch 10, flat footed 17

Base Attack/Grapple: +2/+3

Attack: Bite +3 melee (2D4+3)

Full Attack: Bite +3 melee (2D4+3)

Space/Reach: 5ft./5ft.

Special Attacks: Improved grab, Constrict

Special Qualities: Vermin traits

Saves: Fort +4, Ref+0, Will +1

Abilities: Str 14, Dex 10, Con, 13, Int -, Wis 13, Cha

11

Skills: Climb +12

Feats: Track

Environment: Any temperate

Organisation: Gang (2-6 Plus 6-11 Workers)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: --

Level Adjustment: --

The Warrior termites are impressive creatures, eight feet long and fast moving even when running on the walls and ceiling. Their jaws can lock onto a victim if a successful attack is made, and the creature does automatic damage each round until the victim can escape, on a strength check, or is dead. If the victim goes still the warrior will return to the queen and feed the flesh to her. If the termite is killed while holding a victim the jaws remain locked and continue to do half damage. Their outer shells are thicker than the Workers', but similar in appearance.



Continuing From Here...

There are several possible hooks within the scenario from which to launch your players into their next adventure. Yanoona's chamber contains several documents that could lead the players on; the half-finished letter, the plans for an attack on innocent people, or the strange collection of costumes.

Most obviously is the rescue of Idlingford from the planned attack by Yanoona and his cohorts. The PCs may be unable to break the sect alone and may need to return to Idlingford to warn of the imminent attack. If you wish to integrate this adventure with the next in the series, *Escape from Carthidge*, the elders of Idlingford might send the party to the city of Carthidge on a mission to seek military help against the Jetava priests.

In Tay's chest is the map and a large key, and what is that sand in Hilap's bag?

If any of the characters fall foul of the black moss, they may have to set off on a frantic search for a cure.

Maybe one of the group notice a familiar landmark while studying the Tower in the Clouds tapestry.

There is also the small matter of the metal; what is it and what other properties does it have? Could the players take over the mine and work it themselves? And what of the two Blacksmiths? They'll want to return home, but won't want to leave their forges behind.

If you already have the next adventure lined up, just insert your own clue, item or even NPC, giving the adventure and your entire campaign some continuity.



CHAINS IN THE DARK ~ PRINTABLE VERSION

This version of the module should be printed and stapled together to form an easy reference booklet for use during gameplay. The GM should read through the original file first, to familiarise him/herself with the adventure. All maps are featured in black and white at the end of this printable version.

PLAYER INTRODUCTION

As the party travel along a narrow valley, they hear muffled screams and dull thuds in the near distance. They are able to get close enough to observe the scene being played out in the wide clearing. An older man and two young men, all farmers by the look of them, have been fastened to large archery butts by their wrists and ankles. The older man and one of the others already have several arrows and quarrels protruding from their arms, and the younger of the two men has a spear through his thigh.

Two soldier priests (see NPC Descriptions), one male and one female, are standing about thirty yards from their victims, taking aim with large crossbows at the uninjured man. It is he who is screaming, a muffled cry for help through the dirty rag tied over his mouth.

The priest and priestess are twenty yards from the party's vantage point, behind the nearest priest's left shoulder. If the party are quiet they won't be noticed.

At this point the priests shoot at the man, each hitting an arm. The victim cries out, his face a rictus of agony. The players may notice that the quarrels have penetrated up to the fletchings, pinning the man to the straw target.

Casually, the robed priests prepare to shoot again, talking in low voices and gesturing at the selection of ranged weapons arrayed in front of them. Each of them leans down and selects a bolt, loads and takes aim.

If the party do nothing the priests will continue to shoot at the farmers, occasionally inspecting the results. Their aim is to test the various types of missile on living flesh, so they are keeping the men alive for as long as possible. If allowed, the priests' final act will be to throw spears through the victim's hearts, retrieve the weapons then head off home.

If the party intercede, the priests will turn the weapons on them with the same studied patience they have previously shown. The players will soon realise the bolts are more accurate and more penetrative than ordinary ones, punching through all but the thickest armour. (see Special Weapons).

If the PCs haven't scouted they will come under crossbow fire from the tree line opposite their position. Eight soldiers, (see NPC Descriptions) with normal weapons and quarrels, open fire immediately. They are lightly armoured but are treated as being Concealed. Each has a heavy crossbow and plenty of quarrels, several throwing daggers and a heavy wooden club.

- ❖ The priests are wearing layered green robes that equate to leather armour. Apart from the weapons on view, the priests have a pair of concealed throwing daggers with normal steel blades and iron banded clubs at their belts.
- ❖ Both priests and all eight guards will fight to the death without hesitation, and won't attempt to escape, surrender or parley. If knocked unconscious or captured, both the priests and the soldiers will attempt to kill themselves at the first available opportunity, either by drinking the poison from the vial hidden in their holy symbols, or attacking one of the fighters, or in the case of the priests, by an inflict moderate wounds spell cast on themselves.
- ❖ Once the fighting is over, the three farmers can be released and tended to. The old man is in a bad way and will die if not given immediate magical healing.
- ❖ The man with a spear in his leg has lost a lot of blood but is a lot stronger, only dying if the party take too long over the fight. The third man is in severe pain but in little danger.

When the PCs are ready to take stock of what has happened, they may discover the following:

The three men are farmers from the next valley, they were looking for missing sheep when they were ambushed by the priests and guards. They are father and son Tash and Geb

Bantakol and Tash's youngest brother Indal.

Each of the dead men is wearing a stylised holy symbol, (a flat disk with a smiling face and four slightly 'S' shaped rays, two above two below, reminiscent of a sun) which hang around their necks on a finely wrought silver chain. A hollow in the back holds a vial of fast acting poison, killing anyone drinking it in seconds. The six guards are also carrying water skins and some dry rations.

All of the quarrel, arrow and spear heads have penetrated far more than would normally be expected. When examined, they don't look any different in design to normal equivalents, but are made of a hard and shiny metal. The heads are slightly lighter than usual and the edges incredibly sharp.

A large wagon and two oxen are tethered beyond the trees. The same holy symbol is burned into the wood on the side. The wagon is empty aside from a large open chest and some stalks of straw.

Those weapons that have come into contact with blood have crumbled to sharp granules. The rest will do so over the next few days. Luckily for the farmers, all of the missiles that hit them went straight through and didn't break up inside, except the spearhead, which is causing Indal great pain. Any heal spells cast on him will close the wound over the shards, causing it to re-open after a few hours. Only after painstakingly removing the granules will the wound finally heal. Any PCs hit during the fight will suffer in a similar way.

None of the dead are carrying any valuables or personal items. From this information the players may deduce that the attackers are not far from their home base, as they have little in the way of supplies and the metal heads are still intact. Although the oxen and cart are heavy they have left little in the way of tracks, as the priests were using spells to disguise their movements. Questioning the farmers about the local area will reveal that only a few miles away is a complex of caves big enough to hide an army. The farmers describe the caves as a series of massive holes in the ground about half a day's walk east. They are difficult to see until the observer is up close, unless viewed from above, but are almost too easy to find once you are in the right area.

If the PCs are not interested in them, the farmers will take the oxen and wagon, and all the armour and normal weapons as compensation for their injuries. They don't want anything to do with the strange weapons or holy symbols.

So with all their booty loaded on the wagon, and dead bodies if applicable, the farmers will head off homewards, wishing the party good luck and thanking them for their help.



ADVENTURE OVERVIEW

The locals have been troubled by the priests of Jetava for some time. Livestock, foodstuffs and even people have disappeared completely.

At the bottom of a one of the chasms where the priests have made their lair stands an abandoned village, strangely well maintained and guarded. It can be reached by a long, trap strewn tunnel, or by a well constructed lift.

A thorough search of the village will uncover a secret door that leads to a large cavern containing an acid lake. Suspended from the ceiling of this cavern are a series of wooden platforms and walkways. In the cave roof many holes have been excavated and a new type of metal discovered. A priest of the cult of Jetava

is using the skills of a couple of local blacksmiths to make arrow and bolt heads. His plan is to use these new arrows and quarrels to attack the residents of a nearby town to prove his faith to his goddess.

Beside the priests and the dozens of men they control, the players will face the original inhabitants of the cave system; huge insects with poison bites, tiny but deadly moss spores, and the giant termites that rise from the lower cave.

THE CULT OF JETAVA

Jetava, Goddess of the sky, is chaotic neutral. She is seen mainly as a weather goddess, controlling the wind and rain. Her symbol is a stylised sun with a face and two 's' shaped rays emerging from the top and bottom of the disk. She is widely worshipped by all kinds of people, particularly sailors, farmers, healers and alchemists. Most of her worshippers are either chaotic neutral or true neutral, but a few chaotic good characters number among her flock.

She is associated with the domains of Air, Water, Light, and Chaos.

Race wise, Humans, Half Elves and Halflings are all known to follow her.

Worshippers of Jetava may use only blunt weapons except those which can be thrown, cast or projected, i.e. throwing knives, spears, bows and crossbows, throwing axes, darts, war quoits, shuriken, blow pipes etc. Spells granted to her priests and priestesses are mostly wind and light based, although the usual heals etc are also allowed.

A worshipper of Jetava is not allowed to eat flying creatures of any kind, must keep a light burning at all times, even in daylight, and must never wear hats, scarves, or other head coverings, so that Jetava may look down upon them from above and judge their deeds.

As an act of devotion, each day the worshipper must blow softly upon a candle or lantern flame causing the flame to dance but not extinguish. He or she must do this for ten full breaths. If the flame goes out they must immediately re-light it and start again.

In return, a cleric of Jetava is granted the ability to speak with birds once per day, has perfect Knowledge - Weather Sense, and can choose either the Animal Affinity at +4 for flying creatures, or Deflect Arrows feat without the prerequisites. Her favoured weapon is the crossbow.

THE SECRET OF THE MINE

Yanoona and his flock have lived in the cavern for some time, surviving by raiding nearby villages and travellers. Almost by accident, one of Yanoona's men found the bubble cave in the rock, and strange metallic fragments within it. After a few experiments he soon found the metal had certain properties - being very light but strong - and could take a sharp edge like no other metal he knew. Whilst digging for more of the strange metal, his people came across the cavern with the acid lake.

A short time later Yanoona was fortunate to attract to his cause two brothers who were skilled miners and engineers. They realised that a certain type of rock held the metal, and discovered the bubble caves in the cavern roof. The walkways were soon constructed and mining began in earnest. Many workers died in the cave, including the two brothers, but work continued. The techniques pioneered by the engineers were refined until an efficient method of operation was reached.

But Yanoona soon discovered the material's limitations. He 'recruited' three blacksmiths from the local area, and set them to work unlocking the metal's secrets. One of the blacksmiths refused to work in the poor conditions, and was thrown into the acid lake, where he slowly dissolved.

Another fortuitous event led to the discovery of the secret to working the new metal, now called Jetavite. A bucket of Jetavite was being moved to the workshop when the carrier stumbled on a swinging walkway and dropped it into the acid lake. He was ordered to retrieve it, and was lowered down into the acid. When the badly burned man and the bucket were pulled from the acid, the smiths soon found that the Jetavite was much

easier to work and remained stable longer if it was immersed in the orange liquid.

Now, after much experimentation and a lot of burned skin, Yanoona finally has a metal that can be used in combat. It still has limitations; it cannot be made into anything much bigger than a spearhead, is useless as a material for making blades, and it re-crystallises if exposed to blood. Yanoona is particularly pleased by the third property, as this gives arrowheads and bolts an extra sting.

JETAVITE WEAPONS

Due to the unique properties of Jetavite, any bolts, arrow and spear heads made with it have the following increased stats;

To hit = +2

Damage = + 3

Critical = multiplier +1

Range + 20% on all usual increments.

Weight = -25%

These increases are due to greater sharpness and lowered weight, no magic is involved. The metal will accept enchantment from spells such as Greater Magic Weapon, but the heads have a 25% chance of failing, in which case they will disintegrate.

If a Jetavite weapon stays in the body, the metal will fragment causing an extra D3 damage. A healer can take the time to remove all the metal shards, but this will take up to an hour per wound. If metal is left in the wound, a Heal spell or better will be required to properly close it. The victim will suffer one hit point of damage per hour until either of the above are carried out.



