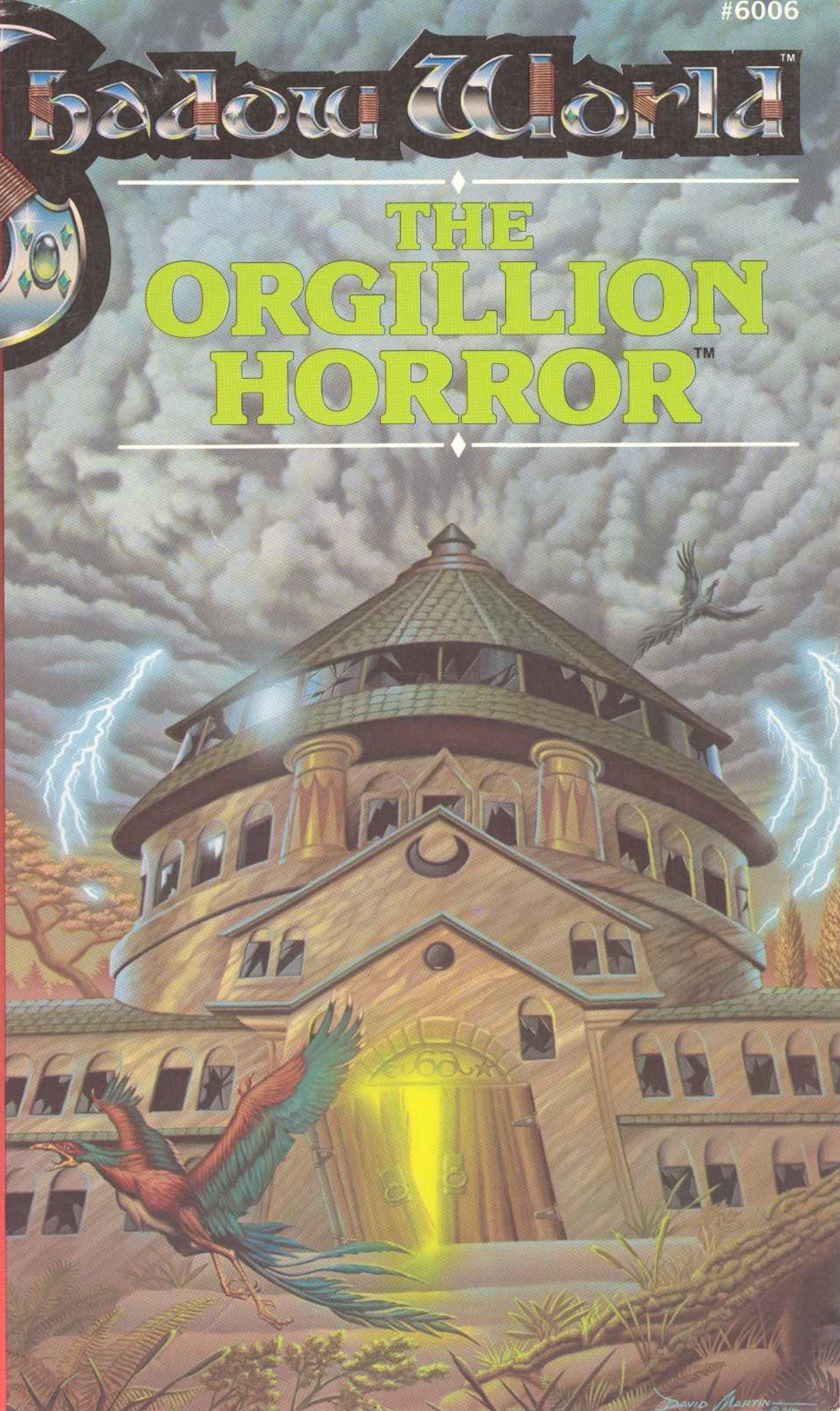


# Shadow World™

## THE ORGILLION HORROR™

Above a desolate moor broods Orgillion Mansion, home of unspeakable evils. Adventurers risk life and sanity when faced with the horrors of the estate's past.

**Shadow World** is the planet Kulthea, a unique fantasy environment for use with both **Rolemaster™** and **Fantasy Hero™**. It is also adaptable to most other fantasy role playing games.



DAVID MARTIN



# THE ORGILLION HORROR™

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# PART I

## • GUIDELINES •

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This "Ready-To-Run" module is designed for Gamemasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

The *Orgillion Horror* has three main sections. The first deals with guidelines regarding use of the module. The second (Parts II-IV) contains the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere on Kulthea where appropriate. Alternatively, the adventures may be located in another world. The third section (Part V) contains the tables and charts and is located at the back of the book, permitting easy reference.

Each adventure is geared for PCs of different levels. The one found in Part II is challenging for 1st to 5th level characters. Part III is aimed at 3rd to 10th level adventurers, while the adventure in Part IV is designed for 5th to 15th level characters.

Adventures are divided into six standard parts: (1) the Tale, which describes the setting and covers the background and plot; (2) the NPCs, a description of the prominent non-player characters, including their stats; (3) the Layout, a level-by-level, room-by-room description of the adventure site, complete with numbered diagrams, floorplans, and illustrations; (4) the Task, a discussion of how to start the adventure, along with the aids, clues, obstacles and rewards awaiting the adventurers; (5) Encounters, which cover typical meetings between the adventurers and the NPCs; and (6) the Aftermath, where the outcome of the scenario is discussed, leading into the next adventure.

The GM is advised to skim each section of an adventure before beginning play. Once play ensues, the GM would be wise to refer to the Encounter Chart at the back of the module.

---

# PART II

## • THE ORGILLION MANOR •

Bleak and hoary fens stretch to an island-like hillock upon which stands the Orgillion ancestral home. The Orgillion family has made this dreary land their estate for many centuries. During that time, the Manor has endured several lords whom the villagers considered evil. All died under mysterious circumstances. To this day, nearby villagers avoid the fens unless absolutely necessary.

Even during the daylight hours the place looks grim and wretched. At night the locals say that the ghost of a young lady searches for her lost love amidst the moors. Those who knew the former Lord Orgillion suspect he dabbled in the Arcane. People say that old Tytus Orgillion summoned and consulted unnatural beings in his mad quest for dark knowledge. Even after the old man's death, folks are loathe to go there, and never after dark.

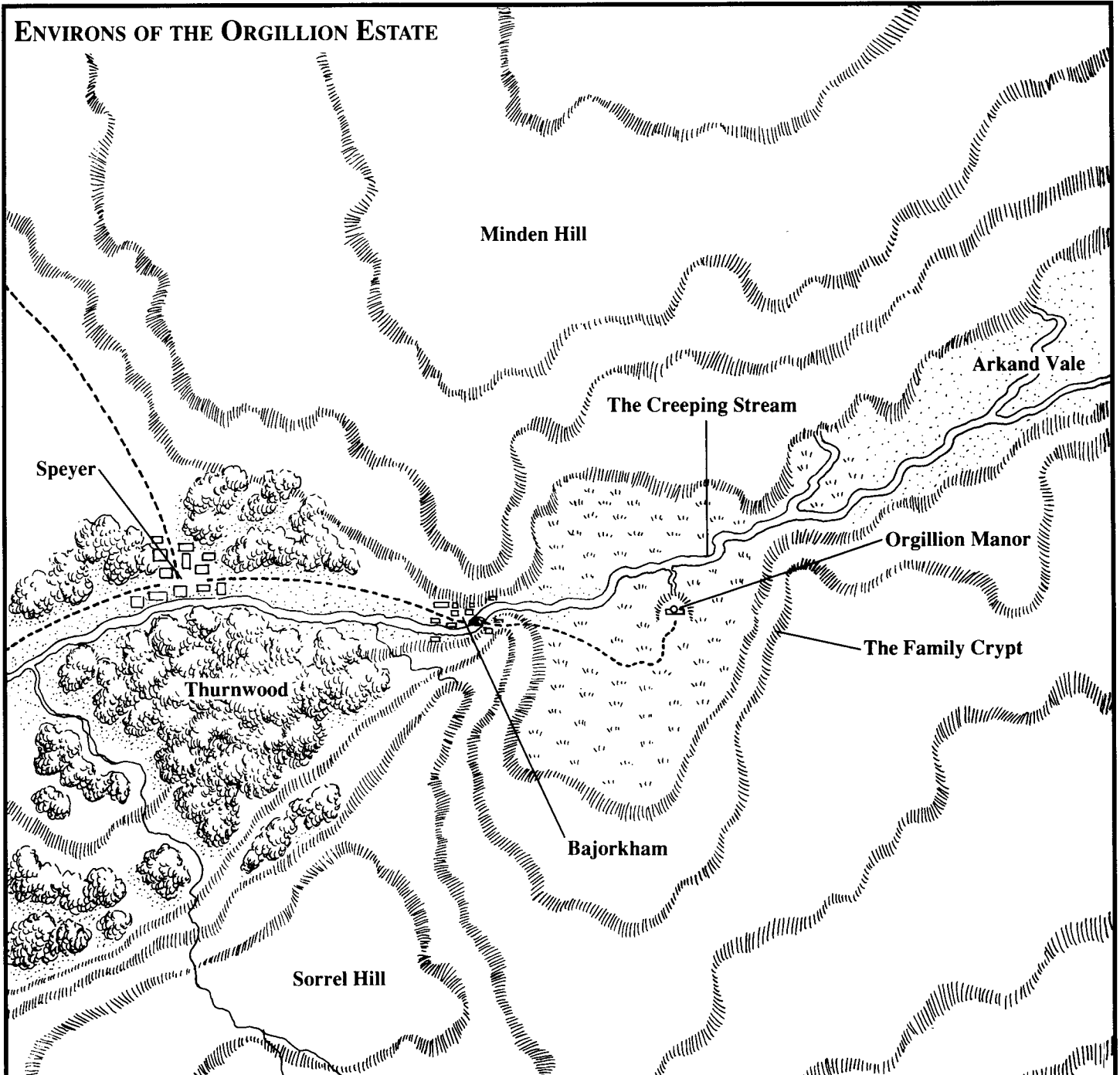
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### 1 • THE TALE: "LEGACY"

One of the player characters (who might have the surname Orgillion) has been informed that he or she is the sole remaining heir to the Orgillion ancestral lands. The executor of the late Lord Orgillion's estate has given the PC deed to all the Orgillion family holdings as well as the family title. But before the new Lord Orgillion can settle in, the dilapidated manor must be renovated. The PC will rely on his friends (the other PCs) to help.

When they reach the nearby town of Bajorkham, news of an escaped madman reaches them. Villagers suspect that the lunatic is hiding out on the moors which surround Orgillion Manor. For this reason no one will convey the group down the gravel path that leads to the old place.

# ENVIRONS OF THE ORGILLION ESTATE



**KEY**

- Moors
- Woods
- Elevation
- Stream
- Path
- Bridge
- Town

Please consult the text for an explanation of the sites noted above.

Sea

Coastal Plain

o Orgillion Estate

o Nof-Keh

Desert

0 1/4 1/2 mile

Prevaling Winds

N

## 2•NPCS (& HAUNTS)

PCs will have the chance to encounter primarily macabre creatures, with the exception of the lunatic and the Borno couple.

### THE SERVANTS

Jansen and Lornali Borno are themselves interested in the black arts. With old Tytus gone, they have gathered the courage to search the mansion for his hidden arcane lorebooks. The pair will offer their services as butler and cook/maid to the PCs.

### JANSEN BORNO

**Age:**40. **Eyes:**Brown. **Hair:**Brown. **Build:**Thin. **Height:**5'10". **Race/Sex:** Human/M. **Skin:** Pale. **Demeanor:** Courteous, Helpful. **Dress:** Formal house-servant robes. **True Attitude:** Furtive.

Sly and scheming, Jansen Borno is considered a strange and shady man by the locals. He hopes to augment his powers with Tytus' books. Jansen loves his wife Lornali very much.

**Hits:**13 **Melee:** 30MAst. **Missile:** 50cp.

**AT(DB):** 1(5). **Sh:**N **Gr:**N. **MovM:** +5.

**Lvl:** 4. **Profession:**Sorcerer/Mage. **Stats:** St-58; Qu-88; Pr-36; In-92; Em-95; Co-63; Ag-88; Me-80; Re-93; SD-75. **Will:**40. **AP:** 90. **PP:** 8.

**Spells:** (All to 10th level) Mind Destruction, Flesh Destruction, Rune Mastery, Detecting Ways, and Delving Ways. Dispelling Ways (to 5th).

**Special Abilities:** Act38; Alcmy37; Attm49; BMath37; Chan47; CirLr45; Climb10; DtTrp33; GPerc39; LSO39; MAst30; MedSI37; PsnLr37; PPerc39; PwrPc47; RegLr33; RMas13; Rune54; Sig20; S&H13; SymLr45; Trick22.

**STR:**11 **DEX:**18 **CON:**13 **BODY:**10 **INT:**19

**EGO:**19 **PRE:**8 **COM:**18 **PD:**2 **ED:**3

**SPD:**3 **REC:**6 **END:**26 **STUN:**26

**OCV:**6 **DCV:**6 **Phases:** 4, 8, 12

### LORNALI BORNO

**Age:** 36. **Eyes:** Blue. **Hair:** Blonde. **Build:** Small. **Height:** 5'4". **Race/Sex:** Human/F. **Skin:** Pale. **Demeanor:** Polite, Fastidious. **Dress:** Plain robe and white apron. **True Attitude:** Wary, Ruthless.

Lornali Borno will go to any lengths to get Tytus Orgillion's secrets. Due to her kindness towards animals, townsfolk hold her in much higher regard than her husband. Lornali loves Jansen.