THE FARMLANDS OF PARAVELLY

The lush farmlands of Paravelly cover an area roughly twenty two miles across and about twenty six long. The gently rolling hills and valleys are home to many farms and a couple of villages. The river Choline wanders sedately from west to east. It is shallow and easily crossed in most places. The land makes good grazing pasture for sheep and cows, and produces a fine crop year after year from the dark soil, mainly of staple foods like carrots and potatoes.

IDLINGFORD

Almost centrally within the area stands the village of Idlingford. It is small in comparison to many villages, but boasts the usual businesses; tavern, bakery, stables, etc, and a market place. There is a smithy, but both forge and blacksmith are absent. Being a market town, the locals are friendly for the most part, healthy and well educated. Although the sharp-eyed will notice almost everyone carries a weapon of some kind.

The village stands wholly on the southern bank of the Choline, not yet having grown large enough to straddle it. There is a ford here of course, a place to gather water, and a small dock to which are tied two flat-bottomed punts.

A wide and solid road follows the river east and west. A similar road comes up from the south, crosses the ford and then heads north. Neither the village nor the roads are particularly busy, except on market days and during the harvest.

Nominally in charge of Idlingford is the headman Sabastin Evanworth. He is a tall man, of average height in his forties. He never married, has no offspring nor surviving family. He lives in the fortified house by the ford, originally built to defend the crossing a couple of centuries ago. His only regular companion is a small terrier called Jeph, a hairy grey mongrel of friendly

disposition famed for his ratting ability. Sabastin served in the army for a few years but didn't see any fighting. He carries a quarterstaff, iron shod and tipped with a silver cap. He is skilful enough with it not to hurt himself, but he's no expert. The silver cap is actually magical, and will glow white when werebeasts are near. As the cap has never glowed, Sabastin does not know this.

Another important resident is the tavern keeper and brewer, Ireeny Brass. She runs the tavern and associated lodging house and brewery with a rod of iron, a sharp tongue and a kindly welcome for travellers. The tavern business is the largest consumer in the area, and Ireeny is a wise woman in her sixties. This makes her very popular, and many of the other villages defer to her on local matters. Her husband, Neddis, is a retired thief who came to the village after being pardoned by the king. Certain favours were done to achieve this, although only Neddis and Ireeny are aware of this fact. Much of Neddis' haul was used to buy and convert the property, but sufficient remains, hidden under the cellar floor.

CASTLETON

Some seven miles west of Idlingford is the hamlet of Castleton. Many wonder how the hamlet came by this name, as it is far too small to be a town, and there never was a castle. Some say it was named after a famous resident, others that the nearby ruins were once a huge fortress that was destroyed in an ancient war.

The hamlet exists at all for two reasons; firstly the crossroads that stands here, and secondly the cool water that springs up from the rocks to form a small rivulet. The spring was tamed by a stonemason many years ago, and now runs along a shallow trough of dark stone to gather in a circular pool ten feet across. Brass spigots are set into the sides of the trough to allow the water to be drawn off into buckets and the like. The pool is usually reserved for horses and dogs, and the odd small child. Many travellers throw coins into the water in the hope of getting the blessings of their deity. It is probably this that attracts the small children.

There are only a dozen or so buildings here, a few in each arm of the cross. There is a tavern that doubles as store, meeting place, lodging house and stables. A tiny bakery, a tanner and carpenter, and a windmill are also in evidence. The smith's shop is empty, smith and forge disappeared one moonless night. The rest are farmhouses of various sizes.

The only resident of note is a farmer, Joshya Pandletorn. He is the richest man in the Paravelly area, owning huge areas of farmland. He was born in the house he still resides in, to poor farm worker parents. His innate business and farming skills allowed him to raise himself up from his lowly birth, acquiring farm after farm until he owned almost an entire valley. He sees no need to move house, despite his eight children. His wife, although happy to be wealthy, constantly nags at him to move or at least expand their living space. So far he has resisted. He is well known in the area, most people will recognise his name when mentioned. He is generally friendly, but occasionally slides towards arrogance when dealing with those 'lesser' than him.

The Castleton ruins stand on a low hill just behind the town. A narrow trail leads through the long grass from beside the windmill to the edge of the hill. Locals and some of those who pass by often visit the ruins. They consist of seven standing stones, all now fallen to the ground. The stones all point north, except the central one, which has fallen in an easterly direction. The outer ring of stones are dark brown in colour, and tapering at what used to be the top. The monolith is a massive slab of grey rock thirty feet by fifteen and six feet thick, although only four feet of it are above the ground. Local legend says it once stood upright like the others, and that a strange design is carved on the underside.

The stones are ancient and once formed a shrine to Corellon Larethian, the markings on the lower side of the stone are a prayer to the god for his aid written in an early and largely forgotten script. Many people say they get a sense of well-being when they sit quietly among the fallen stones, particularly around the huge central monolith. Any chaotic good character or any with elven blood in the party will feel this.

SOME NOTABLE FARMS

BANTAKOL

Bantakol Farm stands near the south eastern corner of Paravelly. It is run by Tash Bantakol, with help from his brother Indal. They raise sheep mainly, but also have a mixed garden to feed themselves and to sell in Idlingford. Indal has recently been experimenting with fruit trees, particularly cherries. These have been planted in a sheltered part of the farm, and Indal hopes to make some money selling the rare fruits. Tash is not convinced, but allows his youngest brother his dreams.

Tash is thirty five years old, broad shouldered and brown skinned. He has black hair and a wide face. His brother is twenty five, and looks very similar to Tash. Neither were born here, but moved up from the south with their parents twenty years ago.

Both of them are married to local women. Tash is married to Teena, a farmer's daughter from the farm next door. Indal has recently partnered with Rosilie, the miller's daughter from Idlingford.

Tash and Teena have four children, Geb, Hadlen, Tasha and baby Mili.

Indal and Rosilie have no offspring as yet. Rosilie's prize winning sheepdog Mag has just produced a litter of twelve and this is keeping them very busy.

ABLINT BRAKES FARM

Unlike the other farms in the area, Ablint Brakes is area of pollarded tress, grown and cut yearly for weaving, fence panels and arrow shafts. The farm can be found north east of Idlingford, at the junction of two shallow valleys. It is presently owned by an ex army sergeant, Karst Bloodstone, a dwarf archer of some renown. He won it in a dice game from the previous owner, another dwarf by the name of Slamma Darkanfjord. It is common knowledge that the players were very drunk when the dice game was played, and the two tribes of dwarfs have been feuding ever since.

Adding to the mystique of the farm is the manner of the deaths of the previous two owners, a half-dwarf and halfling couple called Memistin and Jang Thunderbrook. They were found hand in hand on the roof of the house, fully dressed but barefooted, dead but totally unmarked. Several days earlier, the pair had been clearing out the roof space and found a shield shaped piece of metal, polished to a mirrored finish. Looking into it they saw a vision of their goddess Yondalla, who told them she was returning to the realms to choose champions, and that Memistin and Jang would be chosen if they proved themselves worthy. Yondalla told them to lie flat on their backs on the roof with no shoes or stockings on and clutching a root vegetable. If they were patient, the image said, Yondalla would come.

It was particularly cold in Paravelly as the couple looked up at the stars with hope in their hearts, but the vision wasn't their goddess, but Olidamarra. They died of exposure, with small smiles on their faces. The shield is still where they left it.

Going back further into the farm's history, a local legend tells of Ablint himself, another dwarf. It was said he was five and a half feet tall and almost as wide, with a thick beard of golden blonde. Many were the dwarf maidens who came to admire Ablint, and many who went away, to later produce baby dwarfs. But this caused resentment in the local population who often visited Ablint seeking restitution. A large mound still stands behind the house where it is said these fathers and brothers ended up after dying in battle against the mighty dwarf.

Ablint was finally killed by two dwarf twins almost as large as he. It is said they had golden blonde beards. Ablint's sword, a massive two handed blade called Toobig, is mounted above the fireplace. Sometimes, the sword vibrates on its mountings. No one has been able to discover why, but the answer lies in the tragic outcome of Ablint's final battle. Although Ablint was slain, his two attackers also died because of the wounds they received. Thus a father killed two of his sons, who in turn killed their own father. The sword was blessed by a powerful cleric who was touched by this story. Now, the sword vibrates in warning if any of the Ablint clan are close by.

THE KALAMENTY STUD

North west east of Idlingford, on the very border of Paravelly, stands an immense area of flat grasslands. The area is ideal for the raising and training of horses, which is just what Ko Kalamenty and her two husbands do. She is a well-known figure all over the land, flamboyant, loud, and extremely competitive. She started out as a circus performer at an early age, after being sold to the circus by her poor parents. She showed an aptitude for horse skills early on, and quickly became a master at all things equine. She is arguably the finest horse rider and trainer the party will ever meet, and within a minute of meeting them the party's horses will be under her command.

Ko has two husbands because one is not challenging enough. Not surprisingly, the two men are very different. Borress Portman is an ex pit fighter, a huge man, wide shouldered and muscular. He never lost any of his fights, retiring unbeaten on his earnings. He isn't the brightest of men, but has solid common sense. Staunch friend and lifelong partner to Borress is Flinsh Witterling, a tall but thin man who was rejected from priest school for questioning the elders too avidly. He is a gentle man with an endless curiosity. He is a genius, but has little common sense. The two compliment each other well, and it was Flinsh's mathematical skills that made the pair rich in the gambling houses.

The pair met Ko while looking for a business to invest in. The two men fell in love with her on sight, and she with them. An arrangement was drawn up and now all three co-exist on the sprawling ranch.

Beside the fastest race horses, the strongest plough horses and the stoutest ponies in the land, the trio also raise guard dogs. Sleek, dark coated hounds, wide at the chest and long in the leg. The animals are trained not to bark, instead they stalk intruders, attacking from cover and bringing the trespassers down bodily. This behaviour has got the three in trouble a few times, but the dogs have yet to kill any innocent visitors or travellers.

On the roof of the ranch, drying in the sun, is a human arm brought in by the dogs a few weeks ago. It is clad in the remains of a priest's robes, green in colour. No one has yet come to claim it.



RUMOURS ABOUND!

Paravelly, like any other place, has its fair share of rumours, some wild speculation, some spread through spite, many simply exaggerations of the truth. But at the root of them all, there may be a grain of truth.

"...dancing they were, naked as the day they was born, seven young women, all sky clad and chanting strange words as they dashed between the stones..."

GM Note: This one refers to a coven of witches dancing around the fallen stones of the Castleton ruins. It is a common event on or near the Spring and Autumn equinoxes, and mostly harmless.

"...talks to it he does, all the time. My old mum said she heard it talking back as well, and where did his wife disappear to ay?"

GM Note: Sabastin Evanworth is the topic of this rumour. Yes he talks to his dog, as do many people, but it never talks back! And he never married, so this one is just a 'red herring'.

"Then there came a loud bang, like a clap of thunder, but cut off sudden. Then he was gone, vanished and his forge with

him. All that was left behind was a lot of smoke and a scorch mark, like a sun with four rays."

GM Note: On the night Edec Smith was kidnapped, the soldiers carrying out the deed set fire to the shop to try and cover up the event. The clap of thunder was just that, and the following heavy rain did much to preserve the scene. The scorch mark was just the holy symbol of Jetava drawn upon the wall in charcoal by one of the kidnappers as part of the rites of the storm summoning magic.

"Turned my back I did, heard a sound behind me like a clicking noise, turned again and they was gone, five of my best sheep, vanished like someone put them in their pocket, but there was no one there. Then I heard a noise, like a sheep but underground! Well I thought I did!"

GM Note: The old farmer is mostly right, his sheep were taken by the giant termites. But this is old news, as the termites haven't been able to leave the cave since the cult moved in.

"We was over to the east, looking for missing cattle when these things attacked us. I didn't even know them caves was there until I was right on the edge, nearly fell in I did. Little birds they was, flying straight at us and pecking us like they was possessed."

GM Note: Again mostly true, although the birds would only have startled the cattlemen, not actually attacked them. They were being used as spies and distractions when the cave entrance was first being mined, in order to keep its location secret.