**Hits:**36. **Melee:** 28MAsw. **Missile:** —

**AT(DB):** 2(10) **Sh:** N. **Gr:** N. **MovM:** +5

**Lvl:** 5. **Profession:**Witch/Animist. **Stats:** St-25; Qu-90; Pr-93; In-96; Em-90; Co-76; Ag-75; Me-76; Re-81; SD-86. **Will:** 50. **AP:** 93. **PP:** 10.

**Spells:** (All to 10th level) Glamours, Potion Magic, Unbarring Ways, Spell Defense, Concussion's Ways.

**Damage:** 2D6 normal **Spells:**30 Active pts.

**Special Abilities:** Act38; Appr18; Attm35; Climb30; Cook58; DemLr33; DtTrp43; Dign28; DTrap43; Divin35; Dup35; FAid28; GPerc40; HerLr28; LPerc38; MAsw28; MedCI35; PLock36; PPckt28; PsnLr33; Ride36; RMas23; Rune20; SHLr36; Sed35; Sig13; S&H33; Surv25; SymLr23; Trick33.

**STR:**8 **DEX:**18 **CON:**15 **BODY:**11 **INT:**19

**EGO:**19 **PRE:**19 **COM:**19 **PD:**2 **ED:**5

**SPD:**3 **REC:**5 **END:**30 **STUN:**29.

**OCV:**6 **DCV:**6 **Phases:** 4, 8, 12

**Damage:** 2D6 normal **Spells:**30 Active pts.

### SETH RYKTOR, THE ESCAPED LUNATIC

**Age:** 23. **Eyes:** Brown. **Hair:** Brown. **Build:** Broad. **Height:** 6'6". **Race/Sex:** Human/M. **Skin:** Pale. **Demeanor:** Withdrawn. **True Attitude:** Child-like, violent.

Abused as a child, Seth Ryktor has the intelligence of an eleven year old. When confronted with adversity Seth acts like a child; he lashes out. Seth's size and strength transform his infantile pummeling into deathly blows. Inadvertently, he has killed several people whom he thought harmful. He is considered a dangerous madman.

**Hits:**128. **Melee:** 83cl **Missile:** 63Brwl

**AT(DB):** 1(5) **Sh:** N. **Gr:** N. **MovM:** +5

**Lvl:** 7 **Profession:**Fighter/Warrior. **Stats:** St-99; Qu-78; Pr-60; In-79; Em-47; Co-94; Ag-81; Me-19; Re-29. **SD:**31. **Will:** 10. **AP:**46.

**Skill Bonuses:** AMovStr42; Amb12; Beg25; Brwl63; Climb44; DSens37; DFoeU51; Forag39; Fren32; GPerc28; MAst64; SKill37; S&H35; Stun40; Track27; WpnSk(cl)83.

**STR:**20 **DEX:**16 **CON:**19 **BODY:**17 **INT:**6

**EGO:**6 **PRE:**12 **COM:**10 **PD:**4 **ED:**4

**SPD:**4 **REC:**8 **END:**38 **STUN:**47

**OCV:**8 **DCV:**5 **Phases:** 3, 6, 9, 12

**Damage:** 5D6 normal.

### THE DOPPLEGANGER

**Appearance:** Varies. **Height:** Varies. **Build:** Varies. **Demeanor:** Varies. **True Attitude:** Homicidal, Sly.

Since the death of old man Tytus, an unsavory creature has taken up residence in the mansion. It is concerned only with its own perverse sport: hunting humans. Stealth, patience, cleverness, and remarkable cunning are its greatest assets. Mutable flesh enables the doppelganger to mimic precisely anyone's appearance. Following such a duplication, the doppelganger attempts to eliminate its victim. Success in this endeavor allows the doppelganger to simulate a gradual change in his victim's approach to life, allowing the imposter's nasty ambitions to surface plausibly. Alternately, the doppelganger may seem exactly like the victim in order to stay with the group in search of further victims. Failure prompts him to attack, striving to prevent his exposure as a double.

**Hits:** 121. **Melee:** 105We **Missile:** 75We

**AT(DB):** 4(45) **Sh:** N. **Gr:** N. **MovM:** +15.

**Lvl:**11. **Profession:** Thief/Scout. **Stats:** St-100; Qu-102; Pr-98; In-90; Em-49; Co-95; Ag-99; Me-84; Re-97. **SD:**96. **Will:** 60. **AP:** 45-98.

**Spells:** Mystical Change (to 50th). No PPs expended.

**Skill Bonuses:** Acro75; Act93; AMov23; Amb23; Brwl65; Camfl105; Climb77; DtTrp71; DSens73; DFoeA67; DTrap98; Dup70; Fals76; Forag44; GPerc73; HItem70; LPerc73; LipR62; LckLr60; MAst70; Map37; Mime62; PLock98; PPckt98; PwrPc25; RdTck73; RMas62; Scrng73; Sed60; SerTr101; SKill80; S&H111; Surv73; Swim81; Tact66; TmSen69; Track73; TrapB90; Trick110; Tumb90; Vent37; WpnSk105; WpnSk75.

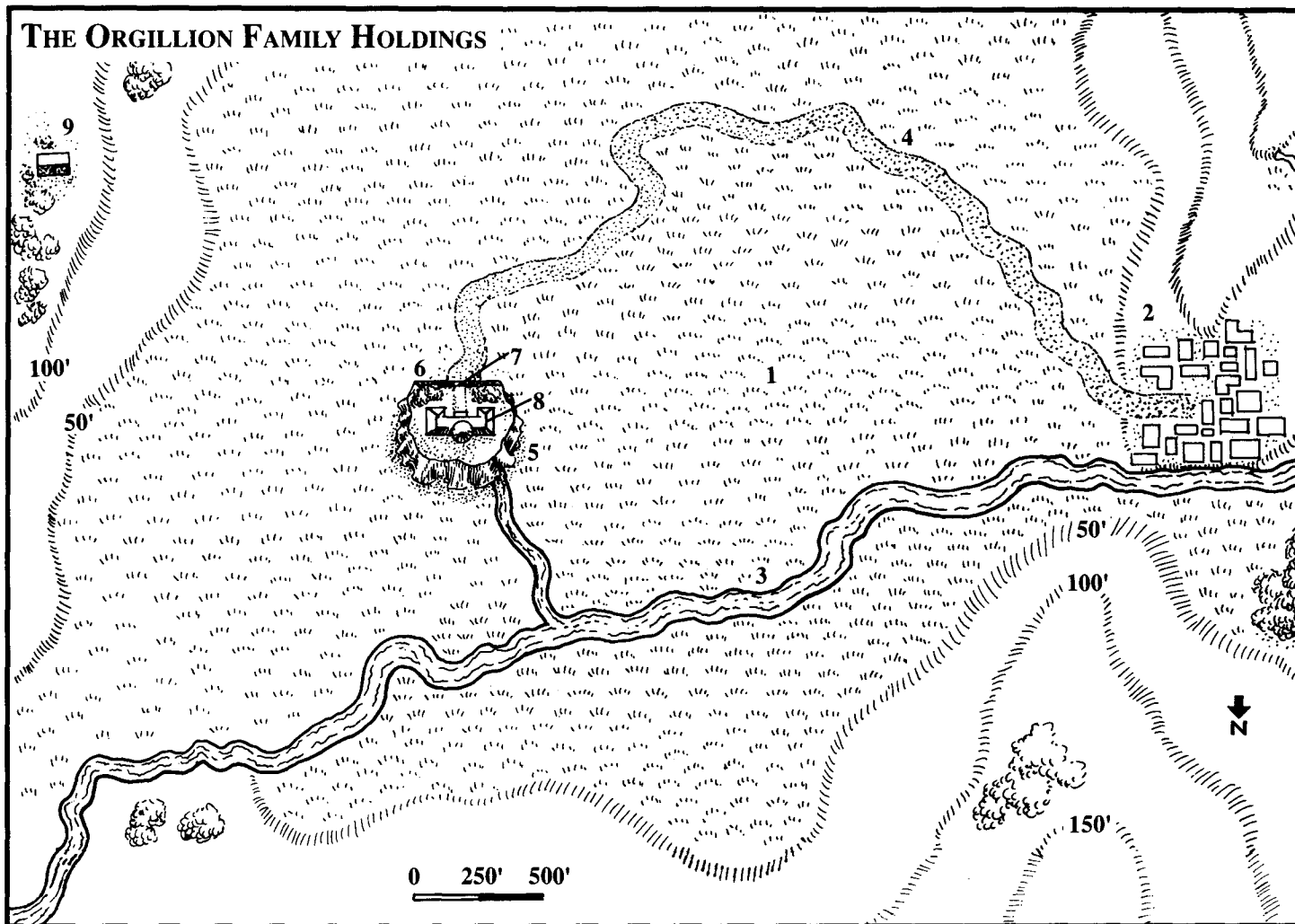
**STR:**20 **DEX:**21 **CON:**19 **BODY:**19 **INT:**20

**EGO:**20 **PRE:**20 **COM:**? **PD:**8 **ED:**8

**SPD:**3 **REC:**8 **END:**50 **STUN:**60

**OCV:**9 **DCV:**7 **Phases:** 4, 8, 12

**Damage:** by weapon type.



### RESTLESS HAUNTS

Orgillion Manor has a bloody history, filled with debauchery, treachery, and cruelty. Perhaps it is not surprising that the place is haunted. Some spirits only seek release from their tortuous bondage to this earth. However, apparitions of evil men seek to torment the living with their undead presences. Generally, the haunts only appear as the result of a Random Encounter. Otherwise, they are considered dormant. For their statistics, consult the Master Beast Chart in Part V.

### APPARITIONS (CLASS III)

Apparitions are the spirits of men so set in their evil ways that they cling to the world. Some remain free to exercise their own depraved will, while others serve as tools of the Unlife, the Pale, or the Void. They do not wield weapons, seeking victory through sorcery. Apparitions are non-corporeal, so only magical weapons will damage them. Their "touch" heralds pain, draining one Temp Constitution pt/rnd(RR) [2D6 Drain CON]. An Apparition may freely use spells from the "Diseases" and "Curses" lists (to its level) on Evil Cleric Base lists.

### GHOSTS (CLASSES II-V)

Frequently the most subtle of the Undead, Ghosts masquerade as the living, often unaware of the true nature of their own existence. Lesser Ghosts reveal their deceit by a haziness that blurs their image, while the greater bestow no visual clues. They drain energy from the living, often unknowingly, through mere proximity. Magical weapons can release a Ghost from its ties to the earth if its focus (a person, weapon, treasure, place, thing, etc.) cannot be located and either destroyed or dispersed. They drain 3(lesser) to 5(greater) Temp (optionally, 1 potential CON pt.) Constitution pts/rnd (optionally, 1 Life Level) from all within a 10' radius (RR) [2D6 to 5D6 Drain of CON].

### PHANTOMS (CLASS I)

These insubstantial spirits have lost all they once possessed while inhabiting the realm of the living: flesh, emotions, and memories. Only a sense of the loss and the image of their death agonies remain with them, expressed in the contorted rictus displayed on their pale, translucent faces. Phantoms are wanderers, inspiring fear, but unable to draw blood from the living. Only magical weapons will damage them. The "touch" of a Phantom drains one Temp Constitution pt/rnd (RR) [1D6 Drains CON]. They radiate [4D6] "Fear" (20' rad.).



## 3 • LAYOUTS

The estate has been held by the Orgillion family for over 300 years. Very little has changed in that time, with the exception of an air of inexorable decrepitude. The townsfolk believe the place is rotting from within.

### THE ORGILLION FAMILY HOLDINGS

The desolate moors mark the extent of the Orgillion property. No fence or other marker is necessary since most folks avoid the fen.

**1. The Moors.** Heather and marsh-grasses predominate, concealing areas of treacherous bog. The unwary may find themselves mired in a morass. Struggling only draws the victim deeper into the quagmire. Occasionally, the death-cries of some doomed creature can be heard echoing across the moors. To traverse the moors safely requires a *Light* (+10) maneuver every minute [DEX-Roll every Turn], unless following the gravel path. Perceiving the dangerous pools is *Very Hard* (-25) [-2] Perception. Any mired character must make a *Extremely Hard* (-30) maneuver [-3 DEX-Roll] to extricate themselves (without assistance). Of course, stout rope and a few friends will make the task much simpler.

**2. Bajorkham.** This rustic village is home to 55 people. Points of interest include: Toby's (an inn), The Apothecary (an Herbalist's shop), a Temple, a cattle farm, and a knacker's yard. Overall, the villagers would look upon the new Lord Orgillion with both suspicion and hope. Perhaps the new lord can bring in fresh gold.

**3. The Creeping Stream.** A brackish, slow-moving stream meanders through the moors. A small tributary emerges from the rock face near Orgillion Manor and joins the stream.

**4. The gravel path.** This circuitous route is the only safe way to the mansion. The path is wide enough to accommodate a cart.

**5. The Hillock.** A stony rise forms the foundation of Orgillion Manor. The northern slope of the mound descends gradually to the moor, allowing access via the path. The other three sides fall away rather sharply (50 to 60 degrees) and consist of loose, crumbling cobbles. Ascending and descending these three sides is considered a *Hard* (-15) Climbing maneuver [-1 Climb] due to the uncertain footing. An underground spring emerges from the south east corner of the cliff.

**6. The stone wall.** A 5' high wall of roughly hewn stone separates the hillock from the northern moors.

**7. The gate.** A rusted wrought iron gate embellished with the arms of the Orgillion family complains bitterly when opened.