"...And then these figures are suddenly all around us. They'd climbed from the pit with their sticky hands and feet, creeping low like cats, then they struck! Never saw my cousin again. I'll not be going back that way no more."

GM Note: This farmer actually killed his cousin and buried him under an old apple tree. He was in debt to the cousin and had no money to pay it back, and was in danger of losing his land. He made it all up to explain the missing cousin.

"He swore it he did, my old uncle, them sails turning fast as you like and there's not a breath of wind. It's magic, I tell you."

GM Note: A woman in Castleton claiming the windmill was working on a still day. This was caused by weather based spells being cast by the priests of Jetava.

"My aunty, both my husband's aunties and his sister and our two neighbours. All drank from that spring and all with child within a year."

GM Note: All true, but of course they were all of child-bearing age so it isn't really any surprise.

"Who knows what they get up to out there alone. Strange lights in the distance, loud noises and such to frighten the sheep. No matter what others say, that was no sunrise. It's not right and someone should do something."

GM Note: The light was actually a grass fire on the Kalamenty Stud, started by the cultists to distract the locals from a raid of Kalamenty's horses. It was during this incident that the cultist lost his arm to the dogs. The rest of the body was carried away by the raiding party.

"My prize bull wanders off and comes back with that wound in his side, wouldn't heal no matter what. Some strange kind of beasts they got over the eastern side, to do that to a bull."

GM Note: A careless farm hand left the gate unlatched one evening and the bull wandered off at dawn. He was on the edge

of a field some distance from the Souswood Hills when he was spotted by another raiding party. It was a fair distance, but a couple of the soldiers shot the bull with the special bolts. Both struck the poor beast but didn't kill him. In pain he returned to his familiar field, where the heads dissolved leaving the seeping wounds.

USING RUMOURS

These rumours can be introduced in two ways. The first entails a lengthy exploration of the Paravelly region. Likely the player characters will encounter various talkative characters in farms and local taverns. The second way is to simply print the following page and hand this to players as a list of rumours they have picked up during their travels within the Paravelly region. If you like, the rumours can be circulated before the players encounter the priests of Jetava as described in the Player Introduction. They may then have a few clues as to the identity of the mysterious priests.

This second option assumes a more open adventure and for this reason the player printout also contains a basic map for the players to use. We have omitted most of the detail found in the GM version above, with hints showing where farms are likely to be located. Where the players can have no idea what a road or trail leads to, we have illustrated this with a question mark.

RUMOURS IN BRIEF

Seven Young women, dressed in blue, have been seen dancing around the fallen stone circle at Castleton.

Sabastin Evanworth, a local character, is said to be able to talk to his dog.

Local smith, Edec, is said to have vanished in a mysterious magical explosion at his forge. A strange symbol has been found at the site of the smith's disappearance. The symbol looks like a smiling sun.

Farmers have reported their livestock vanishing in mysterious circumstances.

Farmers have been attacked by a flock of aggressive birds near the chasms to the east of Paravelly.

A local claims to have seen his cousin killed by monsters who clambered out of the chasms east of Paravelly.

Some say the windmill sails at Castleton have been turning of their own accord when there is no wind in the air.

The Castleton spring is said to have magical properties. Any woman who drinks from the spring is said to fall pregnant within the year.

Strange lights have been seen on the Stot Grasslands. Some say it is magic, others that it is nothing more than a grass fire.



THE NORTH OPUS GRASSLANDS

The lands surrounding the Paravelly Farmlands are largely wild, with small pockets of civilisation dotted here and there. The road from Idlingford travels north to the human city of Carthidge, sandwiched between the dense Greystarm Forest and the easternmost arm of the Majestic Mountains. Here also is the castle stronghold of Carthidge Fortress, a bastion protecting the

city from wandering rogues and monsters approaching from the north.

Some twenty five miles south of Paravelly is the town of Bleaktonne, a collection of rough-hewn houses and buildings raised on stilts above the swampy waters of Marshdown. The people of Bleaktonne are a strange breed and largely keep themselves to themselves. They are hostile to outsiders, but used to seeing travellers on the Idlingford road.

Graystarm Forest harbours many wild animals, monstrous creatures and perilous traps. There are no civilised settlements within the tree line, though the people of Carthidge have managed, through a long and arduous campaign of patrols and crusades, to tame the land around Lake Astwith in order to make use of its many resources.

Similarly, the Orktusk hills are a wilderness where only the fearless, the brave or the foolhardy dare to tread. The hills are home to many dangerous creatures and several clans of feral centaur are known to live on the southern edge of the region.

To the north stands the unbreachable spine of the Majestic Mountains, a ridge of snow-capped peaks arrayed across the horizon and visible from as far south as Orktusk. No civilisation exists within or beyond the mountains, though dwarf mines and the odd dwarf settlement can be found on the lower steeps and in the foothills.

To the east of Paravelly the land flattens out into a wide plain as far as the eye can see. It is mostly grass covered, with frequent waist high copses of fleshy-leaved shrubs one or two hundred yards apart. Wild creatures abound, mostly small birds and rabbits, with the odd predator skulking nearby. Small ponds, little more than puddles, are dotted around everywhere, attracting the birds in wheeling flocks.

While exploring this area, players may see a flock of tiny birds darting from copse to copse or flying over their heads. These are spies of the priest of Jetava, he basically sees and hears anything they do.

The roughly circular shrub covered areas are about one hundred yards apart, about ten yards across and consist of thick but not impenetrable bushes.

ADVENTURE IN GREENRUSH

If the party explore this area they will be ambushed by the cultists hiding in a copse of trees and bushes. The attackers are completely hidden from view, so the players will find it almost impossible to hit anything in return.

If the PCs decide to charge, the second part of the ambush will trigger. Behind the copse are another eight crossbow men, who will fan out either side and shoot at the charging players once in range. All of the soldiers are armed with the special bolt heads, which do more damage and penetrate deeper than normal bolts.

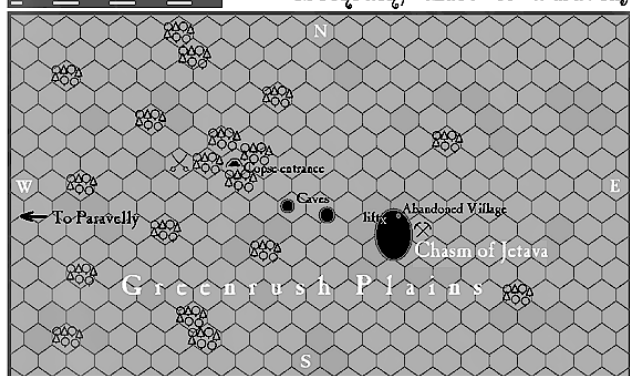
1hex = 1mile

THE FARMLANDS OF PARAVELLY



1hex = 100metres

Greenrush, East of Paravelly



Any area based spells work as normal provided they don't need line of sight to the target. Fire based spells work as usual except those that create 'normal' i.e. non-magical, fire. The bushes are lush and the ground damp, so there's little to ignite.

Once close enough to the copse, the party will then have to push through the foliage to find their enemies. The soldiers will drop their crossbows and draw clubs at this point, standing up and attacking the players through the waist high greenery. Both sides are hampered in their movements by this, but the PCs have less experience so have double the penalty.

In the copse the PCs will find a deep fissure in the centre of the bushes. If the players decide to enter, any surviving soldiers will wait until the PCs have disappeared, then follow them. With the soldiers in pursuit, this chasm is a virtual death trap.

The fissure beneath the copse is irregular, a natural, water created opening. It goes down about fifty yards in several stages, and can be scaled by experienced climbers, or by rope. At the bottom, a rough gravel floored passage leads east. It is only five feet high, so any character above this will have to stoop (see map over page).

The passage goes slightly downhill for a few hundred yards, then opens up into a larger irregular cave. Two soldiers will be lying in wait here, covering the opening from a wide ledge about fifteen feet above. As soon as the soldiers feel threatened they will bolt through a secret door, locking it tight from the other side. Except for the way they came in, there is no other way out of the cavern.

If the party have spells to get through the door, or they can overpower the two soldiers before they can close it go to Beyond the Secret Door.

On the eastern side of the copse is a succession of two pits followed by a deep chasm. The pits form part of the 'Secret Tunnel' subterranean caves - see below. The chasm is circular, the lip level with the ground, and is about 300 yards across and 40 yards deep. There is a small village at the bottom, with houses, guard towers and a stockade at the southern end. The village is deserted apart from eight crossbow men watching the lift from a tall wooden tower. The PCs will need to pay close attention to spot them, and even more so to count them.

At the eastern end there is a slight depression leading to an iron and timber structure. It is flat like a jetty, side on to the cliff face. This is a lift large enough for a wagon and oxen. It is operated from the floor of the chasm, and

the lift is currently at the bottom. The PCs cannot operate it from the lip of the chasm.

The lift itself is a solid structure, stout timbers fastened with iron by a master craftsperson. Four thick chains run over iron pulleys and down to a huge windlass fastened to the chasm floor. Two heavy counterweights hang just below the platform on which the players stand. The weights are iron bound rocks, the chains are secure and it all looks very strong.

The chains are easy to climb for anyone with even rudimentary climbing skills, but almost any character could descend with the help of a safety rope. As the players reach the halfway point on their climb down, the crossbow men will start to

shoot at them, again with the special bolts. If the players use an invisibility spell or similar, the guards have a fair chance of spotting the chains swinging and will shoot at that location.

Almost any plan the players can come up with to attack the guard tower from above will have been thought of by the inhabitants below. For instance, the PCs will not find a single rock to throw down, the roof and legs of the wooden tower are clad in metal, and a special armoured hatch in the roof allows the defenders to shoot upwards. Also, the metal cladding is polished and anyone attempting to land on it has a 90% chance of slipping straight off.

By whatever method, once the players have reached the chasm floor and neutralised the guards, Go to The Abandoned Village.

BEYOND THE SECRET DOOR

Another short passage leads away from the secret door, emerging into a wide and very long cavern. It has a flat boulder strewn floor providing at least a dozen ideal hiding places. If still alive, the two soldiers will snipe at the players, retreating to the next hiding place after a few shots. Several traps of different kinds are set randomly throughout the cave, from simple tripwires and snares to swinging rocks and spears. The GM should decide in advance the location and type of each trap. Either placing them to her own design or by consulting the table below.

TRAPS

GM: Roll 5D4 to decide how many traps there are and 1D8 to decide the type of trap. Note: all chance to spot percentiles are for characters without a find traps ability. (See table).

Roll	Type	Damage	%Chance To Spot	Time to Remove if Tripped	Time to Bypass
1	Trip Wire	d4*	5%	n/a	5 secs
2	Snare	d2 per round	10%	1rnd	5 secs
3	Rock Fall	3d6	20%	n/a	30secs
4	Spear Trap	2d6	10%	1rnd**	30secs
5	Foot Trap	d8	10%	1-5rnds†	5secs
6	Razor Wire	d4*	25%	n/a	10secs
7	Gas Trap	d12	5%	5rnds	5-60 secs††
8	Magical	2d8	0†††	Special	Special

*Any character falling will be exposed to attack and reveal their position.

** Will cause extra damage when removed.

†The longer time indicates the gas or poison container was recovered.

††More damage will be incurred if the foot is removed in a hurry.

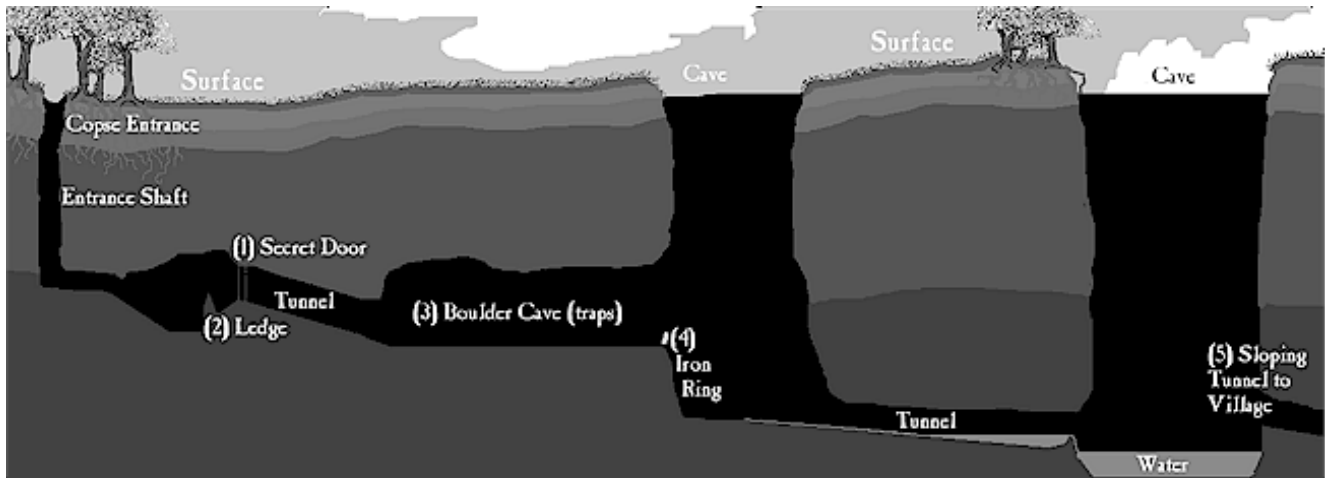
†††Only spells or spell like abilities will reveal this trap.

TRAP DESCRIPTIONS

Trip Wire

A simple wire stretched across a path or open space at ankle level, or sometimes around the knee level.

Snare



A wire noose anchored at one end and disguised.

Rock Fall

Simply a pile of loose rocks held in place by wooden boards or stakes. Usually triggered by a trip wire.

Spear Trap

Usually a single spear but multiple spears can be used. Fitted in a spring loaded rack and triggered by a trip wire or similar. Can strike from any direction.

Foot Trap

Similar to a spike pit but much smaller. The foot is usually held by barbed hooks lining the inside wall of the pit and pointing downward making it difficult to remove the foot without incurring further damage.

Razor Wire

A trip wire in effect, but usually fastened at throat height, (on a human!)

Gas Trap

A glass or pottery vessel containing gas or air-contact poison. The bottle smashes when tripped, affecting all in range. A larger bottle will increase the area of effect but will be harder to conceal.

Magical

There are many spells available. Can be any spell or effect, can only be found by magical means, and be tripped by virtually any method: proximity, time, weight, speed of movement, race etc.

Ultimately, the GM should decide the density of the traps. The finding and removal of traps will slow down the game flow. The GM should judge whether this is appropriate to the game play. Slower often builds tension, but may be tedious to players not involved. Quicker means you get more done but at the expense of atmosphere.

If the two soldiers survived they will continue to attack at every available opportunity, and will take advantage if any of the group become exposed or immobile.

After about 500 yards the cave emerges into the side of a vertical chasm, 30 yards wide and flat at the bottom. Looking up the players will see the sky forty yards above, and looking down they will see the chasm floor ten yards below. An iron ring has been fastened into the edge of the rock face, designed to take a rope. If the PCs have enough rope it can be recovered once at the bottom by simply being pulled through the ring. The ring is not trapped. The soldiers have disappeared into a narrow tunnel entrance on the eastern side of the shaft. Ankle deep water moves sluggishly across the shaft and down the tunnel.

The tunnel is high and wide enough for one normal sized human, is slightly curved and about a hundred yards long. After about fifty yards the tunnel is straight enough for the characters to see daylight ahead, unless it's night. The water gradually deepens to about knee high as the tunnel progresses. At the end the tunnel flares out to either side to form a ledge about fifteen feet wide. The ledge slopes upwards to form a pool, the overflow dripping over the edge into the chasm below.

A roughly circular chasm about fifty feet across and open to the sky stands before the group. It drops down sheer another twenty feet or so from where they stand. Water stands two feet deep at the boom. Across the space is another similar ledge, this one dry. The two soldiers will shoot the last of their quarrels from here and then withdraw.

Once on the other side, the PCs will find a similar tunnel with a steeper slope, which can be traversed with care. At the bottom they see the cave walls widening greatly, forming a huge chasm. A quick scout will reveal a stockade standing between them and the main part of the chasm.

Spiked wooden gates have been slammed and barred, and several figures move around beyond the gate and on the two guard towers that overlook the cave entrance.

Four crossbow men stand watch in each tower, and the two soldiers will man the gates if they stayed alive that long. They will attack any of the party who approach or reveal themselves. The soldiers will not engage in conversation, nor honour a flag of truce. If and when the party break through the gates, they will find an abandoned village beyond.

BEYOND THE SECRET DOOR - MAP AND KEY FEATURES

1. Secret Door

The door is made of stone two feet thick, and is unbreakable for the purposes of this adventure. It has an iron locking mechanism on the inside, turning a wheel pushes thick bolts into the sides and top and bottom of the tunnel.

2. Ledge

A ledge wide enough for two humans sits on the same level as the door. A crouching figure will be unseen by those entering the tunnel below.

3. Traps Cave

A series of prepared traps have been laid in this cave. See

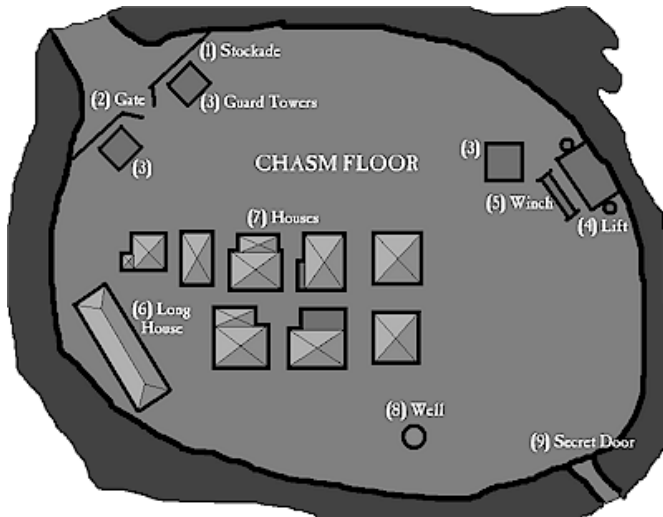
4. Iron ring

A large iron ring has been fastened into the rock on the edge of the drop. It is solidly anchored and not trapped. It is strong enough to take the weight of the whole party if necessary.

5. Slope down to abandoned village

This ledge slopes away to emerge in the large chasm which houses the abandoned village.





THE ABANDONED VILLAGE

The village was not abandoned recently. Although the houses are well maintained, the well still functions and the defences solid, there has been no official occupation here for a couple of years.

This being the case, the players may wonder why the village has so many defensive mechanisms, and indeed where the soldiers came from.

After a decent search, the characters notice one area of the cliff face that is different to the rest. Looking closely, they see a patch of stone at the back of the chasm that has a different texture to the natural rock around it. Someone has broken or enlarged a hole in the cliff face, and resealed it with a mix made from the local stone. A careful search reveals recent activity around the strange area, and footprints going through the wall.

A secret door stands within the patched up area, about eight feet high and three feet wide. It is locked and barred from within, and has no method of opening from this side.

If the PCs lack the required spells, they can hide out in one of the huts, and eventually the door will burst open and two squads of soldiers will rush out, either attacking or methodically searching for the party if they are concealed. If the players manage to defeat this attack, they will find the door still open.

If the players made it this far undetected, the soldiers will still emerge for the usual shift change, but won't start searching for the intruders until the bodies are found.

THE ABANDONED VILLAGE - MAP AND KEY FEATURES

1. Stockade

A simple but effective barrier of sharpened tree trunks. Each timber is nine inches in diameter, twelve feet from ground to tip, and anchored two feet into the rock. Sharp iron spikes are driven into the wood for further defence. The trunks are tightly packed but not totally light proof, some of the gaps would allow a sword blade to pass, but not an arrow or quarrel.

2. Gate

Similar in construction and size to the stockade, but with iron hinges that allow the gates to swing either way. They are held closed by a stout bar and a padlocked chain.

3. Guard towers

All three guard towers are of a similar construction, wooden timbers reinforced with iron. They have splayed legs fifteen feet apart, tapering to a platform eight feet above the ground. The rear and sides have a wooden wall around them four feet high, and the front is open to the stockade, allowing the occupants to shoot at any intruders. The roof and legs of the wooden tower are clad in metal, and a special armoured hatch in the roof allows the defenders to shoot upwards. Also, the metal cladding is polished

and anyone attempting to land on the roof has a 90% chance of slipping straight off. The towers are accessed by wooden ladders, which can be pulled up during a siege. The lift guard tower has a five foot wall on the side facing the lift.

4 & 5. Lift and Winch

The lift is a solid structure, made from stout timbers fastened with iron by a master craftsman. Four thick chains run up from a huge windlass fastened to the chasm floor, over iron pulley wheels then back down to the lift. Two heavy counterweights hang just below the access platform above. The weights are iron bound rocks, the chains are secure and it all looks very strong. The lift itself is a simple wood and iron construction, large enough to take an oxen and cart, with stout handrails and a gate at either end. It currently rests on a pile of sandbags that keep it level and provide access. The group will discover that the lift is finely balanced and easily operated, although somewhat noisy when moved.

6. Long House

The long house is identical to the smaller ones, but is twenty by eighty feet and has four fire pits and chimney vents equally spaced inside. It has two doors, one at each end, and a row of windows on the front.

7. Houses

These are simple dwellings with tiled roofs. They are twenty feet square, made from wicker, have a single door, a rear opening for a window and a fire pit centrally. A small opening in the thatched roof allows the passage of smoke.

8. Well

A low wall a couple of feet high surrounds a pond fed from below by a spring rising from a deep hole in the centre. The water is clear and pure, full of dissolved minerals and has a slight bluish tinge. There are overflow channels around the well, but the water level is several inches below the lip of the wall.

9. Secret Door

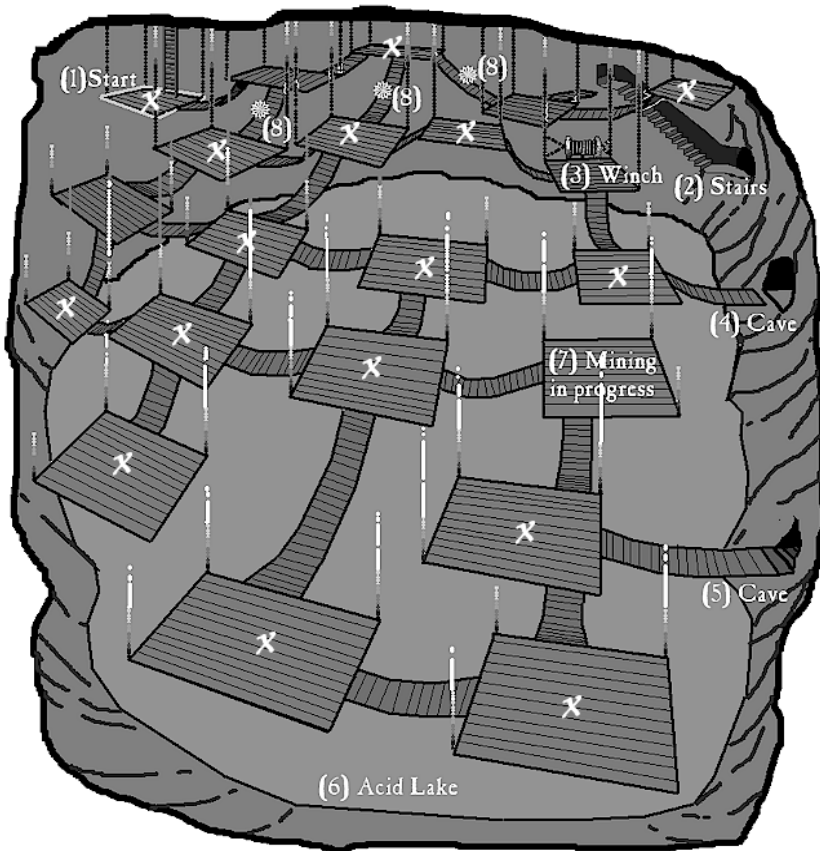
A large area of the rock face has been re-constructed with local stone to hide the secret door within it. The door is well made and difficult to see. The edges blur into the surroundings. It cannot be forced with crowbars and such, and is stout enough to resist the strongest character's blows.