**8. Orgillion Manor.** Brooding high on the hill looms the impressive residence.

**9. Orgillion Family Crypt.** The mausoleum is isolated on a wind-swept hillside.

### ORGILLION MANOR

The muted green copper roof can be seen quite a distance away, and bespeaks of a beautiful old villa. However, upon approach the stained, grey stone walls tell a different story, a tale of misery, evil, and heinous deeds. All rooms are completely furnished, but in various states of decay.

#### FIRST STORY

**1. Entry/foyer.** The heavy wooden doors are furnished with locks *Very Hard* (-20) to pick [-2 Lockpicking]. A faded and frayed tapestry on the wall depicts a macabre hunt scene. Closets marked "c" adjoin.

**2. Great Hall.** This spacious hall, once elegantly furnished, is now in a state of decay. A ragged banner hangs from the rafters,

occasionally stirring. The discerning may detect with *Hard* (-10) [-1] Perception a low sighing at these times. To the south, twin staircases curve upwards to the first floor.

**3. Conservatory.** The conservatory is linked to the Great Hall and the outside by twin glass and wrought iron doors, *Very Hard* (-15) to pick [-1]. Blighted and dying plants litter the floor. Hidden behind a panel in the east stairwell is a secret stairway to room # 31 in the foundation. This stairway is *Absurd* (-75) [-8] to perceive; *Hard* (-15) [-1] if using Locate Secret Openings.

**4. Dining Hall.** As if set for an uneaten meal, the long wooden table holds crockery, dishes, wilted flowers and unlit candles. An occasional mouse scampers across the tiled floor in search of mildewed crumbs. Any character remaining alone in the room must make a *Routine* (+30) [+4] perception to sense ghostly manifestations from great feasts of the past (roll a d6: 1-2, visual details of guests and/or settings; 3-4, olfactory sensations of roasting meat, etc.; 5-6, audible fragments of long-ago toasts or conversations). These manifestations will invariably cease as soon as another person enters the room.

**5. Kitchen.** A large stone fireplace for cooking holds a spit and has several niches for baking bread. The room is dirty, stained with grease and accompanied by a rancid odor. Only a few battered utensils remain hanging from nails along the mantle. One door (*Locked, Hard* (-15)) [-1 to Lockpicking] exits to the south, another leads to the larder.

**6. Larder.** Vermin of various sorts will flee the room if their foraging is interrupted. Casks and barrels of moldering grain, flour and dried vegetables line the room. None of the food is edible (10% Luck-based RR vs. conversion poison if consumed) [+4 CON-Roll, failure means death].

**7a-e. Storerooms.** Broken furniture, trunks of old clothing (now mice nests), and miscellaneous bric-a-brac are the most prevalent items in these areas. The first floor room contains a cracked mirror lying face-down on the floor, that is observable with *Light* (+10) [+1] perception. Any person gazing into the mirror will view with horror his own, terribly withered, aged reflection.

**8. Laundry Rooms.** Unfit for use.

**9a-d. Servants' Quarters.** Several chambers function as the bedrooms and sitting rooms for the mansion's once numerous servants. Only one chamber shows signs of recent habitation, presumably the now-vanished servants of the late Uncle Orgillion. (In fact, they are the lodgings of the doppleganger.)

**10. Master Bedroom.** The door is locked and *Hard* (-10) to unlock [-1 to Lockpicking], and upon opening reveals a Symbol of "Greater Death" on the opposite wall (11th lvl; target suffers "E" severity Cold critical unless RR or *Very Hard* (-20) Attunement or Symbol Lore is made) [3D6 Killing Blast]. A canopy bed with shredded hangings occupies one corner of the room. An empty chest lies at the foot of the bed, broken open. On the east wall is a secret door, *Absurd* (-80) [-8] to perceive (or *Very Hard* (-20) [-2] if using Locate Secret Openings), which leads to a secret passage. A private bath adjoins the Master bedroom.

**11a-c. Family Bedrooms.** Last used several decades ago, these rooms have deteriorated.

**12a-b. Guestrooms.** Actually habitable and furnished, since Tytus did entertain guests occasionally.

**13a-c. Study.** One room on each floor is furnished with desk, chair, and writing materials. Curiously, none of Tytus' documents can be found anywhere.

**14. Library/Sitting Room.** Richly furnished, this room houses Tytus' least important volumes.



## SECOND STORY

**15. Gallery/Trophy Hall.** Paintings of members of the Orgillion family and sundry trophies line the walls. A *Hard* (-10) Perception reveals that the portraits' eyes follow one.

**16. Main Library.** Tytus' many valued texts are stored in this large room. A spiral stair leads to the third floor. The secret door is *Absurd* (-80) [-8] to perceive or *Very Hard* (-20) [-1] using Locate Secret Openings.

**17. Music Room.** Chairs and old instruments are stored here.

**18. Game Room.** Contains all manner of parlor games. The secret door is concealed behind a movable panel, *Absurd* (-80) [-8] to perceive & *Very Hard* (-20) [-1] Locating Secret Openings.

**19. Curio Room.** Oddities from various cultures are displayed here.

**20-26.** Various dusty rooms of little merit or import.

## THIRD STORY

**27. Conjuring Room.** Abstruse symbols cover the floor. The sensitive (Em90+) [EGO of 18+] will feel uneasy in this room.

**28. Workshop.**

**29. Laboratory.** Fully-equipped and seemingly recently used.

## SECOND STORY

**30. Crimson secret room.** The door to this room is at the rear of a closet *Extremely Hard* (-30) [-4] to perceive or *Light* (-10) using Locate Secret Openings. It contains nothing but a Minor Emotive Spirit of mindless violence.

**Underground secret room.** This brick lined room is beneath room #3 and contains equipment and notes necessary for Tytus' great work. On the floor is a symbol of Quest. (See *Aftermath*, II/6.)

**31. Secret Passages.**

**a. Secret escape route.** Hidden beneath room #31, *Very Hard* (-20) [-2] to perceive, (*Easy* (+10) [+2] using Locating Secret Openings) is a passage that leads to the stream which exits the hillock.

**b. Bath chambers.**

**c. Closets.**

## 4•THE TASK

After arriving at the Manor, PCs will probably want to explore it, then begin to renovate it. During this period, they will likely encounter various ghostly manifestations. Discovery of the secret passage in the conservatory will lead the PCs to an underground room. It is in this place that the PCs will discover Tytus' legacy. (See Part II/6, *Aftermath*.)

Exploration of Orgillion Manor will seem eerie, possibly even frightening (depending on encounters). Throughout, the players will be looking for Uncle Orgillion's treasure, reputed to be considerable. It will not be found in the house (see *the Doppelganger*). Once explored, the mansion will seem to hold no dangers, so the new lord may begin renovations. There are a few clean rooms (Master and guests' bedrooms) in which the PCs may sleep during this period of rebuilding. Necessary repairs will be fairly obvious and require only a *Medium* (+0) Woodcrafting, Stonecrafting, etc. [PS: Craftsman, carpenter, etc.] roll, per room, every four hours. Materials may be purchased in the town of Speyer, about a mile and a half distant.

Unbeknownst to the PCs, four actors lurk behind the scenes with their own plans. They are the Doppelganger, the Borno couple and the late Tytus Orgillion. (See *Aftermath*, Part II/6.) These four NPCs actually control the PCs' destinies.

## STARTING THE PLAYERS

Of course, the GM must see to it that the players create their characters. One PC should be the only living Orgillion heir. The GM should probably let his best role player play the new Lord Orgillion, while everyone else plays his (or her) friends and help. Once the PCs have been generated, the GM is ready to begin. If this is part of a continuing campaign, the character will have to be related indirectly, and so will have a different name.

## AIDS

The new Lord Orgillion must rely on his friends (the other PCs). Without them, the Doppelganger will surely succeed. Thus, there may be any number of PCs (subject to GM limitations, of course).

## OBSTACLES

The PCs face three real obstacles: the Doppelganger, the Borno couple, and the isolation of the mansion. Since all will come into play, the players must keep alert or suffer the consequences. The Doppelganger will likely dictate the flow of the adventure. It will seek to slay the PCs one-by-one using its knowledge of the secret passages to ambush them. It will assume each victim's role until killing again. It has also hidden the Orgillion treasure in a rock outcropping on the moors and three magical tomes in a secret passage.

Jansen and Lornali Borno seek the three tomes mentioned above. They will seem competent servants and are always looking for secret chambers containing Tytus' wealth. They won't fight except to save their lives, but try to hinder the PCs in subtle ways.

A fourth obstacle which the GM may wish to bring into play is a small group of bandits hiding out in the Thurnwood.

## REWARDS

Within the secret passage which contains a spiral stair are three magical tomes covered by a blanket:

- **Book of Runes:** Contains "Dark Contacts" & "Dark Summons" to 15th lvl. Bound in red leather, locked, and *Hard* (-10) [-1] to pick, it is protected by a constant Rune of Coldball 20' rad. (+30) [3D6 Killing Blast] on the fly-leaf.
- **Tome of Power:** This large leather-bound volume will benefit any spell caster who reads it. It can only be read once per decade, for after being read its letters fade until the beginning of the next decade. Reading it takes one month of uninterrupted study, during which the caster must spend at least 5 hours daily reading and get at least 10 hours of sleep each night. At the end of the month, the reader will have completely "learned" any 1 spell list to 50th level [25 Active pts]. He may use it as if it were one of his base lists.
- **Incunabula of Mazarin:** This very rare Elven work dates from the Second Era of Ire. It contains the Arcane Spell lists: "Entity Mastery", "Ethereal Mastery", "Metal Lore", and "Stone Lore" to 12th Level. The metal-bound book has a Will of 100 [EGO:20] and will prevent anyone not an Archmage or Hybrid Spell-user from touching it if it wins a Will contest (see p.53 of *RMCI*) [EGO Combat]. Also it is protected by a Rune of Disembowelment [4D6 Killing Blast]. Using this has taught Tytus a great deal about life, death and the realm in between.

The Doppelganger has hidden Uncle Tytus' treasure in the outcropping of rock 700' east of the mansion. Searching the rocks for the treasure is a *Very Hard* (-20) [-2] Perception. Trying to find it when not knowing its location is *Insane* (-130) [-13] Perception. In a burlap sack are:

- **312bp, 123sp, & 93gp.**
- **A silver goblet.** (50sp)
- **A necklace.** (130gp)
- **A ring.** (110gp)
- **Dagger.** +15, magical. (900gp)

## 5 • ENCOUNTERS

### SPECIFIC ENCOUNTERS

The GM largely dictates when these occur, although they can occur at random.

#### THE DOPPLEGANGER

Properly playing the Doppelganger will be the most challenging task for the GM. Handled incorrectly, the Doppelganger will be ineffective, and the adventure will suffer. It is important to maintain an atmosphere of doubt and suspicion amongst the players. Even after one of them is the Doppelganger, the other players must never suspect the truth!

To allow for the right amount of suspicion, the GM should often speak to each of the players privately. Talking with the player who is the Doppelganger's victim should seem just like speaking to any other player. Any ambushes must be resolved secretly and quickly. Depending on the player's ability, the GM may or may not want to let the victim continue to play as the Doppelganger. Think of the Doppelganger as the perfect hunter. How the GM introduces it into play will alter its methods, but not its goal. It waits for the kill. It may come as PC or NPC, as a dramatic device or random encounter; but it will always be cunning, cautious, and cruel.

**As an NPC:** Arrives as a worker and stays on as a hireling. One-by-one it will whittle away at the NPCs. Only later will it begin to pick off PCs. Perhaps either Jansen, Lornali, or Seth is the Thing?

**As a PC:** A player (upon whom the GM must rely extensively) draws up a "fake" character sheet, placing on it the Doppelganger's stats. Using the 50th lvl spell "Submerge Self," the player will play normally until he strikes. Of course this combat must be secret. The creature might even continue to travel with the group to the other adventure sites.

**As a resident:** It has already searched the mansion, finding the secret passages. Now it craves "fun" before sitting down to some serious reading. It will try to terrify the PCs as much as possible, using the passages to escape!

**As a Random Encounter:** The Doppelganger has just arrived. It will be more stealthy than usual. Note the possible alterations to some rooms if the PCs get there before the Doppelganger. For example, the treasure might still be in the chest in the Master bedroom.

#### THE SERVANTS (JANSEN & LORNALI BORNO)

The Borno couple will offer their services as butler and maid after the PCs have moved in. They will seem diligent and competent, but behind it all they are searching for Tytus' magical books and notes. If the PCs want, the couple may even join them, as hirelings on further adventures. Should they find these texts, however the couple will steal them and run away. If their services are refused, they will attempt to sneak in one night and steal the texts. If the PCs take these books with them, the Bornos will follow as best they can.

#### MINOR EMOTIVE SPIRIT OF MINDLESS VIOLENCE

Released by entry into room #30, it manifests itself as overwhelming feelings of unthinking, murderous rage in one who does not succeed in a Will vs. Will contest (alternatively a SD RR vs. 10th lvl.). Afterwards it moves on to better hunting in the coastal port-cities.

### POSSIBLE ENCOUNTERS

These are encounters which GMs may use to provide some diversion or which are determined randomly.

#### SETH RYKTOR, THE ESCAPED LUNATIC

Seth will observe until he feels threatened, then he will attack. Sadly, since he is afraid, lonely, lost, and hungry, he usually does feel threatened. If a kind woman is amongst the PCs, he may be calmed. Otherwise...

#### BANDITS

A small group of bandits makes camp in the Thurnwood. Their leader is Rilliam Moss, an honorable rogue. They act tough, but will not kill, unless attacked first. They have no patience for nobility, wealth, or arrogance. What loot they steal more often goes to other needy people, owing to Rilliam's soft nature. The bandits are generally liked by the local populace (except for the constables and soldiers). They may enter play by waylaying the party on one of their many trips to Speyer for building materials. The outcome is variable, from capturing the PCs to joining them.