THE MINES ~ MAIN CAVERN

The passage behind the secret door is obviously man made, even and regular with a flat paved floor. It is ten feet long, six wide and eight feet high. Beyond is a hemispherical cave that looks natural, with a cylindrical shaft three feet across in the centre of the floor. Looking down the characters see what looks like a wooden bridge twelve feet below. The floor of the cave is about four feet thick. A chain ladder has been fastened to the shaft side. The ladder is strong and easily scaled. An orange glow lights the bridge from underneath.

When the players descend they find a stout wooden platform suspended by strong chains from the roof of a huge cave. The platform is eight feet square, has no sides or handrail, and will swing evenly from side to side. 30 feet below the platform the PCs can see a glowing lake of what looks like lava, but there is little heat. There are islands of semi-solid material in the lake. A wooden ramp four feet across leads up from the platform to follow the contours of the cave roof. Another square platform is attached at the top edge. The players are too low to see what is



X Under Mine Shaft

on the platform.

All the Platforms and ramps are sturdily made from solid timbers and iron reinforcements. The top ends have been magically anchored into the ceiling. As all the platforms and ramps are eight feet from the irregular ceiling, their heights relative to each other vary by around plus or minus six feet. So for example, a player may go up to one platform, then up or down to the next.

The structure will sway slightly when walked on, but won't collapse, although the players may not believe this! None of the wooden walkways have sides or rails, only the chains, which are four feet apart. Running or sudden movement will cause the structure to move more, and will alert anyone else on the structure nearby to the presence of others. Combat on the walkways will always be a risk for both sides, although the advantage is obviously going to be with the home team. Indeed, any character who stumbles for whatever reason is going to have a chance of falling over the edge!

For purposes of movement and combat, the walkways should be considered Hampered terrain. Any character wishing to move faster may do so but must make a balance check at DC 10 for each round of movement. In combat, a player with a weapon like a mace or battle-axe that must be swung around must do the same at -2. Stabbing weapons and ranged weapons can be used normally provided the walkway or platform is still, i.e. there isn't a mad dwarf swinging a huge battle-axe a few feet away. Remember, just because a person falls over, doesn't mean they fall off! Roll 1D8 to decide direction, modifying the result to retain a degree of reality. In addition, any weapons striking the chains may well cut through them, further de-stabilising them, and possibly tipping the walkway and dumping anyone on it into the lake below. This is only really likely with heavy, edged weapons like axes and great swords, but almost any weapon could damage the chains, and thus weaken them. These particular chains have a hardness of 10, 8 hit points and a break DC of 28.

The liquid below is actually a mild acid, colonised by photo-luminescent bacteria. There are occasional islands in the acid, consisting of rock and other debris from above, the bodies of various dead cave dwellers, and billions of shells from the dead bacteria. The islands are transient, rising and falling in a random pattern. Anything that makes contact with the acid will begin to take damage immediately. Organic substances like flesh, leather, wool etc will take 20% damage per minute. Wood, pottery, thin metal etc will take 15% damage every minute, and thick metal, armour, weapons etc 10% every minute. Glass and stoneware is unaffected, but corks or wooden stoppers are not.

The acid is clinging and the damaging effect will last another 4 minutes unless it is removed. Magical items must save or be similarly affected. Rubbing the acid off with a cloth will reduce this time in half, although the cloth will be ruined. Sufficient applications of water will stop it immediately, i.e. a couple of full water skins. Lesser amounts of water will save individual items. Note: the acid tends to pool in items such as scabbards, if the weapon is not removed and cleaned the acid will continue to work, slowly eating at the weapon until nothing is left but the handle!

The islands are only mildly acidic, but will still damage items as above, taking the same damage every ten minutes. The proportion of islands to acid is ten to one. So anyone falling off the platforms has a one in ten chance of landing on an island.

Approximately eight feet above many of the platforms is a shaft two feet across. These shafts are two feet high and lead into a hemispherical cave like the one at the entrance. Each is twenty feet across, the ceiling forming an almost perfect dome. They have obviously been excavated by metal tools. There are no clues as to what has been mined here. Once the mining has been completed, the miners have encouraged various cave dwellers to take up residence in the bubble caves. These act as extra guards for the mine, and food in times of siege. The creatures present are listed below. Either choose or roll 1d8. See Bestiary for further information.

Cave centipede
Cave cricket
Horseshoe bat
Lasso spider
Giant Silverfish
Dripping slime
Black moss
Nothing

THE MINE (MAIN CAVERN) - KEY FEATURES

1. Entrance Shaft

This is where the PCs will enter the main cavern from a vertical shaft in the roof above.

2. Stairs

A well-constructed set of stairs one foot high and deep have been chiselled into the rock of the cave. The steps are three feet wide and the ceiling is six feet high. The ramp at the top does not touch the stairs, but hangs about eighteen inches from them. At the bottom, the stairs lead to a more natural looking ledge which curves around the cave wall, eventually disappearing into a dark cave, (See The Lower Cave.) The PCs will be able to see the winch (See below) from here, and its occupant, unless they've already dealt with him.

There is a high chance of meeting cave lobsters whenever

the players traverse this area. (See Bestiary).

3. Winch

Attached to the end of one of the platforms, this sturdy wood and iron winch is wound with two thin but strong chains. It is almost fully unwound and has a weight on the end, moving slowly with the sway of the structure. The windlass is held in place by an iron pin pushed through holes in the side. It will need two characters of average strength to operate in a controlled manner, and will descend to the end of the chains if the pin is removed, another four feet or so. Suspended from the end of the chain is a human figure, a male with the top inch or so of his head in the acid.

If the man is winched up, he will shout for help as soon as he sees the group are not who he was expecting, i.e. another priest. (See The Neophyte).

4. Cave (Leading to the Barracks)

Here the platforms lead to an irregular opening in the cave wall, beyond which is a long tunnel. It has obviously been widened and smoothed to provide better access. There is a faint orange glow at the end of the tunnel, and the distant sound of hammering.

Again, the platform leading to the cave does not touch the wall, ending about a foot away.

5. Cave (Leading to the Priest's Quarters)

An irregular opening, possibly caused by a rock fall, leads to a narrow, barely passable fissure. The platform continues into the fissure, but is only one plank wide. It is possible to step directly onto solid ground here, the wood being a foot above the rock.

6. Acid Lake

See the detailed description above.

7. Mining In Progress

The party will hear the unmistakable sound of mining as they approach this area. Occasionally, cascades of spoil will drop from the shaft above onto the platform and the acid lake below. If the characters enter they will find four miners to their left, who will probably not see them for some time as they are very intent on their task. Watchful characters may notice the miners stop work every few minutes and put something metallic in a leather pouch at their waist.

8. Holy Symbol

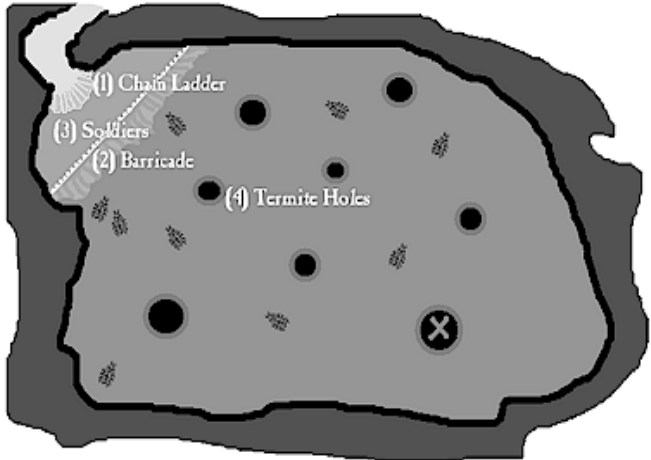
The party will find a holy symbol suspended above several of the walkways on a fine silver chain. If touched, the symbols will chime softly, alerting the priests to the presence of outsiders. In addition, the touch will trigger a flash of bright light, covering a ten foot diameter sphere. Anyone looking in the direction of the symbol must make a save or be stunned and blinded for D6 rounds. Anyone within three feet will be rendered unconscious for D6 rounds, and, if failing the save, will be blinded for D4 days.

Note: All the side and bubble caves are lit with various glass jars and bottles of acid taken from the lake.



THE MINES ~ LOWER CAVE

A nest of giant termites live here. They survive by foraging around the cave system, gathering anything remotely edible and returning it to the queen. Unfortunately, since the humans have arrived things have become difficult. The termites were attacking the workers and stealing the supplies, hence the barricade to contain them. No one has yet been brave enough to enter the



tunnels beneath the cave and stop the termites completely by killing the queen.

Yanoona may try to bribe or blackmail the group into doing just that.

THE LOWER CAVE - KEY FEATURES

1. Chain Ladder

A simple ladder made from iron chains, fastened top and bottom. Not as easy to climb as a normal ladder, but easier than a rope.

2. Barricade

Iron chains are stretched across the width of the cave supported by large iron brackets. The barricade leans over the edge of the rock, allowing the crossbow men to shoot the termites as they climb up the wall from below. The barricade also slows the termites down, but doesn't stop them.

3. Soldiers

Two squads of soldiers are stationed here permanently. They are rotated out on the normal shift pattern. Most of them will be asleep, leaving only two or three on look out duty.

4. Termite holes

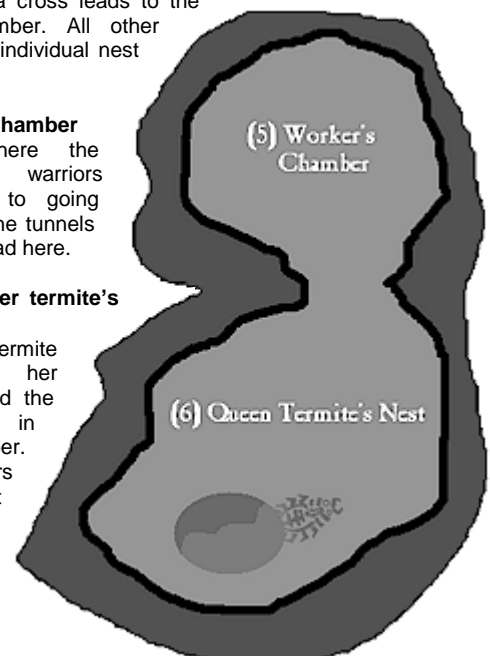
These are the holes from which the termites emerge to go foraging. The termites emerge at least once per day, but recent events have meant an increase in this frequency. The hole marked with a cross leads to the workers chamber. All other holes lead to individual nest caves.

5. Workers' Chamber

This is where the workers and warriors gather prior to going foraging. All the tunnels from above lead here.

6. Big mother termite's chamber

The mother termite herself, all her attendants and the hatchery are in this chamber. The warriors will guard it with their lives.



THE MINES ~ BARRACKS AND WORKSHOP

This series of caves is accessible via location 4 in the Main Cavern.

BARRACKS AND WORKSHOP- KEY FEATURES

1. Main Barracks

The main barracks area is twenty feet across at the widest point, and about forty feet long. The ceiling is irregular, and about ten to fifteen feet high. Tunnels four feet across and five feet high lead out to the main cavern and into the workshop. The floor has been smoothed, but the walls are natural.

2. Bunk Beds

There are three sets of triple bunk beds, two per side. They are made from solid wood, are eight feet high with each bed thirty inches apart. The ladder for the top bunk is built into the frame at the end. Each has a straw mattress and a thin blanket. As there aren't enough beds to go around, the soldiers either 'hot bed' or sleep on the floor where they can. Of course the corporals always get the best beds.

3. Weapons rack

The off duty squads store their weapons here. Also, spare weapons of each kind and several dozen normal quarrels and a dozen spare throwing knives can be found here.

4. Stove

The stove is an old iron monstrosity used for cooking, heating water and warming the cave. There is a large door on the front to load the wood, and a water boiler on the side. The top is a simple flat plate. A chimney takes the smoke up to a crack in the ceiling. No one knows, nor cares, where the smoke goes, just as long as it leaves the cave.

5. Supplies

A collection of crates, chests and sacks hold various food stuffs, mostly root vegetables, some preserved fruit and dried herbs. There is a small box of smoked fish, and what look like giant cricket legs. The food is poor, but edible. A couple of large barrels hold drinking water.

6. Workshop Area

Through the tunnel from the Barracks can be found a long, irregular cave fifty feet across from tunnel to end. It is thirty feet across at the widest point, the ceiling varying from ten to thirty feet. It is mostly natural with a worked floor and some parts of the wall. Iron pipes run along the central parts of the roof.

7. Edec's Forge

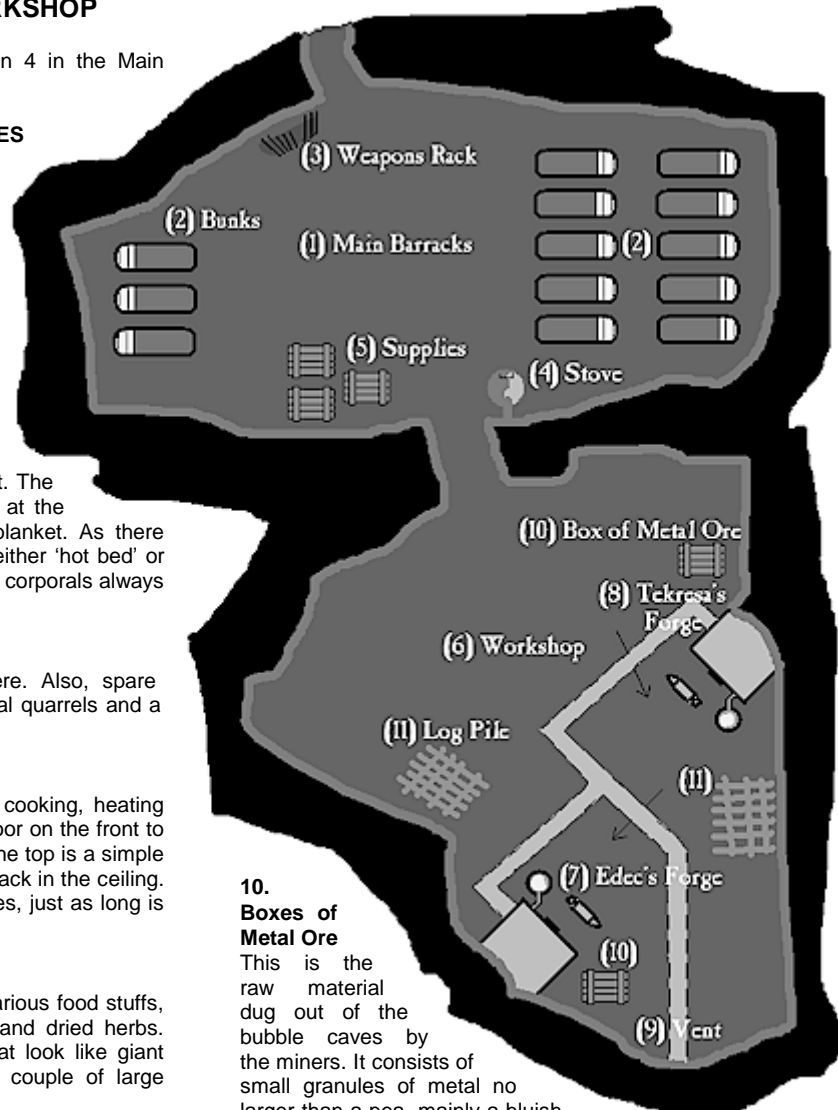
Edec's forge was pulled from his workshop and transported here by ox cart. It is very old, having been in his family for several generations. It's very worn now, but Edec is very fond of it, often talking to it like he would a pet or small child. He has been attached to the forge by a ten foot length of chain running to a manacle around his left ankle.

8. Tekresa's Forge

This is a more modern version of Edec's forge, but Tekresa views it as a simple tool, and has no emotional attachment to it. She is also fastened to the forge with a ten foot length of chain running to a manacle on her right ankle. The two smiths can pass objects between themselves, but only by stretching to the very limit of their tethers.

9. Vent

The two forge chimneys are joined in the centre of the cave, then run to a wide crack in the ceiling at the rear of the cave.



10. Boxes of Metal Ore

This is the raw material dug out of the bubble caves by the miners. It consists of small granules of metal no larger than a pea, mainly a bluish colour and very sharp to the touch.

11. Logs For Forges

A large and mixed pile of cut timber stacked against two respective walls. The forges use a lot of fuel, but there never seems to be a shortage. Both smiths have hidden small objects behind the wood. Tekresa has a small sack of dried food, a dagger and a small but deadly sling which can throw pieces of the ore to about twenty five feet with great effect. Edec has an old chisel sharpened to a razor sharp edge, a glass vial of the orange acid and some dried meat wrapped in a piece of canvas.



THE MINES ~ PRIESTS' QUARTERS

The Priests' quarters are found in what is basically a long tunnel. Near the entrance, the cave bulges out like a bubble, forming a useable space fifteen feet by twenty. Here, the lower ranking priests can be found. Further on the cave widens again to a similar size, wherein is found Thadissmarl's lair. The tunnel continues around a sharp bend, opening out to form a cave

twelve feet by twenty five. This is where Yanoona is usually found. A niche in the rear wall finally leads to a small space in which the head priest keeps his prized possessions.

PRIESTS' QUARTERS - KEY FEATURES

1 & 2. Bunk Beds

Against the north wall can be found the bunk beds used but Wollo and Cadeal. They are simple wooden constructions with an integral ladder at one end. The mattresses are slightly better than the type given to the soldiers, being filled with feathers. The bottom bunk belongs to Cadeal, who keeps a small scourge whip under his pillow. The top bunk is used by Wollo. A magic token hangs at the head of the bed, which prevents the priest's mind being controlled while he is asleep.

On the wall opposite are beds used by Tay and Hilap when in residence. They are almost identical to the other bunks, but both have a normal, and forbidden, dagger hidden in the mattress at the pillow end.

3. Wollo's Chest

Wollo has few personal possessions, the chest is therefore never locked. Within are his old clothes, (poor tunic and trousers), a spare set of priestly ropes, a brass alms bowl, a few old letters from his parents and two pairs of stout boots, worn but serviceable. There is a false bottom in the chest, fairly easily discovered and opened, which contains a slim book entitled "The Art of Mace Fighting."

4. Cadeal's Sack

Cadeal is even poorer than Wollo. His sack contains a spare set of robes, a pair of old leather boots and an old smock top often worn by farmers. There is also a length of knotted rope four feet long, which could either be for self-flagellation or assassination.

At the very bottom of the sack is an old scroll in a language the PCs won't know (Decipher Script DC 40).

5. Tay's Chest

This is a medium sized, iron bound chest with a stout padlock. Inside are various sets of clothes; good robes, work clothes, winter wear and everyday clothes, with the boots to match. A small wooden box lies at the bottom, containing a couple of dozen gold and silver coins from all over the known lands, a folded I.O.U for one horse signed 'Pyttyr' and a half used potion in a glass vial. Fastened to the inside of the lid is a leather scabbard holding several blades; A short sword, two matched daggers, a large hunting knife, two solid silver daggers, and a punch dagger. Behind this is a sack containing a map and a huge key. Tucked right into the toe of one of the boots is a small silk pouch containing ten small diamonds.

6. Hilap's Bags

These finely tooled leather saddlebags are worth a fair amount on their own. Inside the left pouch are spare clothes, mostly plain everyday wear, stuffed in anyhow. At the bottom is a hinged solid silver frame containing the portraits of two young girls, one of which is Hilap. In the right hand bag there is a neatly written journal bound in leather, which recounts her many campaigns. It ends about three months previously. Also within are two steel scroll tubes, one containing gold coins, the other filled, strangely, with black sand.

7. Stove

The stove is an old iron range used for cooking, heating water and warming the cave. There is a door on the front to load the wood, and a water boiler on the side. The top is a simple flat

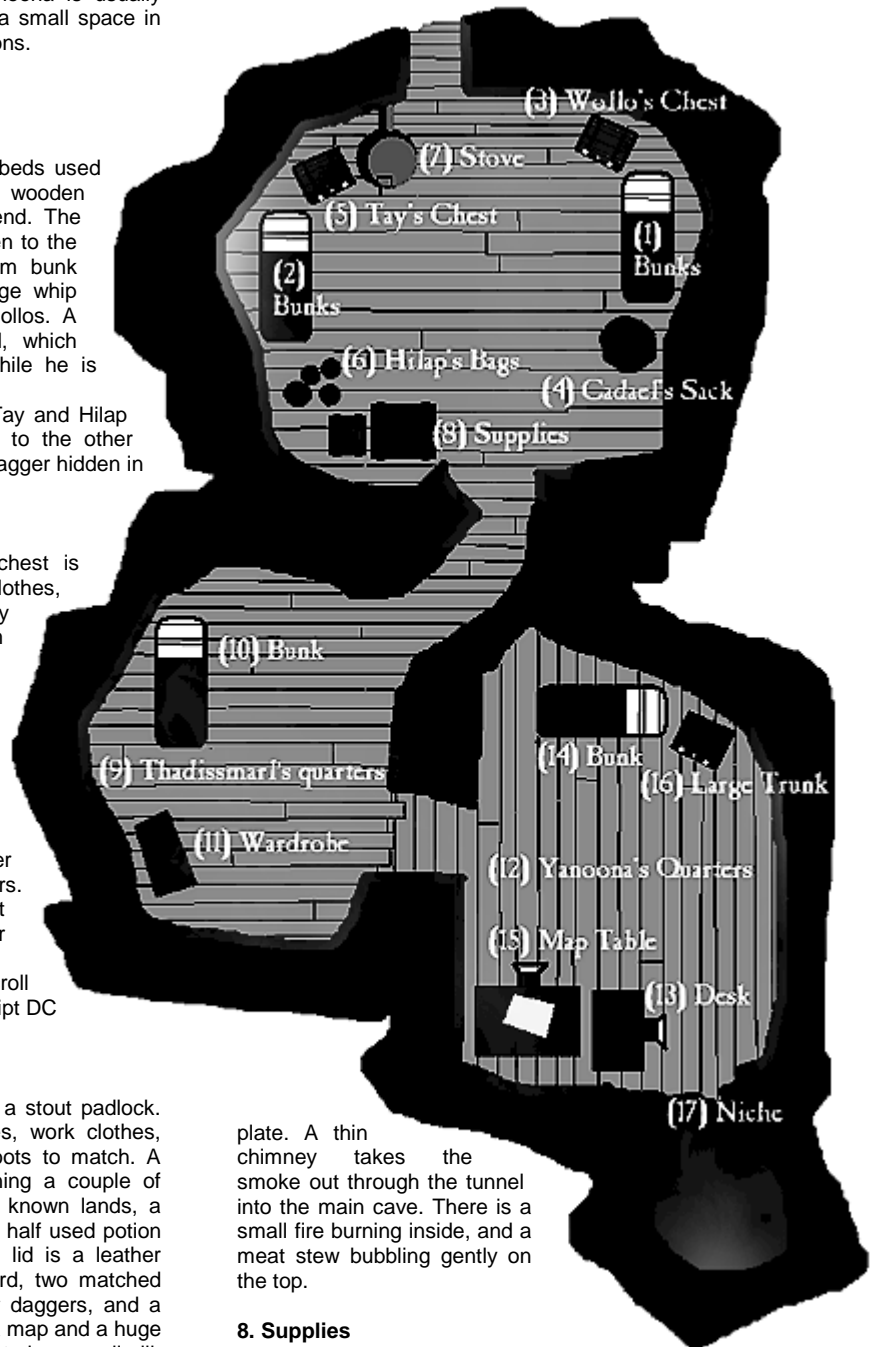


plate. A thin chimney takes the smoke out through the tunnel into the main cave. There is a small fire burning inside, and a meat stew bubbling gently on the top.

8. Supplies

The basic supplies are very similar to what the soldiers have, but with more variety and better quality. In addition, there is a side of smoked bacon, a leg of beef and a small keg of beer.

9. Thadissmarl's Quarters

An irregular area opens off the corridor here, merely a bulge in the tunnel like cave. Here can be found a small bed and a single wardrobe.

10. Bed

The bed is spartan even in comparison to Cadeal's, being merely a thin mattress and a threadbare blanket. On the floor under the bed is a loaded hand crossbow and a quarterstaff, both magical.