#### THE TAX-TAKERS

How fortunate that the inheritor of the Orgillion Estate is present to pay the Land Tax, Garrison Tax, and Inheritance Tax (31 gp in total)! If the new Lord Orgillion does not have the funds to pay, some other method must be determined. Perhaps they could be bribed? (*Medium* (+0) Bribery roll, if at least 5 gp is offered each Tax-man) [PRE-Roll].



#### THE CROCODILE SIRE

Amongst the other normal crocodiles living in the wetter areas of the moors is this grand-sire of crocodiles. He is wily and a man-eater!

#### HAUNTS

Haunts do not care about the present; only their past agonies fill their souls. Thus, they will not vindictively hunt down the PCs and slay them. Rather, they will seek to maximize terror.

#### GRIPPERSHRUBS

The unwary may be caught by the tough, sticky leaves of this unusual plant. Leaves curl up and around their prey to form a temporary stomach in which digestion occurs. They rarely grow large enough to threaten a grown man, but many possess sufficient size to harm stray dogs, cats, and children. Its sticky leaves are resilient, resisting cuts and the blows of blunt weapons. Grippershrubs burn readily when exposed to a hot flame. Their trap closes in 1-2 rounds [Turns] (*Medium* (+0) maneuver to avoid) [DEX-Roll]. Its digestive acids deliver 2-4 hits/rnd [1/2 d6K/turn].

**GM NOTE:** when a Natural Hazard result is rolled on the Moors encounter table, 50% of the time grippershrubs will be encountered.

## 6 • AFTERMATH

At some point, the PCs will discover the underground secret room. This is where the transition to the second scenario occurs. If the PCs refuse to go down there (for fear of the Symbol), they will continue playing the first adventure.

Crumbled stone steps lead to a reinforced black wooden door, which is locked and *Extremely Hard* (-30) to pick [-3 to Lockpicking]. Beyond the door lies Tytus' secret workplace. This brick-lined chamber contains a table, desk, chair, and a bookshelf (holding Tytus' myriad loose notes on artificially induced life-after-death. Anyone perusing these notes will not be able to comprehend them unless a *Sheer Folly* (-60) Alchemy or an *Extremely Hard* (-30) Biochemistry roll is made) [-6 Chemistry KS].

The room is fully stocked with chemicals, glassware, parchment, pens, and ink. On the desk is a bound leather book marked with a faded, green ribbon. This is Tytus Orgillion's diary. Finally, etched into the brick floor is an 11th lvl Symbol of Quest [5D6 Dominate]. RR failure requires that the PC exhume Tytus' corpse, bring it to this room, and sprinkle oddly hued dusts upon it.

Of course any victim of the Symbol would not mention his compulsion to disinter Tytus. Instead he might open the diary to the marked page wherein additional Orgillion family treasures are detailed. These are located in the family crypt. The affected PCs (& NPCs) will strongly urge the rest of the group to engage in a little grave-robbing in order to facilitate the completion of the Quest.

Tytus has prepared for the coming of the new Lord Orgillion. The late Lord has many plans and a great need for help. Naturally, he turns to family.

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# PART III

## • THE ORGILLION FAMILY CRYPT •

Several weeks ago, grave-diggers took old Tytus to the family crypt and laid him to rest. To Tytus' corpse, it matters little, for it decays unnaturally slowly. He waits for those who succumb to the Symbol to rescue him from the grave. The Orgillion family crypt is extensive and holds more than 100 decaying ancestors. Only a small percentage are Undead.

To complicate matters, a rival expedition led by Karanabar also looks for a magical artifact somewhere in the crypt. Whether they are friends or foes depends on the Gamemaster and the die rolls.

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### 1 • THE TALE: "THE FAMILY TREASURES"

One or more of the PCs (or NPCs) has succumbed to the Symbol of Quest. They will urge the group to seek the treasure in the crypt, reputed to consist of jewelry beyond value and magic of the highest sort. Any expedition would have the benefit of complete preparations since all requisite "dungeon-adventuring" materials are stored in the toolshed just outside the conservatory. Since grave-robbing is illegal in these parts (punished by Banishment) and anyone trying to gain forced entry would be clearly visible from the nearby town of Bajorkham, any foray would wisely be planned for a dark night!

When the PCs arrive at the crypt entrance, they will find the lock daunting due to darkness, and *Extremely Hard* (-40) to pick [-4 to Lockpicking]. The key is held by the Elder Mortician in Speyer. The presence of light would make the lock only -10 [-1] to pick, but would allow them to be seen (50% chance each minute). Once within, light may freely be used, but will attract attention (+10% chance for encounters). The Undead will allow large parties to pass unmolested, preferring to gather their forces and ambush the group to prevent them from leaving. The PCs must fight valiantly or they will never again see the light of the sun.

### 2 • NPCS (& UNDEAD)

The PCs will likely encounter the Karanabar party and/or various Undead on their way to retrieve Tytus' corpse.

#### THE KARANABAR EXPEDITION

A Scholar of the Arcane has gathered together his most trusted assistants to explore the Orgillion Family Crypt. They are seeking an obscure artifact of an unknown race, an item reputed to possess unusual powers. The PCs may encounter this expedition either by GM decision or random encounter (listed as "Adventurers" on the Master Encounter Table). Any of the members could be deleted if the GM desires. This group may be encountered as allies, rivals, or even not at all, depending on the GM's disposition and the party's circumstances.

#### KARANABAR, SCHOLAR

**Age:** 49. **Eyes:** Brown. **Hair:** White. **Build:** Lean. **Height:** 6'. **Race/Sex:** Human/M. **Skin:** Tanned. **Demeanor:** Eccentric, Scholarly. **Dress:** Grey robes. **True Attitude:** Obsessive, Curious.

Karanabar's readings have led him far in search of the Crystal Skull, an artifact located in the crypt. He is driven to obtain the skull regardless of the cost, willing to risk his life to fulfill his quest. The possibility of Banishment for his grave-robbing deters him little. [Common, Strong Psychological Limitation: Obsessed with obtaining the Crystal Skull.]

**CHEN DREERDIN**

**Age:** 29. **Eyes:** Brown. **Hair:** Brown. **Build:** Slim. **Height:** 5'11".  
**Race/Sex:** Human/M/. **Skin:** Tanned. **Demeanor:** Friendly. **Dress:** White robes. **True Attitude:** Protective.

Chen is a colleague of the Scholar's and a good friend. He has come along on this expedition to ensure Karanabar is not harmed.

**Hits:** 45. **Melee:** +37MAsw. **Missile:** +37sb.

**AT(DB):** 1(15). **MovM:** +15.

**Lvl:** 5. **Profession:** Lay Healer/Animist. **Stats:** St-50; Qu-55; Pr-100; In-94; Em-85; Co-92; Ag-95; Me-86; Re-81; SD-90. **Will:** 59. **AP:** 85. **PP:** 15.

**Spells:** (to 10th) Muscle Mastery, Concussion Mastery, Bone Mastery, Blood Mastery, Nerve & Organ Mastery, Brilliance.

**Skill Bonuses:** AlcmY35; AnimH45; Attm28; BMath40; BChem43; BDS35; Cave35; Climb40; Cook40; Dign53; DSp(SBolt)25; FAid55; GPerc43; HerLr45; Hypn45; LPerc38; LSO48; MAsw37; Map40; MedTr50; PhRD40; PsnLr40; PPerc38; RMas40; SHLr40; SAid50; S&H40; Subd38; Surg45; Swim40; TmSen33; URP32; WpnSk(sb)37.

**Tarsmin fruit:** (heals 5-50 when eaten) [heals 1-10 from BODY or STUN].

**STR:**10 **DEX:**18 **CON:**19 **BODY:**14 **INT:**19

**EGO:**18 **PRE:**20 **COM:**17 **PD:**2 **ED:**5

**SPD:**3 **REC:**6 **END:**38 **STUN:**32

**OCV:**6 **DCV:**6 **Phases:** 4, 8, 12

**Spells:** Healing to 30 active points.

**MARALD STERM**

**Age:** 23. **Eyes:** Green. **Hair:** Red. **Build:** Average. **Height:** 6'1".  
**Race/Sex:** Human/M. **Skin:** Pale. **Demeanor:** Arrogant. **Dress:** Tunic; armor. **True Attitude:** Ruthless, Mercenary.

Marald was hired to be the defender of the group. He is dependable if the pay is good and the risk little. Marald has never been defeated in combat, so grievous injuries to him will shock him. (Roll another crit of same severity on the Shock Critical Strike Table (*RMCI*, p91)) [Uncommon, Total Psychological Limitation: Can't stand the sight of his own blood].

**Hits:** 87. **Melee:** 74ss **Missile:** 22hcb

**AT(DB):** 19(10). **Sh:** Y+10. **Gr:** Y. **MovM:** -25.

**Lvl:** 4. **Profession:** Warrior (Fighter). **Stats:** St-90; Qu-58; Pr-70; In-70; Em-69; Co-97; Ag-63; Me-63; Re-79; SD-37. **Will:** 10. **AP:** 85.

**Skill Bonuses:** Brwl39; DFoeA37; GPerc7; GHook37; MiA(AT19)-25\*; MAst47; MsAtr22; RevSk40; S&H-3; Stun42; Subd37; TumbE37; WpnSk(ss)74\*; WpnSk(hcb)22; WpnSk(ma)52\*; WpnSk47; AT; 19; —; +10; magic; [+1; Protect].; +10; to; MiA; [weights; only; 20kg.].

**Full shield:** +10 reinforced [+1 Protect].

**Shortsword:** +15 magic [+2 Accuracy].

**Mace:** +5 steel [+1 Accuracy].

**STR:**18 **DEX:**12 **CON:**20 **BODY:**15 **INT:**14

**EGO:**10 **PRE:**14 **COM:**17 **PD:**13 **ED:**11

**SPD:**4 **REC:**8 **END:**40 **STUN:**40.

**OCV:**10 **DCV:**1 **Phases:** 3, 6, 9, 12.

**Hits:**74. **Melee:** +43MAst. **Missile:** +27sb.

**AT(DB):** 1(20). **MovM:** +5.

**Lvl:** 9. **Profession:**Scholar/Bard. **Stats:** St-87; Qu-76; Pr-98; In-79; Em-91; Co-80; Ag-75; Me-97; Re-95. SD-85. **Will:** 60. **AP:**77. **PP:**18.

**Skill Bonuses:** Admin70; AMath67; AlcmY67; Ant85; Appr52; Arch67; Ast50; Attm33; BMath67; BChem67; Cave62; CirLr17; Climb15; DemLr62; Dign29; Draf50; DrgLr62; FayLr57; FauLr62; FAid39; FlrLr62; GPerc58; HerLr62; Lead45; MAst43; Map67; MetEv44; MetLr67; Mnem80; Nav47; PhRD52; Phys72; Plnt84; PsnLr62; PwrPc35; PSp67; RacH52; RdTck35; RMas44; Rune13; Scrng35; Sig62; StnLr67; SymLr17; TmSen35; URP30; WrdLr17; WpnSk(sb)27.

**Spells:** Delving Ways (to 5th), Delving (to 10th), Brilliance (to 10th), Detections (to 10th).

**Absorption Clothes:** absorbs up to 20 concussion hits whenever an attack delivers a "Crush" critical and reduces the critical severity by one degree [provides an average of Defense of 1 with no encumbrance].

**Rope of Crevice-crawling:** 50' long rope (1.5 lbs) will extend forward, attach itself, and then help pull a character through a crevice or up a slope (+100 [+10] to such a maneuver).

**STR:**18 **DEX:**15 **CON:**16 **BODY:**13 **INT:**20

**EGO:**18 **PRE:**20 **COM:**16 **PD:**5 **ED:**6\*

**SPD:**2 **REC:**7 **END:**32 **STUN:**30

**OCV:**5 **DCV:**5 **Phases:** 4, 8, 12

**Spells:** Detection/Analyze spells to 20 active points.

**KALMAR YORK**

**Age:** 26. **Eyes:** Blue. **Hair:** Black. **Build:** Husky. **Height:** 5'7".  
**Race/Sex:** Human/M. **Skin:** Ruddy. **Demeanor:** Sarcastic. **Dress:** Black robes. **True Attitude:** Hedonistic, Cowardly.

Kalmar seems pleasant enough, but thinks of himself before others; he will be the first to run when trouble appears.

**Hits:**40. **Melee:** +55sc. **Missile:** +64da.

**AT(DB):** 1(25). **MovM:** +30.

**Lvl:** 7. **Profession:**Thief/Scout. **Stats:** St-55; Qu-95; Pr-93; In-56; Em-57; Co-43; Ag-101; Me-79; Re-58; SD:38. **Will:** 15. **AP:**82. **PP:**7.

**Skill Bonuses:** Acro54; Act38; Amb13; Appr37; Brwl47; Cave33; Climb67; Cont55; DtTrp53; DSens41; DTrap68; Div45; Dup35; GPerc41; Jump45; LSO31; LckLr42; MAsw38; Map27; PLock68; PPckt58; PsnLr12; Rapl52; SAmbA31; SerTr53; S&H61; SWise21; Surv33; Swim61; Trick55; URP41; WpnSk(da)64; WpnSk(sc)55.

**Spells:** Cloaking (to 5th).

**Scimitar of Darkness:** +10, +25 vs Dwarves [+1 Accuracy, +3 vs. Dwarves], detects Dwarves within 300', Wielder has free use of "Darkness" list to 10th. (Spell lvl dictates Attunement difficulty; e.g., "Darkness" the 1st lvl spell is *Routine* (+30) [+4], 2nd lvl is *Easy* (+20) [+2], etc.)

**STR:**11 **DEX:**21 **CON:**9 **BODY:**8 **INT:**15

**EGO:**10 **PRE:**19 **COM:**17 **PD:**2 **ED:**2

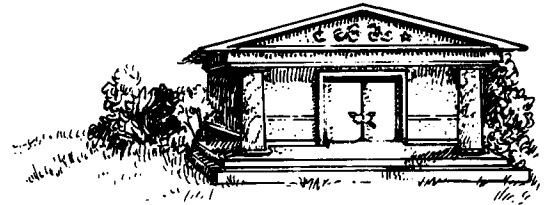
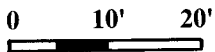
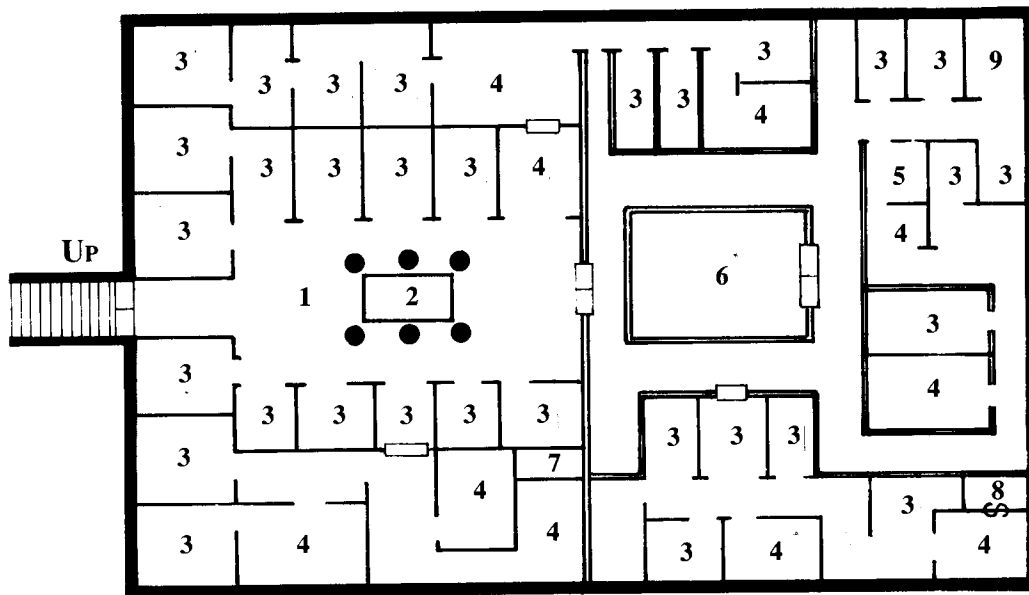
**SPD:**3 **REC:**4 **END:**18 **STUN:**23

**OCV:**10\* **DCV:**7 **Phases:** 4, 8, 12

**Damage:** 1D6 + 1 killing. 10 active points.



## THE FAMILY CRYPT



### UNDEAD

Within the crypt are many forms of the restless dead in varying stages of decomposition.

#### GHOULS (CLASSES I-II)

Ghouls are strangely transformed, putrescent corpses with teeth lengthened into fangs and nails strengthened into claws. Ghouls remain preoccupied with the protection of the crypt. Older Ghouls inspire terror with their ghastly appearance and dispense more certain infection with their decomposing talons. The sight of an elder Ghouls causes [4D6] "Fear" (RR). Any wound delivered by a Ghouls will become infected 30% of the time (50% for greater Ghouls).

#### SKELETONS (CLASSES I-III)

The animated Skeletons of the late Orgillions possess little except bones and hostility. Retaining expertise at wielding weapons or claws, they shamle about, seeking to denude the living of the flesh which cloaks them. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken and shattered bones rejoin during tranquil times. Skeletons are unaffected by "Puncture" criticals. After the first 3 rounds [Turns], lesser (Class II) Skeletons drain 1 Constitution pt/round [2D6 CON Drain] from all within a 10' radius (RR). Similarly, greater (Class III) Skeletons drain 3 Constitution pts/round (-10RR) [4D6 CON Drain] from all within 10' after an initial 3 round [Turn] period.

#### WRAITHS (CLASS IV)

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a Wraith. Its corporeal structure has been so changed through magic that it hardly exists in the physical world. Only magic weapons will damage Wraiths. The gaze of a Wraith delivers a "True Hold" spell

[5D6 Dominate]. They continuously radiate (50' rad) [4D6] "Fear" and have an "Aura" [+2 Protect]. "A" severity cold criticals [2D6 Killing Blast] are given to all within a 5' radius. Finally their "touch" drains 10 Constitution pts/round (RR) [6D6 CON Drain].

## 3 • LAYOUT OF THE CRYPT

A weathered marble portico provides entrance into the modest upper structure of the Orgillion family crypt. Double oaken doors are secured with a heavy chain and padlock and are *Extremely Hard* (-30) to unlock [-3 to Lockpicking]. Within the 20' by 30' room the stone walls are sculpted in relief, portraying grotesque visages. Two stone benches flank the walls. A wrought iron gate at the west end of the structure is locked, *Hard* (-15) [-2] to pick. On the other side a worn, crumbling stairway, *Easy* (+15) to maneuver through, [+2 DEX-Roll] descends to the crypt beneath. Double barred doors, *Very Hard* (-20) to unlock [-2 to Lockpicking] lead into the den of the dead.

**1. Ceremonial Chamber.** This open area is devoted to giving the final rites and prayers to the deceased. Several sconces on the walls hold the charred remains of torches. Numerous openings lead off on all sides, while unseen eyes seem to probe from every black niche. The room is dominated by a stone altar.

**2. Altar.** This is a 3' high marble slab adjoined by 6 slender columns. During a funeral, the body is laid upon the altar while the High Priest of Speyer administers last rites.

**3. Vaults.** Each chamber holds the remains of one or more Orgillions. The bodies are interred in wooden caskets (50%), wrapped in linen shrouds (35%), or laid to rest uncovered (15%). Those inclined to grave-robbing should roll randomly on the Personal Effects Table to determine what valuables might be on each body.

**4. Haunted Vaults.** As "c", above, except each chamber contains at least one undead corpse. (Roll randomly on the Encounter Table.)

**5. Tytus Orgillion's Vault.** Inside a rather new coffin (seal intact) marked with a plaque reading "Tytus Orgillion, the Lords grant that he lie still," resides the late Lord Orgillion. All characters affected by Tytus' Symbol of Quest will halt other activities to take Tytus' corpse back to the secret room.

**6. Inner Sanctum.** Within this great chamber rest the founders of the Orgillion line, bound to protect the Crystal Skull, the source of the Undead. Silently swinging double doors of brass-bound wood open into the lair of the five Wraiths. A small, translucent agate altar, two heavy wooden tables, four benches, six brass candelabra and two wooden chests are in the room. The Wraiths seldom stray from their vigil over the great magical treasures of the Orgillion family.

**Chest #1.** Locked. *Very Hard* (-20) to unlock [-2 to Lockpicking]. Also Trapped, *Very Hard* (-25) to Detect [-6 to Perception] and *Medium* (+0) to disarm, poison needle type, 5th lvl nerve poison [CON-Roll]. The chest contains:

- **Full Plate.** AT 20, +20 magic, puncture crits are lessened in severity by one column [+3 Protect, 8/8 Defense, only weighs 35 kg.].
- **Breastplate.** AT 17, +25 magic, no maneuver encumbrance or Quickness penalties [+3 Protect, 7/7 Defense, weighs only 4 kg.].
- **Shield.** +15 magic (+35 to DB total) [+2 Protect].
- **Heavy Crossbow.** +20 magic [+2 Accuracy].
- **11 Crossbow Bolts.** +20 magic [+2 Accuracy].
- **Flail.** +15 [+2 Accuracy].
- **Mace.** +10 [+1 Accuracy].
- **Shortsword of Bleeding Wounds.** +10, on a "C" or "D" critical it causes 1 hit point per round of additional bleeding; on an "E" crit it causes 2 hits per round of bleeding [+1 Accuracy, every wound causes additional 1D6 STUN each Turn Bleeding].

**Chest #2.** *Sheer Folly* (-50) to open [-5 to Lockpicking], the chest is Trapped; it is *Sheer Folly* (-55) to Detect and *Extremely Hard* (-30) to disarm [-9 Perception & -4 Lockpicking to disarm]. Springing the trap releases 9th level reduction poison gas [-2 CON-Roll]. The chest contains:

- **Emerald Ring.** +2 Essence adder [grants wearer 1/2 END cast on all spells].
- **Wand of Light.** +10 Shockbolts or Lightning bolts, free use of other "Light Law" spells to 9th lvl, *Medium* (+0) Attunement, (32 charges) [6D6 Blast or 3D6 Killing Blast & other light-related spells up to 30 active points].
- **Crystal of Will.** When this quartz crystal is clutched, all Mentalism attacks are at +10 and all RRs vs. Mentalism are modified by +20 [+1 to Mind Attacks & +2 to Mind Defense]. Also, it acts as a +2 spell adder for Mentalism [1/2 END for all spells] and adds +50 to Will-vs-Will contests [+5 to EGO Combat]. *Light* (+10) Attunement.
- **Platinum Ring.** x2 Channeling multiplier [END adder for priest's spells only].
- **Stone of Seeing.** A 4" sphere of blue quartz crystal, any spells cast through it by a Seer, Astrologer, Archmage (RMC I), Sage (RMC II), or Dream Lord (RMC III) will cost one-quarter normal points to cast (*Hard* (-10) Attunement) [-1 Magic Roll].

• **Mirror of Hypnotism.** Any being looking into this mirror must resist 20th level magic [10D6 Dominate] or be transfixed upon it. Any such person will resist all attempts to move them. Should the curse be dispelled, the victim will be freed. While transfixed, the victim may take no actions whatsoever. Any physical attack will also free the victim. This mirror can transfix up to 12 people simultaneously. If this limit is exceeded, there is a 95% chance that the 1st person to be captured will be released, and a 5% chance that the mirror will break, releasing all of its victims. Any attempts to remove the curse from the mirror must overcome 40th level magic. Once a character has successfully resisted, he may look freely at the mirror without risk.



- **Small translucent agate altar.** Hidden in a secret compartment and *Absurd* (-75) to Perceive (or *Medium* (-5) using Locate Secret Openings) is the cause of all these restless dead: the Crystal Skull.
- **The Crystal Skull.** Made of flawless quartz by an unknown artisan from some lost civilization, the skull has many powers: **Sentient:** SD97, Re95, Pr101, In99, Em98, **Will:** 100.

#### No Alignments

**Possession:** If one touches the skull, he must resist a 10th lvl attack, or be possessed by the skull [6D6 Dominate].

**Fascination:** Those who look on the skull must make a RR vs. 5th lvl or be unable to look away or do anything else [3D6 Dominate].

**Debilitation:** Every hour one spends in the vicinity of the skull (30') necessitates a RR vs. 5th lvl. Failure indicates a loss of one point from 1-4 of his temporary physical characteristics (Strength, Constitution, Agility, and Quickness) [1D6 Destruction from STR, DEX, or CON].

**Unlife Control:** Anyone who is able to master the Will of the Crystal skull may be able to control Undead, *Very Hard* (-20) Attunement [-2 Magic Roll]. The targets get a RR, vs 50th Lvl.

**Unlife Creator:** There is a 1% chance per month that any dead creatures within 100' radius of the skull will become various forms of Undead. (See C&T, pgs. 42-43.)

**Necromancer multiplier:** Skull acts as a 4x multiplier when held [gives 1/4 END cast, only for the casting of spells relating to darkness, death, Undead, or aging].

**Dark Law:** Anyone able to overcome the will of the skull may freely cast any spell up to 20th level off the Necromancer's Base list "Dark Law". *Medium* (+0) [+/-0] Attunement.

**7. Secret Room.** A false wall, *Very Hard* (-25) [-3] to perceive (*Routine* (+30) [+4] using Locate Secret Openings) separates this small chamber from the adjacent room. If the wall is broken down with *Medium* (+0) labor [STR-Roll], the players will discover the shackled remains of a man, buried alive decades ago. Just beyond the reach of the victim are placed two items of note:

- **Flask of Sweet Rainwater:** crystalline vial with sapphire stopper, each day dispenses pure rainwater sufficient for four people.
- **Silver Plate:** Produces ample food to feed four people for one day.



GURTH

**8. Secret Treasure Chamber.** The entrance to this room is a sliding panel, *Sheer Folly* (-50) [-5] to perceive (or a *Light* (+10) LSO). Guarding the Orgillion family hoard within is a minor Wight. Scattered amidst the remains of a rotted bag are:

- A black pearl. (250 gp. value)
- Two opals. ( 50 gp each)
- Three cut diamonds. ( 175 gp each)
- An amber and coral necklace with a gold pendant. (300 gp value)
- A carved jade figurine with inset crystal eyes. (125 gp value)
- A silver mounted ruby. (150 gp value)

Within a locked iron-bound chest, *Extremely Hard* (-30) to pick [-3 to Lockpicking], and Trapped (*Very Hard* (-25) to Detect or Disarm [-3 to Perception & Lockpicking]). Trap consists of a +25 dagger attack upon opening [4 OCV, 1D6-1 killing damage]. It contains 348 gp, 750 sp, 1107 bp, 1277 cp.

**9. False Crypt.** This room, located in the far end of the crypt, contains only a stone door with an elaborate carved stone frame. It appears to be the entrance to a mausoleum, but is actually a Portal. The door is locked *Sheer Folly* (-50) to pick [-5 to lockpicking], partially because it is magical in nature. When opened, the door leads down a 3' long corridor which ends in a wall of darkness. Walking through this Portal, one is instantly transported to the Portal entry near the ruins of Nof-Keh.