11. Wardrobe

In the wardrobe is a single spare robe and trousers, and an enormous two handed mace that even a strong character would

have trouble with. Inside a secret compartment in the head are several gems, a gold pendant and a lock of hair tied with a faded blue ribbon. In the handle is a wand with one or two charges left on it.

12. Yanoona's Quarters

There is a faint odour of flowers in this cave. Indeed it is obviously more opulent than anywhere else in the complex. There are several tapestries depicting birds in flight or landscapes on each wall, and a decorative brazier smoulders to the side of the desk. The cave looks and feels almost homely. The left hand side is obviously the home part of the cave, containing the bed and a large trunk. The right hand side is the work area, taken up by a map table and a desk. A long tapestry hides a thin crack in the wall that leads to a small niche.

13. Desk

This small writing desk is made from fine hardwood with carved legs. It has a leather panel inset into the top and two draws either side. All the draws are locked. On top of the desk are an ink pot and several quills, a half finished letter to a certain magistrate in a nearby town, a [Jetava] light, and a paperweight made from a human vertebrae. In the left hand top draw is a set of six darts, finely made and plated in gold, a diary written in code, spare paper and vellum, and a block of ink stone. In the lower draw are several drawings by different hands of war engines, crossbow designs, arrow and bolt head variations and inked illustrations of various guard and functionary uniforms.

In the top right hand draw is a locked metal box almost as large as the draw. To remove it the draw has to be taken out, which triggers a poison gas bomb unless removed correctly. The gas expands to a five foot sphere within which any character must roll a Fortitude save or be incapacitated with dizziness and nausea for D6 rounds. The box is also trapped, a magical bolt of energy will cause damage equivalent to a long sword to anyone who fails to pick the lock correctly, and fuses the lock pick to the lock, rendering both useless and the lock permanently sealed. The box can still be broken open. Inside the box is a glass vial full of the orange acid, which if broken, say by someone breaking the box open, will dissolve the papers within one round. [The papers list the proposed targets, detailed plans, and names of Yanoona's contacts in the nearby town.]

In the bottom right hand draw are a dozen clay balls sealed with wax and wrapped in straw. Each contains one pint of the milky secretion from the cave lobsters, which can neutralise ten times its volume of the acid in one round.

14. Bed

A luxurious bed compared with those of other caves, furnished with a thick blanket on a down-stuffed mattress. A decorative quilt lies on top of the blanket.

15. Map Table

Like the desk, this is a fine piece of furniture, made from hardwood and highly decorated. It is six feet long and four feet wide, and has an adjustable top that can lie flat or stand upright like an easel. Several maps of the surrounding area are rolled up and stored in the storage area below. [On the top, weighted down by spearheads of various designs, is a map of the town named in the plans. Several locations have been circled or indicated, with the same code as used in the diary to describe them.]

The GM may hand out any of the printable maps of Opus found at the end of this file and supply them to the players at this point. If the PCs are not going to take the maps, the GM should retrieve the printouts after players have had a suitable period to study them and/or make sketches.

16. Large Trunk

Five feet long and three feet square, this is the largest trunk the PCs have ever seen. It could easily hold the body of a large person, but fortunately doesn't. It is made from thick hardwood re-enforced with black iron. The lock is magical, and will only open when touched by Yanoona, or at least his finger. Inside is a

veritable museum collection of clothes; guard uniforms, magistrates' finery, various priestly robes and some expensive silk dresses. At the bottom are all the relevant shoes and boots, and all of it meticulously labelled. In a compartment in the lid are two dozen small purses, each containing five gold coins, ten silver coins and twenty copper, and a silver ring in the style of a birds wing.

If Yanoona is alerted to the PCs' approach, by the sounds of fighting or by one of the holy symbol alarms being triggered in the main cave, he will throw all his maps and papers into this trunk and close it before the PCs arrive.

17. Concealed Niche

Behind a tapestry of the legendary Tower in the Clouds, is a thin gap, barely more than a crack, in the rock. Only normal sized or smaller characters are able to traverse the six foot long gap. Inside, the niche is an irregular shape, barely larger than a single wardrobe. Packed within are several glass jars filled with diluted orange acid, and within each jar are dozens of bolt, arrow, and spear heads.



BESTIARY

CAVE CENTIPEDE (LARGE)

Large Vermin
 Hit Dice: 3D8 (13 hp)
 Initiative: +2
 Speed: 40 ft (8 squares), climb 40 ft
 Armour Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
 Base Attack/Grapple: +2/+7
 Attack: Bite +3 melee (1d8+1 plus poison)
 Full Attack: Bite +3 melee (1d8+1 plus poison)
 Space/Reach: 10 ft./5 ft.
 Special Attacks: Poison
 Special Qualities: Darkvision 60 ft., vermin traits
 Saves: Fort +3, Ref +3, Will +1
 Abilities: Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2
 Skills: Climb +18, Hide +6, Spot +4
 Feats: Weapon Finesse
 Environment: Underground
 Organisation: Solitary or colony (2-5)
 Challenge Rating: 1
 Advancement: 4-5 HD (Large)
 Level Adjustment: -

Similar to a giant centipede, but with long feelers either end and hooked feet, which enable them to walk on almost any surface. They are about twelve feet long, and covered in a flexible chitinous armour. They have a strong bite and can inject poison each time. They feed on other cave dwellers, including the humans if they are hungry.

The poison causes total paralysis in any victim failing a Fortitude test at DC 10.

CAVE CRICKET (MEDIUM)

Medium Vermin
 Hit Dice: 1D8 (4 hp)
 Initiative: +2
 Speed: 40 ft (8 squares), climb 40 ft
 Armour Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
 Base Attack/Grapple: +0/-1

Attack: Bite +2 melee (1d6-1)
 Full Attack: Bite +2 melee (1d6-1)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Stun
 Special Qualities: Darkvision 60 ft., vermin traits
 Saves: Fort +2, Ref +2, Will +0
 Abilities: Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2
 Skills: Climb +14, Hide +8, Spot +6
 Feats: Weapon Finesse
 Environment: Underground
 Organisation: Colony (7-12)
 Challenge Rating: 1/2
 Advancement: --
 Level Adjustment: --

Identical to the well known insect, the cave cricket is four feet long with huge back legs and large eyes. They have a nasty bite but will use their sonic attack first. This shrill chirrup created by the back legs will stun anyone within ten feet who fails a Fortitude save at DC14. The victim will be stunned for D6 rounds and deaf for D20 rounds. They feed on any organic material including the fungi and moulds that grow on the walls. These crickets can be eaten in times of hardship. They are nutritious, but have a bland flavour and a gluey texture. D6 plus 6 crickets will inhabit each cave. Their sticky feet allow them to walk on any surface but not directly upside down.

HORSESHOE BAT

Diminutive Animal
 Hit Dice: 1/4 d8 (1 hp)
 Initiative: +2
 Speed: 5 ft (1 square), fly 40 ft. (good)
 Armour Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14
 Base Attack/Grapple: +0/-17
 Attack: -
 Full Attack: -
 Space/Reach: 1 ft./0 ft.
 Special Attacks: -
 Special Qualities: Blindsight 20 ft., low-light vision
 Saves: Fort +2, Ref +4, Will +2
 Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
 Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*
 Feats: Alertness
 Environment: Temperate Caves
 Organisation: Colony (10-40) or crowd (10-50)
 Challenge Rating: 1/10
 Advancement: -
 Level Adjustment: -

These are just the normal bats found in many caves. They are harmless but will scatter when disturbed, exiting the hole in a flurry of wings. The sound and movement will alert any patrolling soldiers, who may investigate. The bats leave the cave at dusk through a slim vent high up at the rear of the cave. The miners collect the bats' guano once a month.

LASSO SPIDER (MEDIUM)

Medium Vermin
 Hit Dice: 2D8+2 (11 hp)
 Initiative: +3
 Speed: 30 ft (6 squares), climb 30 ft
 Armour Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11
 Base Attack/Grapple: +1/+1
 Attack: Bite +4 melee (1d6 plus poison)
 Full Attack: Bite +4 melee (1d6 plus poison)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Poison, web
 Special Qualities: Darkvision 60 ft., vermin traits
 Saves: Fort +4, Ref +3, Will +0
 Abilities: Str 18, Dex 18, Con 10, Int -, Wis 10, Cha 2
 Skills: Climb +16, Hide +10, Spot +4
 Feats: Weapon Finesse

Environment: Underground
 Organisation: Solitary
 Challenge Rating: 2
 Advancement: --
 Level Adjustment: --

The lasso spider is six feet long, with a slim body two feet across. It is a dark black in colour and difficult to see in low light. It doesn't spin a web as such, but creates long strands of web with sticky, bulb-shaped pads at the ends. It will then hang these from the ceiling of its lair, then lie in wait for a victim. The spider also has a couple of these pads on its front legs, which it will throw if any of the hanging pads are disturbed or if it spots a victim with its twelve eyes. It will attack almost anything, and can go for two or three years between meals. Once the pads have stuck, it will pull the victim towards its mouth. It has a pair of hollow fangs that inject a strong venom that digests living tissue. The lasso spider has high strength and only strong characters will be able to hold their ground, unless they lose their footing. The web strands and glue have a similar strength, but with break down naturally in a couple of hours. If the character wins the strength contest, the odds are 50/50 as to whether the web snaps or the spider is pulled from its lair.

Failing to save against the poison on a DC 10 Fortitude check will cause the victim to lose one point of Strength and one point of Constitution per round unless neutralised. If left untreated, the poison will liquefy the victim's insides in 30 minutes.

GIANT SILVERFISH (LARGE)

Large Vermin
 Hit Dice: 5D8+10 (32 hp)
 Initiative: +2
 Speed: 60 ft (12 squares), climb 60 ft
 Armour Class: 19 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
 Base Attack/Grapple: +3/+12
 Attack: Head Butt +6 melee (1d6 +6)
 Full Attack: Head Butt +6 melee (1d6 +6)
 Space/Reach: 10ft./5 ft.
 Special Attacks: --
 Special Qualities: Blindsight 60 ft., vermin traits
 Saves: Fort +4, Ref +3, Will +1
 Abilities: Str 19, Dex 16, Con 14, Int -, Wis 10, Cha 2
 Skills: Climb +16, Hide +4, Spot +4
 Feats: Blindfight, Improved Bull rush
 Environment: Underground
 Organisation: Colony (D4+1 Adults, D6 young)
 Challenge Rating: 3
 Advancement: --
 Level Adjustment: --

Not a fish at all of course, but a kind of crustacean. The tiny relative of this ancient creature is often found in flour mills and storage areas, and is considered harmless. The giant silverfish is equally as harmless, unless protecting their large eggs, or if you are merely in the way of where they want to be. They are eight to ten feet long, have blunt heads and a heavily armoured shell. Despite this they are fast and flexible, as fast as a horse and they can bend in half. They have no eyes or feelers, but explore their world seemingly by blundering around until they head butt something, or by detecting vibrations through their feet.

If disturbed, the silverfish will try to flee if possible, or if defending a nest they will dash towards the interloper at full speed. They attack once and then scuttle backwards for another go. They too can travel on any surface with no penalty for moving straight up a wall or across the ceiling, forwards or backwards.

Typically, D4 adults and D6 young will be found together. There is a 40% chance of a nest being present with a single large egg. The egg is edible, has a high water content, and may contain a large youngster.

DRIPPING SLIME (LARGE)

Large Ooze
 Hit Dice: 4d10+32 (54 hp)
 Initiative: -5
 Speed: 5ft. (1 square)
 Armour Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3
 Base Attack/Grapple: +3/+11
 Attack: Slam +1 melee (1d6 plus 1d6 acid)
 Full Attack: Slam +1 melee (1d6 plus 1d6 acid)
 Space/Reach: 15 ft./10 ft. (or height of cavern)
 Special Attacks: Acid, engulf, paralysis
 Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent
 Saves: Fort +9, Ref -4, Will -4
 Abilities: Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1
 Skills: -
 Feats: -
 Environment: Underground
 Organisation: Solitary
 Challenge Rating: 3
 Treasure: 1/5th coins, 2D4 gems
 Alignment: Always neutral
 Advancement: --
 Level Adjustment: --

This bane of cave dwellers is similar to a gelatinous cube, but hangs from cave walls and ceilings ready to fall on its victims. It is colourless and almost totally invisible when still. Typically it will be 10 feet square and spread about six inches thick. Its attack method is to drop small drips of itself from the ceiling or wall. If these make contact with a suitable victim the rest of the slime will follow, engulfing its prey. The drips that miss will seek to return to the main body by ascending the walls, creeping slowly upwards until it can meld back together. If the drips get lost, they can survive alone, or with other drips, either from the original or another slime. No one knows how the slime drips communicate with the host mass, although some suspect it may be a chemical signal as they seem to get confused in passages with moving air.