## 4•THE TASK

Notes found in Tytus' secret underground chamber reveal that the vast majority of the Orgillion family wealth is located in the family crypt. Others may seek out the legendary Crystal Skull or, having fallen under Tytus' Symbol of Quest, must retrieve his mortal remains from the crypt. Thus there are three motives for plundering the mausoleum: greed, curiosity, or magical domination.

Those interested only in wealth will face numerous Undead in their search for the family treasure. PCs under the effects of the Symbol will only be interested in locating Tytus' body and returning it to the underground chamber. To end their Quest they refer to specific documents and follow the instructions therein. (They must sprinkle strangely-colored, magical powders in succession upon the corpse.) Members of the expedition are intent only upon finding the Crystal Skull. They may persuade PCs to assist them in their task.

### STARTING THE PLAYERS

To motivate PCs, the GM should see that a PC finds references to the family treasure. Tools needed can be readily found in a small shed near the conservatory. To avoid arrest and Banishment, the PCs would be wise to carry out their explorations on a dark night.

A GM must decide before play begins what role the Karanabar expedition is to play in this adventure. If the PCs' group is large or NPC-heavy, the GM may want to use the expedition in an adversarial mode. Conversely, should the PCs be small in number or weak, the GM will want to use the expedition as allies of the PCs. This is especially important when going on to the next adventure, "The Ruins of Nof-Keh." If the GM is undecided or doesn't care, the Karanabar expedition can simply be just another possible encounter.

### AIDS

The greatest aid to the PCs will be the Karanabar expedition, if encountered as allies. PCs or NPCs of the following classes will also be helpful: Clerics, Paladins, Thieves, Burglars, Necromancers, or Seers. The party should have at least two fighter-type characters.

### OBSTACLES

The two major threats to the party will come from the Undead and the Karanabar expedition. Lesser threats may include the Doppelganger and any townsfolk who might observe their grave-robbing activities.

### REWARDS

Wealth, the Crystal Skull, and completion of the Quest are the three basic rewards for this adventure. Perhaps living through it could also be considered a reward, since the Undead will ambush the party as they attempt to leave the crypt.

Owing to the random nature of the Personal Effects Table, some items' values may seem unreasonable. The Gamemaster should alter the result to his or her taste. If the GM wishes, an upper limit on the value of personal effects taken from the crypt could be set: 500 gp, 100 gp, etc.

## 5 • ENCOUNTERS

Encounter possibilities are somewhat limited in the crypt. Only the Undead and the Karanabar party are present.

### THE KARANABAR EXPEDITION

If this group is friendly, a meeting with the PCs must take place before entry into the crypt. One day the Scholar will stop by to chat with the new Lord Orgillion. After pleasantries, Karanabar will politely request to undertake a journey into the crypt to recover a rare archaeological relic. He might relate that through the hidden Crystal Skull, one might gain insight into a forgotten race. His romantic view of this lost civilization can be summed up thus:

*The Crystal Skull is said to be human-sized and made of flawless quartz... To gaze upon such a thing from so long ago and think of all the countless, nameless people who once held it before me... It was the find of the century when Lord Ithar Orgillion unearthed the skull on a dig near Bokhara...It is said he took it to his grave... My Lord, may I retrieve this wondrous piece so that others may study it?*

After having gained the confidence of the new Lord, the Scholar reveals his group. Assembled, the Karanabar expedition, the PCs, and the NPCs may number from 10 to 20. This may be excessive for some GMs who may not wish the two parties to join together.

If the Karanabar expedition is to be a hostile encounter, they will probably meet in or near the crypt. Karanabar will view the PCs as rivals for the Crystal Skull and will order them to leave. If he is not obeyed, Kalmar and Marald will attack. If this occurs while the Undead attack, a free-for-all might result. Of course, the last thing the PCs need is to battle living foes as well as Undead. Thus, the survivors of any combat might band together temporarily to fight off Undead.

Alternately, the expedition may be encountered randomly. An "Adventurers" result on the Master Encounter Table indicates an encounter with Karanabar and his cohorts.

### UNDEAD

At least these Undead are consistent; they only want to kill. They are restrained by the Crystal Skull and so will be more thoughtful. Should the Undead suffer heavy losses, they will halt their attack and regroup, waiting for the party to leave the crypt. If a GM desires, all encounter results after a certain point (e.g., 10 Undead destroyed) can be "saved" until the very end. As the group nears the stairs, the way would be barred, and all the Undead would simultaneously attack.

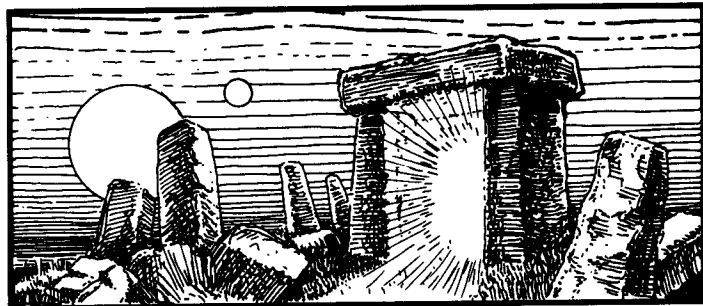
## 6 • AFTERMATH

Those PCs on the Quest for Tytus' body will retrieve his remains from the crypt. His coffin must be carried (*Medium* (+0) maneuver each round) [DEX-Roll each Turn] back to the mansion and into the underground room. Once there, they will follow the instructions written on a piece of parchment folded within Tytus' diary.

*"...now I assume you have recovered my body. On the wide lower shelf there are several jars marked "1" to "6". Gather them. Lay my body flat and scatter the particles of #1 (mauve) over me... #6 having been sown, the overall coloration should be a russet-green. Within minutes, the color should return...Within hours I shall once again live! I shall be most anxious to speak with you, my dear nephew."*

To carry out Tytus' instructions requires a *Routine* (+30) Alchemy roll [+3 Chemistry KS]. More than one PC may try. Success will bring the late Lord Orgillion back to life! Failure will mean the players are finished (this time!) with the Orgillion Horror. Their lives may continue, except for the new Lord Orgillion, who must administer his estate (or assign it to an agent).

If Tytus Orgillion is raised from the dead by these strange alchemical means, he will be very grateful and kind. He will seem perfectly human and alive except for his low body temperature. In fact, Tytus is now a type of intelligent Golem by means of a process he discovered in an arcane tome located amidst the scattered notes in the laboratory. Eventually, Tytus will mention the fact that he has always wanted to investigate a ruin in the desert beyond the mountains. He will require the PCs (and possibly the expedition) to accompany him on an expedition to "The Ruins of Nof-Keh". Those who resist will be subject to "Quests" cast by Tytus. In the end he will prepare them to travel across the mountains and deep into the vast shifting sands in search of the ruins of yet another lost civilization...





# PART IV

## • THE RUINS OF NOF-KEH •

*"In the depths of the Great Desert, where the sands swallow all, resides a testament to a time when Humanity did not yet walk the earth. No one can say whether the ruin is tomb or monument, art or city. It is said, however, that when the shifting sands uncover this shadowy nightmare, those that look upon it are tested.."*

from the notes of Marij-Jakkar

It is this passage and the following that Tytus will translate and read to everyone. Whether their appetites for adventure are whetted or not, they will go, be they Charmed or Qusted. Even so, Tytus would much prefer that they join his expedition of their own free wills.

*"... foolish porters would run from their own shadows. All alone now. All necessities cared for by magic, even transport, so I will continue my explorations. We had encountered nothing until those crude drawings that so frightened them... The riches of a whole undiscovered race are mine! But how do I transport so much?"*

Marij-Jakkar

Tytus will only reluctantly translate Marij-Jakkar's last entry. If the PCs desire, however, he will do so.

*"On Earth I Fly...  
a creature comes  
from who knows how or where or why  
I look around at all my friends today  
I see reflected the glow of a new sun  
as the glass-held angel  
reaches out to touch my eyes  
and the pale being  
Agoth  
the raging voice  
of all humanity singing  
the yearning for  
the Beyond..."*

### 1 • THE TALE: "TREASURE SEEKERS OF TYTUS"

Once Tytus has chosen his companions, he will prepare for the journey. Although he does not need to eat or drink (or breathe), he will provide water flasks and jars from his laboratory. The voyage will be via the Essence Portal. Tytus has the magical key.

Once the PCs arrive, exploration can begin. The dangers are many: capricious desert storms; the Undead; the Mad Priest; and Kronotis' ghost. This adventure is the greatest challenge to the PCs.

### 2 • NPCs (& DENIZENS)

While investigating the Great Star Pyramid, PCs may encounter quite a challenging assortment of beings.

#### TYTUS ORGILLION

**GM NOTE:** Tytus probably should be a player character. Perhaps a player who lost a PC in the last adventure or a "guest" player could be given Tytus. If the GM plays him, the

*players may grow frustrated and wary. Regardless, Tytus will have to be well-played, as he sets the pace and tone of this adventure.*

**Age:** 66. **Eyes:** Grey. **Hair:** Grey. **Build:** Slight. **Height:** 6'0". **Race/Sex:** Human (Flesh Golem). **Skin:** Ruddy. **Demeanor:** Affable, Sensible. **Dress:** Lordly attire. **True Attitude:** Scheming, Shrewd.

Certainly Tytus has been warped by his experiences "beyond the grave." As time goes on, he will begin to "lose" his emotions and humanity, disdaining the affairs of mortals. He appears to be content to undertake the expedition. Tytus will use physical force if threatened or enraged. At first, since he has only recently been "reborn," Tytus will have a certain child-like innocence about him. He will view anyone who rescued him as a friend until shown otherwise. He will be especially fond and protective of the new Lord Orgillion.

**Hits:** 136. **Melee:** 80cl. **Missile:** 70ro.

**AT(DB):** 1(65). **Sh:** N. **Gr:** N. **MovM:** +10.

**Lvl:** 11. **Profession:** Necromancer (Lay Healer)/Mage-Animist. **Stats:** St-98; Qu-88; Pr-99; In-90; Em-100; Co-99; Ag-92; Me-85; Re-95; SD-78. **Will:** 80. **AP:** 69. **PP:** 22.

**Skill Bonuses:** AMath37; AlcmY82; AnimH58; Attm65; BMath42; BChem59; Brwl62; Cave22; Chan57; CirLr37; Climb35; DemLr84; Dign70; DSp(DBolt)71; DSp(SBolt)46; DSens37; DFoeA35; Divin65; Dup70; FAid65; GPerc62; HerLr57; Hypn98; Lead68; LSO37; LckLr37; MRitl86; MAst73; MedSl55; Nav59; PhRD57; PsnLr57; PPerc37; PwrPc72; PSp47; RacH57; Runes90; SAid53; Sed72; SAmbA37; S&H20; Surg53; SymLr82; TmSen58; URP35; WrdLr37; WpnSk(cl)80; WpnSk(da)70; WpnSk(qs)80; WpnSk(ro)70.

**Spells:** (**GM NOTE:** Tytus has had the use of the Tome of Power for 40 years). All Necromancer base lists (to 10th); Rune Mastery (to 20th), Unbarring Ways (to 10th), Detecting Ways (to 10th), Delving Ways (to 10th), Spirit Mastery (to 50th), Gate Mastery (to 50th), Sound's Way (to 10th), Light's Way (to 10th), Concussion's Way (to 10th), Blood Law (to 5th), Bone Law (to 5th), Organ Law (to 5th), Muscle Law (to 5th), Nerve Law (to 5th), Locating Ways (to 50th), Symbolic Ways (to 50th).

**Silver Pendant of Potency:** Acts as a +8 Power Point Adder for any character [160 END usable only for casting spells]. Further, all spells have an effectiveness 3 levels higher than normal.

**Key:** An enchanted item, it opens the door to the 'vault' (really the Essence Portal to Nof-Keh) in the rear of the crypt.

**Silver Ring of Protection:** +20 to DB & RR [+2 rPD & rED].

STR:20 DEX:19 CON:20 BODY:20 INT:20

EGO:17 PRE:20 COM:14 PD:8 ED:7

SPD:3 REC:8 END:40 STUN:70

OCV:6 DCV:10 Phases: 4, 8, 12

**SPELLS:** Necromatic, Healing to 30 active points. Gate and Analysis spells to 100 active.

### ARDIKHAR, THE TRIBAL CHIEFTAIN

**Age:** 39. **Eyes:** Black. **Hair:** Black. **Build:** Stocky. **Height:** 5'7". **Race/Sex:** Tribesman (Human)/M. **Skin:** Dark. **Demeanor:** Regal, Dour. **Dress:** Bright robes and beads. **True Attitude:** Protective, Ruthless.

Long ago, Anangwei, the father of his tribe, had a vision of death and destruction. He foresaw that one day men would come to the Great Star Pyramid and unleash a terrible doom upon the wastes. This vision so moved him that he dedicated his life to the founding of an Arcane Society, the "Guardians of Nof-Keh," men sworn to prevent entry into the Great Star Pyramid. Ardikhar now leads the Guardians.

**Hits:**94. **Melee:** 118fa. **Missile:** 81da.

**AT(DB):** 1(20). **Sh:** Y20. **Gr:** N. **MovM:** +20.

**Lvl:** 8. **Profession:** Dervish (Monk)/Scout. **Stats:** St-100; Qu-96; Pr-90; In-90; Em-64; Co-91; Ag-97; Me-85; Re-75; SD-81. **Will:** 25. **AP:**70. **PP:**8.