This particular slime can disgorge larger items from its body, and will contain nothing larger than a coin or gem.

BLACK MOSS (FINE)

Fine Plant
 Hit Dice: 1D4 (4 hp per square foot)
 Initiative: N/A
 Speed: Nil
 Armour Class: 1, touch 1
 Base Attack/Grapple: N/A / N/A
 Attack: None
 Full Attack: None
 Space/Reach: Special/nil
 Special Attacks: Spores
 Special Qualities: None
 Saves: Fort +4, Ref +0, Will +0
 Abilities: Str 1, Dex 1, Con 30, Int -, Wis 1, Cha 1
 Skills: Nil
 Feats: Nil
 Environment: Underground
 Organisation: Colony (D10 square yards)
 Challenge Rating: 1
 Advancement: --
 Level Adjustment: --

This tiny plant can live on any surface. It needs only a little moisture to survive. It gets its nourishment from the air and by dissolving the rock on which it anchors itself. It forms colonies of many thousands of individuals, each able to communicate in some way with its neighbour. Black moss is usually harmless, indeed many animals feed on it when there is little else to eat.

But once every ten days the mosses release tiny spores in

almost invisible clouds, which can drift around for days. The spores enter the nose or mouth of any creature breathing them in. From there they migrate into the gut and set up small clusters, growing quickly on the contents of the stomach. When the stomach is full, after about a week, the moss enters its second phase, pushing root like appendages out through the skin. The appendages then swell and burst, throwing clouds of tiny seeds into their surroundings. The moss in the stomach then dies back, but will flare up again every month or so. There is a 95% chance the host will survive this process, reduced by five percent for every further eruption.

The first symptoms are lack of appetite and flatulence, often accompanied by vivid dreams and hallucinations. Only a Heal spell will remove it, or the repeated flushing of the system with holy water or other pure water sources.

CAVE LOBSTER OR LESSER CHULL (MEDIUM)

Medium Aberration (Aquatic)
 Hit Dice: 7d8+34 (64 hp)
 Initiative +5
 Speed: 30 ft. (6 squares), swim 20 ft.
 Armour Class: 23 (+3 Dex, +10 natural), touch 13, flat-footed 20
 Base Attack/Grapple: +6/+10
 Attack: Claw +8 melee (2d6+3)
 Full Attack: 2 claws +8 melee (2d6+3)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Constrict 2d6+3, improved grab.
 Special Qualities: Amphibious, tremorsense 60 ft., immunity to acid
 Saves: Fort +7, Ref +5, Will +5
 Abilities: Str 15, Dex 14, Con 18, Int 6, Wis 10, Cha 3
 Skills: Hide +13, Listen +10, Spot +10, Swim +12
 Feats: Alertness, Blind-Fight, Combat Reflexes
 Environment: Underground lakes and streams.
 Organization: Solitary or pack (4-6)
 Challenge Rating: 5
 Treasure: Nil
 Alignment: Usually chaotic evil
 Advancement: --
 Level Adjustment: --

These live in the acid lake, feeding on any organic matter they can pick up, including carrion. They are about five feet long with ten legs and two large claws. They have a thick knobby carapace that covers almost their entire body. Special glands on the outer surface secrete a milky fluid to prevent the acid burning them. This can be harvested from the lobsters to neutralise the acid, each yielding about two pints. They have poor eye sight but good vibration sense, which also works through the acid. Normally, they won't attack, but if they are hungry or disturbed they will head for the nearest target.

GIANT TERMITES**QUEEN TERMITE**

Gargantuan Vermin
 Hit Dice: 10D10+20 (75 hp)
 Initiative: -6
 Speed: Nil (Can be carried by 10 or more workers/ Warriors 5 squares)
 Armour Class: 16 (-4 size, +10 natural) touch 6, flat footed 16
 Base Attack/Grapple: +0/+0
 Attack: Bite melee (4D6+4)
 Full Attack: Bite melee (4D6+4)
 Space/Reach: 40ft./5ft.
 Special Attacks: Improved grab, Constrict
 Special Qualities: Vermin traits
 Saves: Fort +10, Ref+0, Will +4
 Abilities: Str 18, Dex 1, Con, 15, Int -, Wis 15, Cha 13
 Skills: --

Feats: Diehard
 Environment: Any temperate
 Organisation: Solitary (4-8 Warrior guards plus 6-10 Workers)
 Challenge Rating: 2
 Treasure: 1/10 coins, standard items, mainly silks and soft goods.
 Alignment: Neutral
 Advancement: --
 Level Adjustment: --

The queen termite is a huge, bloated creature almost forty feet long. Her head is a normal, if somewhat large, termite, complete with jaws and compound eyes. Her abdomen is a swollen egg sac, producing a dozen eggs every day. These are removed by her guards and left to hatch. The eggs hatch in 3 to 5 days. There is a 75% chance of each egg producing a worker. 25% of the eggs will hatch out as warriors, twice the size as the workers, with powerful jaws and long legs. She is totally immobile, but will bite if anything uninvited comes into range. She has strong jaws, which can lock for automatic damage. These will stay locked if she is killed or rendered unconscious. Her hide is leathery at the front, but warty and slick on her abdomen. Otherwise she is pretty helpless, her abdomen being particularly vulnerable. If reduced to zero hit points or less she will feign death.

The King termite lives as a parasite on the female's underside. He is small and inoffensive, the players may not even notice him. He can survive for a while without the female, especially if another host can be found.

WORKERS

Medium Vermin
 Hit Dice: 2D8 (9 hp)
 Initiative: +0
 Speed: 40ft (8 square) climb 30 ft
 Armour Class: 15 (+5 natural) touch 10, flat footed 15
 Base Attack/Grapple: +1/+1
 Attack: Bite +1 melee (1D6)
 Full Attack: Bite +1 melee (1D6)
 Space/Reach: 5ft./5ft.
 Special Attacks: Poison spray
 Special Qualities: Vermin traits
 Saves: Fort +3, Ref+0, Will +0
 Abilities: Str 10, Dex 10, Con, 10, Int -, Wis 11, Cha 9
 Skills: Climb +10
 Feats: Track
 Environment: Any temperate
 Organisation: Crew (6-11 Plus 2-4 Warriors)
 Challenge Rating: 1
 Treasure: None
 Alignment: Neutral
 Advancement: --
 Level Adjustment: --

The workers are about four feet long, with six short legs and small jaws. Each has a gland on the top of the head that can shoot a mild poison once per day. The poison has a foul smell and disorients the victim for 6 to 8 rounds unless a Fortitude save is made at DC 10. The jaws are weak, so the creatures are unable to hold a bite for automatic damage. Their shells are leathery but completely colourless.

WARRIORS

Medium Vermin
 Hit Dice: 4D8+2 (20 hp)
 Initiative: +1
 Speed: 50ft (10 squares) climb 40 ft
 Armour Class: 17 (+7 natural) touch 10, flat footed 17
 Base Attack/Grapple: +2/+3
 Attack: Bite +3 melee (2D4+3)
 Full Attack: Bite +3 melee (2D4+3)
 Space/Reach: 5ft./5ft.

Special Attacks: Improved grab, Constrict
 Special Qualities: Vermin traits
 Saves: Fort +4, Ref+0, Will +1
 Abilities: Str 14, Dex 10, Con, 13, Int -, Wis 13, Cha 11
 Skills: Climb +12
 Feats: Track
 Environment: Any temperate
 Organisation: Gang (2-6 Plus 6-11 Workers)
 Challenge Rating: 2
 Treasure: None
 Alignment: Neutral
 Advancement: --
 Level Adjustment: --

The Warrior termites are impressive creatures, eight feet long and fast moving even when running on the walls and ceiling. Their jaws can lock onto a victim if a successful attack is made, and the creature does automatic damage each round until the victim can escape, on a strength check, or is dead. If the victim goes still the warrior will return to the queen and feed the flesh to her. If the termite is killed while holding a victim the jaws remain locked and continue to do half damage. Their outer shells are thicker than the Workers', but similar in appearance.



OPUS OPERANDI

Chains in the Dark - GM's Printable Version

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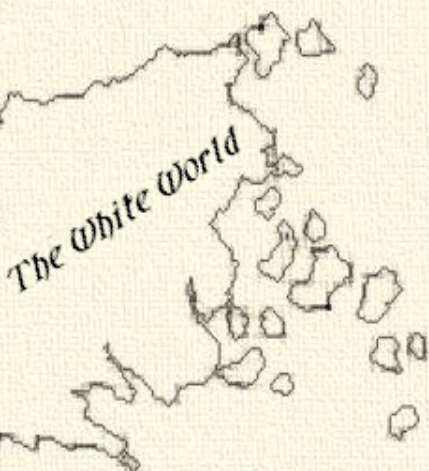
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OPUS

The White Sea



The Sea of Opus



OPUS

The White Sea



The Realm of Opus

The material plane is divided, but not by the hands of men, for these are the wild continents of Opus, where chaos oppresses the spread of civilisation and the world belongs to the wild monsters, the gods and the elemental energies of magic.

Long ago the gods forged a great shining sphere and called it Opus, a Great Work. They breathed life to the people of their creation and called them servants of the world. There were perverse gods, and gods of law. At first the two used the world as one. But the gods of law and beauty feared to see their great work destroyed by the callous hands of the evil gods, and a war was waged. The evil gods were cast into the dark planes where they plotted their revenge upon the pantheon gods and their precious sphere.

The Pantheon Gods of Opas

Jetava

Intermediate Deity - Rank 14

Goddess of the wind, the air, the sky and the cloud.

Lorka

Intermediate Deity - Rank 11

God of luck, fate and destiny

Drom

Greater Deity - Rank 16

God of strength, power, sword and steel

Thauma

Greater Deity - Rank 18

Goddess of magic, sorcery and illusion

Almighty Sen

Greater Deity - Rank 20

God of Men

Gorum

Greater Deity - Rank 19

God of Dwarves

Ethrayall

Greater Deity - Rank 20

Goddess of Elves

Gayya

Intermediate Deity - Rank 14

Goddess of the earth, soil and stone

Cultures

Civilisation is rare within the wild continents, divided north and south by the human kingdom of Mohan. Here live the greater proportion of humans, led by their great king Ephrata, whose mighty swordsmen and sorcerers maintain as best they can the borders of Mohan's territory.

North Opus is home to pockets of human, elf and dwarf civilisation. Here too are gnome towns and halflings in abundance. But the civilised districts are surrounded by great wastelands of plains, forest, hills and mountain where monstrous races roam freely.

South Opus is entirely wild and the few cultures here belong to that of the dark elf, or are controlled by the evil will of black-hearted wizards.

Chroma and the Northern Wastes are a frost land of snow and ice, too inhospitable to harbour any semblance of civilisation. The White World of the south is also uninhabitable, a vast tract of ice, unexplored and unknown to the world of men.

Sidhe is an exotic land, temperate, but remote. The people of Sidhe are dark skinned and strong, corrupt to the will of evil gods and always ready to wage war upon the human lands of the north.

Most races worship either all the gods of good or all the gods of evil. Certain races, like the dwarf or elf, sometimes specialise in worshipping only one god.

Evil Deities of Opas

Slathe

Intermediate Deity - Rank 12

God of serpents and reptiles.

Ougre

Intermediate Deity - Rank 13

Wolf god of Monstrosities

Stygia

Intermediate Deity - Rank 15

Goddess of Darkness

Unholy Nefar

Greater Deity - Rank 20

God of Evil

Opus uses the d20™ OGL system. For Bestiary, Planes, Divinity, Magic, Races, Classes and so forth, see the System Resource Document online: <http://www.wizards.com>

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