**Skill Bonuses:** Acro68; Admin55; ADef50; AMov55; Amb25; AthG56; Attm38; BDS40; Chan63; Climb78; Cont60; Dance80; DSp(SBolt)45; DSens55; DFoeU61; DistR63; Divin38; Fren55; GPerc30; Intg53; Lead71; LPerc55; MAST68; MedKi30; PhRD55; PSp30; RacH55; RegLr30; Ride62; RMas37; SAmbA55; SKill53; S&H17; Stun46; TmSen55; WpnSk(fa)118\*; WpnSk(da)81\*.

**Spells:** (All to 10th). Ceremonies, Guardian Ways, Fascination Dances, Deadly Dances, Travelling Dances, Communing Dances, Light's Way.

**Falchion of Man-Slaying:** +25 [+3 Accuracy], does additional "Slaying" critical of same severity against human foes [does 2D6 killing damage; 3D6vs, Humans].

**Daggers:** two, +15 [+2 Accuracy].

**Wand of Lightning:** This 2' wand may cast a Lightning Bolt spell with a +10 bonus for each charge expended on casting that bolt. A maximum of 8 charges may be expended in one bolt (i.e., a +80 max). *Hard* (-10) Attunement, 32 charges remain. [Can project an 8 die Killing Blast if a Magic Roll at -6 is made (Fast & Easy), costs 12 END out of a 384 Reserve that never recharges.]

STR:20 DEX:20 CON:18 BODY:16 INT:17

EGO:17 PRE:18 COM:14 PD:5 ED:4

SPD:3 REC:8 END:36 STUN:50

OCV:11. DCV:7. Phases: 4, 8, 12

**SPELLS:** Ritual Dance Magic (Gestures, Extra Time) to 30 active points.

### LUXOR, THE MAD PRIEST

**Age:** 47. **Eyes:** Green. **Hair:** Grey. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Human/M. **Skin:** Pale. **Demeanor:** Passive. **Dress:** Loin cloth. **True Attitude:** Randomly maniacal & homicidal (10%/minute).

Luxor has spent his whole life in search of Nof-Keh, in order to learn more of the ways of Unlife. He lives in a world of his own.

**Hits:** 66. **Melee:** 69sp. **Missile:** 74ro.

**AT(DB):** 1(40). **Sh:** N. **Gr:** N. **MovM:** +10.

**Lvl:** 8. **Profession:** Evil Cleric/Animist. **Stats:** St-81; Qu-100; Pr-93; In-100; Em-48; Co-57; Ag-92; Me-72; Re-65; SD-88.

**Will:** 45. **AP:**73. **PP:** 24.

**Skill Bonuses:** Attm55; BDS55; Brwl71; Camfl37; Cave55; Chan93; Climb35; DemLr59; DSp(SBolt)60; DSens55; Divin80; Fren30; GPerc60; Hypn69; MedSI41; PhRD34; RdTck55; RegLr25; S&H55; Stun44; TmSen55; Track55; WpnSk(sp)69; WpnSk(ro)74.

**Spells:** (All to 10th) All Evil Cleric base lists, Spell Defense, Detection Mastery, Light's Way, Creations.

STR:16 DEX:20 CON:12 BODY:10 INT:15

EGO:20 PRE:19 COM:15 PD:4 ED:4

SPD:3 REC:5 END:24 STUN:30 Move:7"

OCV:7 DCV:7 Phases: 4, 8, 12

**Spells:** 30 active points.

### UNDEAD

Long before the Guardians arrived, a forgotten race of Men used the Great Star Pyramid as their mass grave. Some of the ancient, desiccated remains linger as Undead.

### MUMMIES (CLASSES III-IV)

Embalmed human remains secured by many layers of wrappings, Mummies often prowl the necropolis. Concerned primarily with grave-robbers, a Mummy usually limits its attention to its own sepulcher, where intruders are ruthlessly attacked. Lesser Mummies crush with their well-wrapped arms; greater Mummies utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible (-25 to heat and fire RRs, double damage from fire) [-3 to ED vs fire, takes 2x STUN from heat attacks].

### COMPOSITE MUMMY (CLASS V)

These mummies are part human, part bestial (e.g., human body, ibis head). These awful hybrids of man and beast are powerful Channeling users (Evil Cleric, Shaman, Astrologer, Sorcerer, Necromancer, Crystal Mage, Chaotic Lord, Moon Mage, or Dream Lord spell lists to their level). Otherwise treat them as Mummies, but note that they are not susceptible to fire (i.e., they suffer only normal damage from fire and are at no negative mods vs. fire).

### MARA (CLASS II)

In life, gifted with song, the Mara uses its talent in death to trouble the sleep of the living. Attracted by slumber, the musical ghost plays eerie ballads on ethereal instruments. The sound brings nightmares to the sleeper without waking him, destroying the restorative properties of his repose. Should the solitude of those asleep be interrupted, the Mara flees to avoid discovery. The Mara has a non-solid form, so only magical weapons will damage it. They can prevent restful sleep and the restoration of Power Points (-30RR) Id6 Rec Destruction. All within a 10' radius must make a RR each round to prevent the loss of 2 Constitution pts [2D6 CON Drain].



**KRONOTIS' GHOST**

### SHADOWS (CLASS II)

Black, misty bat wings augment the soaring flight adopted by this spirit; a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the blood of its prey to sate its raging hunger. The Shadow favors Mannish life fluids above all others. All within a 10' radius must make a RR or fall into a trance for 1-10 rounds [5D6 Dominate for 1-8 Turns]. Shadows have a bite which drains blood at a rate of 2-20 hits/rnd [1-2 BODY hits/Turn].

### KRONOTIS' GHOST (CLASS III)

Years ago, Kronotis was a paladin living east of the mountains. One day, his yearning to vanquish evil led him to take the law in his own hands, killing a murderer. The penalty is plain in these matters, so the ex-paladin was banished to the desert. Before expiring, Kronotis found his way to Nof-Keh. This lesser ghost will continue to haunt this area until his bones are given a proper burial. Kronotis' ghost is somewhat unusual in that it is armed with a magical broadsword (+10) [+1 Accuracy] and will not seek to kill PCs, but to terrorize and drain them. Kronotis' Ghost may manifest itself anywhere in a ten mile radius around his bones.

### THE OLDER ONES

The Older Ones were here before the close of the First Era of Ire; eons ago, Essence was much stronger and less predictable than at present. Over time, these creatures fed off the raw Essence coruscating about the Shadow World. The Older Ones' purposes are indecipherable, but they have many servants whose purpose seems all too clear: the destruction of all life. They are the Destroyers and they appear in many forms. The type discussed below is but one group. For now, the Destroyers sleep, deep within the Great Star Pyramid.

Destroyers of Nof-Keh stand about ten feet tall. Since they do not move and their skin has the texture and appearance of smooth, grey stone, they seem very much like oddly shaped pillars. In fact, it requires a successful *Sheer Folly* (-60) Biochemistry roll or an *Extremely Hard* (-30) Xeno-biochemistry roll [-6 Biology KS] to determine that the "pillars" are really living beings with incredibly tough hides (by dissection). An *Insane* (-100) [-10] Perception will tell one that the "column" is sentient and dangerous. A "Correlation" spell will reveal that the Great Star Pyramid and a Destroyer share some remarkable features. It is important to note that Spells will not detect life or magic in dormant Destroyers.

These Destroyers are roughly cylindrical with eight longitudinal ridges. At their base are sixteen "tentacles" radiating out about two feet. These tentacles are incredibly strong and support the creatures while resting. They fly when active, so these tentacles are really their manipulative organs ("fingers"). The tentacles surround an orifice which is totally sealed when dormant, but may open wide enough to actually swallow a man whole. Swallowed individuals take "E" severity Acid Criticals (see RMC) each round [4D6 Killing Blast each Turn]. Victims would die regardless at the end of 5 minutes, drained of all energies (chemical, spiritual, magical, life force, etc.). Since Destroyers absorb spiritual energy, those killed in this fashion are dead forever.

Destroyers of Nof-Keh will always be dormant when first encountered. Various PCs' activities have different chances to revive nearby Older Ones. (Check every minute).

- Harming an Older One (25%)
- Spells cast at one (15%)
- Touching an Older One (5%)
- Close proximity (10') (2%)
- Mentalism spells used within 300' (10%)
- Essence Spells used within 300' (20%)
- Arcane Spells used within 300' (12%)
- Bright Light (3%)
- Loud Noise (1%)
- Mental Summons from another Older One (35%)
- Reanimation by another Older One (50%)

**GM NOTE:** All %s are cumulative.

Destroyers are beings of intense mental power. To reflect this they may inherently cast spells (no PPs expended) from the following lists, two spells per round:

**GM NOTE:** These are not Spells, but innate Spell-like Abilities.

*Mentalism*, *Damage Resistance* (to 50th), *Brilliance* (to 30th), *Self-Healing* (to 50th), *Detections* (to 5th), *Mind-Mastery* (to 50th), *Telekinesis* (to 30th), *Mind's Door* (to 30th), *Movement* (to 50th), *Presence* (to 50th), *Mind Merge* (to 30th), *Mind Control* (to 30th), *Sense Control* (to 20th), *Mind Attack* (to 20th), *True Perception* (to 10th), *Sense Through Others* (to 5th), *True Sight* (to 10th), *Far Voice* (to 50th), *Absorb Knowledge* (to 50th), and all Dream Lord base lists (to 20th). [90 Active pts, no END expenditure].

## SLAVES OF THE OLDER ONES (GURTH)

While journeying, the Older Ones found a race to enslave. As thralls, the Gurth shared the destiny of the Older Ones. Mutable to their will, these beings proved invaluable "tools." This lasted until one of the Gurth accidentally assimilated an Older One. The amalgam gained great intelligence and became the leader of the Gurth. Agitated by their new leader, the Gurth revolted by altering their shapes. Since the Older Ones could not control this behavior, they attempted extermination. Ultimately their efforts failed. The Gurth that remain are all animate and have the run of the Pyramid.

These creatures pose the greatest physical threat to characters. As they "Absorb" living matter, they gain half the levels of the thing being consumed. (For each level gained add 5 to OB and 10 to hits.) [It gains half the character pts. of its meal]. If it gets over 30th lvl, consider the thing to be Huge. Those engulfed by a Gurth take an "E" Physical Alteration Critical (see **RMC III**) each round [3D6 Killing Blast each Turn]. When the victim is 100% changed, he's gone, but there's more Gurth! Even a small patch of skin touched by a Gurth causes these Physical Alteration Crits. If a victim is separated from the Gurth which killed him, he becomes a "Creature of Gurth," a vaguely man-shaped mass of human and Gurth tissues. The only way to avoid the Crits is to excise the area exposed or to cast Undisease (15th lvl "Purification"), *Remove Curse* (7th lvl "Repulsions"), *Exorcism* (15th lvl "Ceremonies"), *Cleanse* (1st lvl "Exorcism"), or *Exterminate* (25th lvl- "Household Magic").

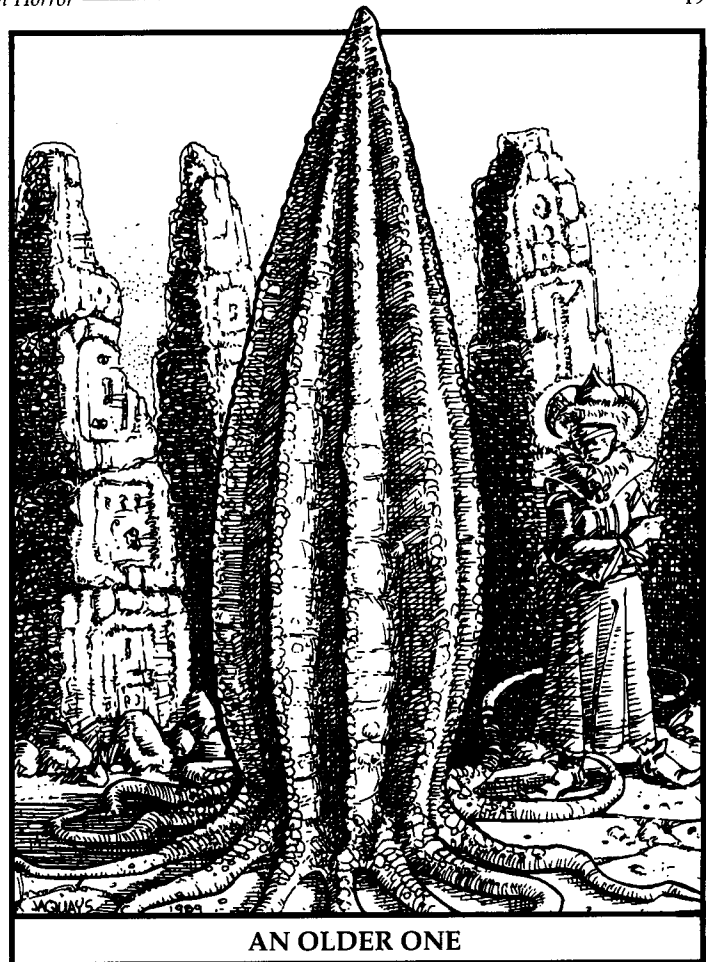
A Gurth's attack type(s) are randomly rolled for on the following table:

### GURTH TYPE ATTACK TABLE

ROLL	ATTACK TYPE
01-03	Armored Fist (8.41)
04-06	Battle Axe (8.61)
07-12	Beak/Pincer* (11.11)
13-17	Bite* (11.12)
18-20	Bola* (8.51)
21-23	Broadsword (8.37)
24-29	Claw/Talon (11.13)
30-31	Club (8.42)
32-33	Dagger(8.31)
34-35	Falchion (8.32)
36-40	Fall/Crush*(11.21)
41-43	Flail (8.62)
44-50	Grapple/Grasp/Envelop* (11.14)
51-54	Horn/Tusk (11.15)
55-56	Lance (8.72)
57-58	Mace (8.44)
59-60	Morning Star (8.45)
61-62	Quarterstaff (8.64)
63-66	Ram/Butt/Bash/etc(11.16)
67-68	Rapier (8.36)
69-70	Short Sword(8.38)
71-72	Spear (8.74)
73-77	Stinger* (11.17)
78-80	Tiny* (11.18)
81-84	Trample/Stomp (11.19)
85-87	Two-Handed Sword (8.65)
88-89	War Hammer (8.43)
90-92	War Mattock (8.63)
93-95	Whip* (8.46)
96-97	Two Attacks
98	Three Attacks
99	Four Attacks
100	Special or Reroll

**GM NOTE:** The (#) is the table reference number from *AL&CL*.

\* signifies that when the attack type causes a "B" or greater severity crit, it also does additional "E" severity Physical Alteration Crits each round the wound goes untreated.



AN OLDER ONE

## THE MIND-EATERS

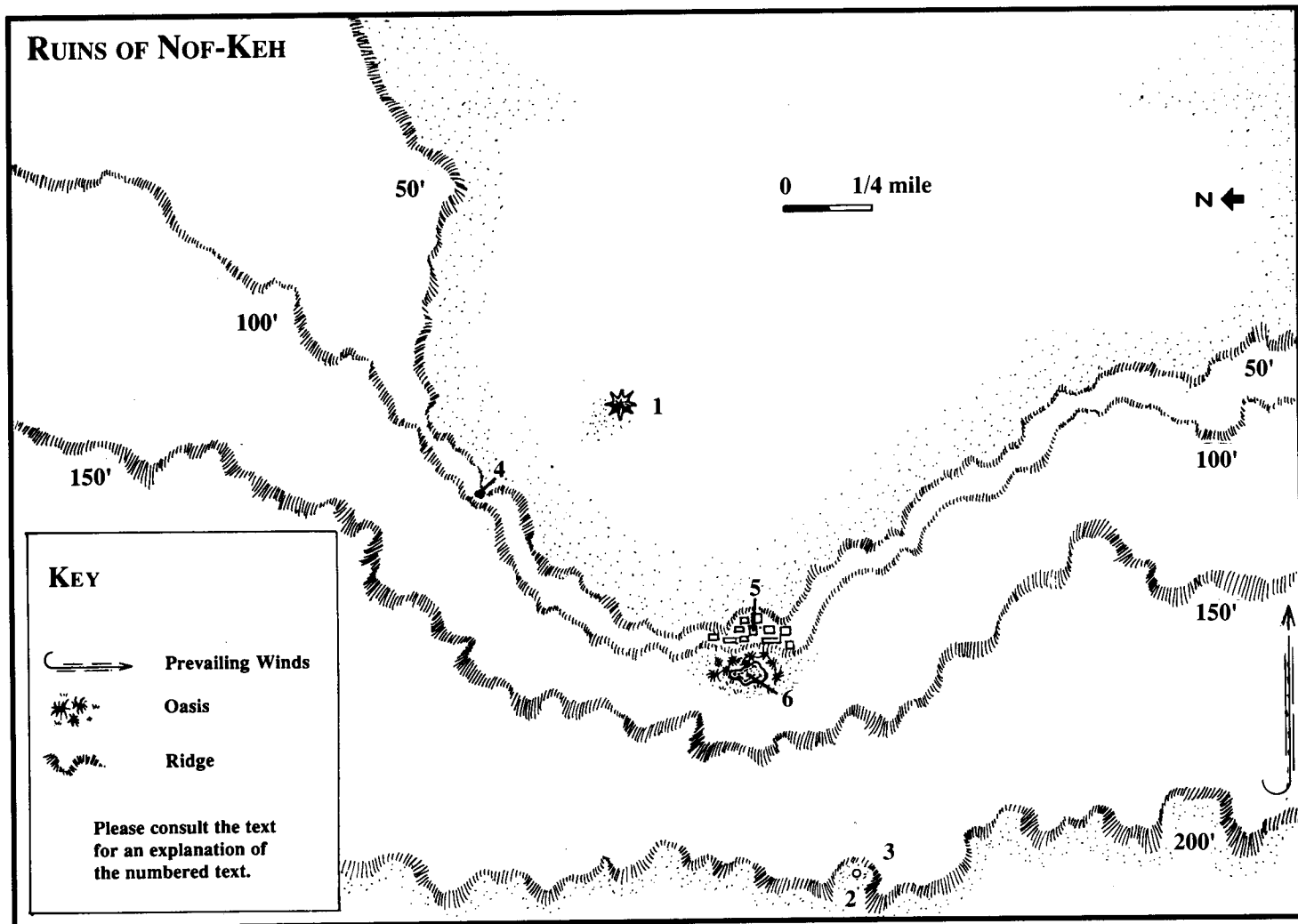
The Older Ones unintentionally brought with them a mind-parasite. To the Older Ones, the mind-eaters are nothing but pests. But to soft-skinned, juicy-brained humans, the mind-eaters are swift and vicious killers posing the greatest threat to the PCs.

In physical combat Mind-Eaters rend with their small claws. If these claws do a Critical Strike (not a "Tiny" or "A" crit) to a victim's head, the victim must make a 10% Luck-based RR or die. [Any BODY hits apply only to the head.] They may also attack mentally using spells in order to ready the victim's brain for consumption. It is difficult to harm a Mind-Eater attached to someone's head, as strikes aimed at them will also hit the victim 90% of the time. Additionally, since Mind-Eaters seem to come from nowhere, their attacks, even if unsuccessful, tend to demoralize a group. Thus, if the GM wishes, he or she may have the characters roll a SD-based RR vs a 3rd lvl attack. RR failure results in an "A" severity "Depression" Critical (see **RMC III**) delivered after combat has ended [delayed action PRE Combat].

If the Encounter Table calls for Mind-Eaters, there is only a 10% chance that the Mind-Eaters will notice the PCs due to the creatures' advanced malnourishment. If there are any Mentalism or Arcane spells active in the area, the chance of being noticed becomes 90%. Once the party has been spotted, the Mind-Eaters will never give up unless satiated or destroyed.

Mind-Eaters inherently have the following spell-like abilities: *Presence* and *Mind Attack* to 10th level; *Mind Erosion*, *Mind Death*, and *Mind Domination* to the 5th level; and *Ethereal Mastery* to the 15th level. [30 Active pts.]





### 3 • LAYOUTS

#### THE RUINS OF NOF-KEH & ENVIRONS

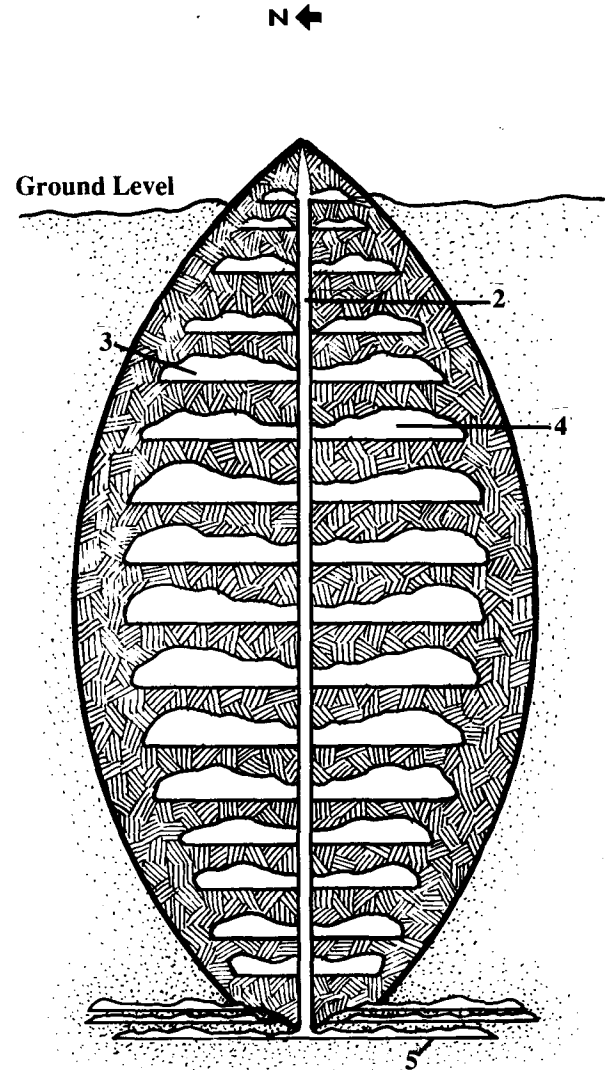
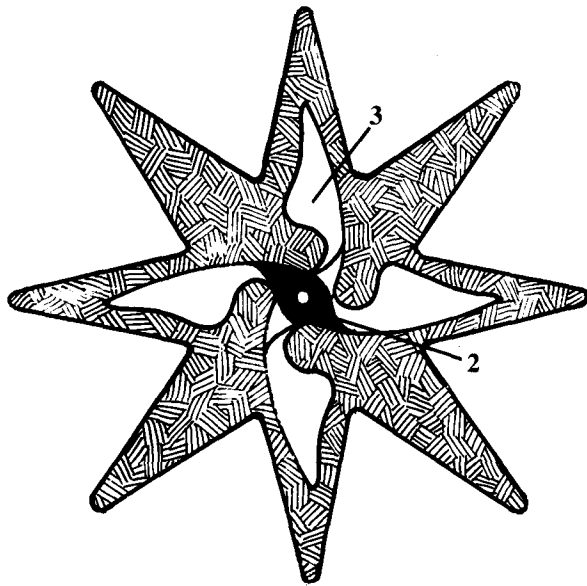
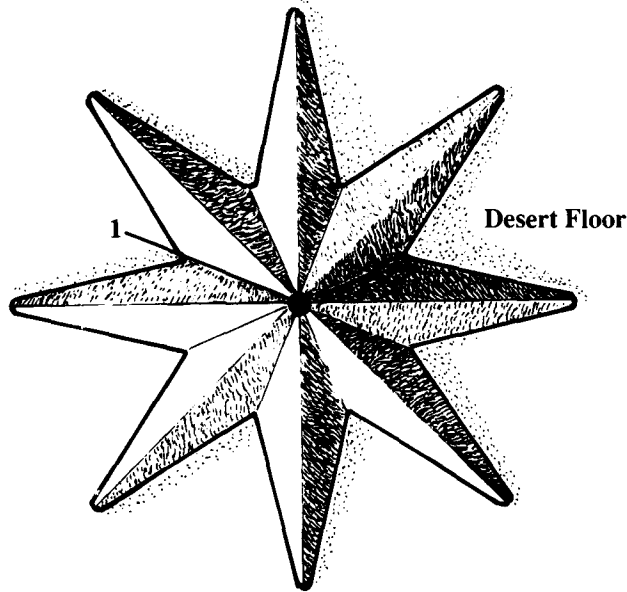
- 1. The Great Star Pyramid.** Rises more than 100' above the desert floor and can be seen from the escarpment nearly a mile away.
- 2. Kronotis' Final Resting Place.** Marks the spot where a Banished ex-paladin died. There is a 50% chance his ghost will manifest itself each minute as long as people are present.
- 3. Portal.** A large stone entryway marks the Portal on the Desert side. A number of ancient runes are carved along the face of the frame, their meaning long lost. A heavy stone door does guard the actual Portal, but it can be pushed open with ease from the inside. Outside, it has a lock identical to the one in the crypt (and thus uses the same key). If not held open, the door will close itself and lock.
- 4. The Mad Priest's Cave.** Set into the escarpment about a half-mile away from the Great Star Pyramid.
- 5. The Cliff Dwellers.** They make sure no one enters the Great Star Pyramid. They are also known as the Guardians of Nof-Keh.
- 6. Artesian Spring/Oasis.** Provides food and water for the local inhabitants.

**GM NOTE:** There are several other ruins presently covered by sand. If the GM wishes, they may also be explored. These other ruins could be exposed by sand-storm, an excavation, or something else.

#### THE GREAT STAR PYRAMID

- 1. Entrance.** This 3' wide opening is a shaft that continues to the very bottom of the complex (a +300 Fall/Crush!) [30D6]. There is nothing to attach a rope to, so a spike must be used to secure any descent line. Regardless of how well the PCs think their pitons are hammered in, there is a 1% chance per round [Turn] of the spike coming loose. Inside the entrance, myriad once-colorful circular patterns adorn the walls, the work of ancient hands.
- 2. Longitudinal Shaft.** Slowly widening to 25' across, this shaft spirals down in an odd manner. At regular intervals, the four extremities of the curve open into large chambers. As one descends, the frescoes become more garish. Beneath the Necropolis the frescoes are replaced by pictograms. A *Sheer Folly* (-50) Philology or Cryptology roll (or a "Text Analysis" spell) [-5 to Linguist or Philology KS] will reveal yet another ancient civilization. An *Extremely Hard* (-30) [-3] Anthropology roll will tell of a culture obsessed with strange dark gods.
- 3. Chambers.** Four-to-a-level, these chambers vary slightly in size, shape, and color. Those chambers which are in the Necropolis house families of mummies, some of which linger as Undead. Beneath lie chambers either empty, cluttered with stony rubble, or containing one or more 10' tall, oddly carved columns, the Older Ones. If PCs say they wish to examine the column, an *Insane* (-100) [-10] Perception will reveal that the column is sentient and dangerous. A "Correlation" spell will also show that the Great Star Pyramid and an Ancient One share some remarkable features.

## GREAT STAR PYRAMID

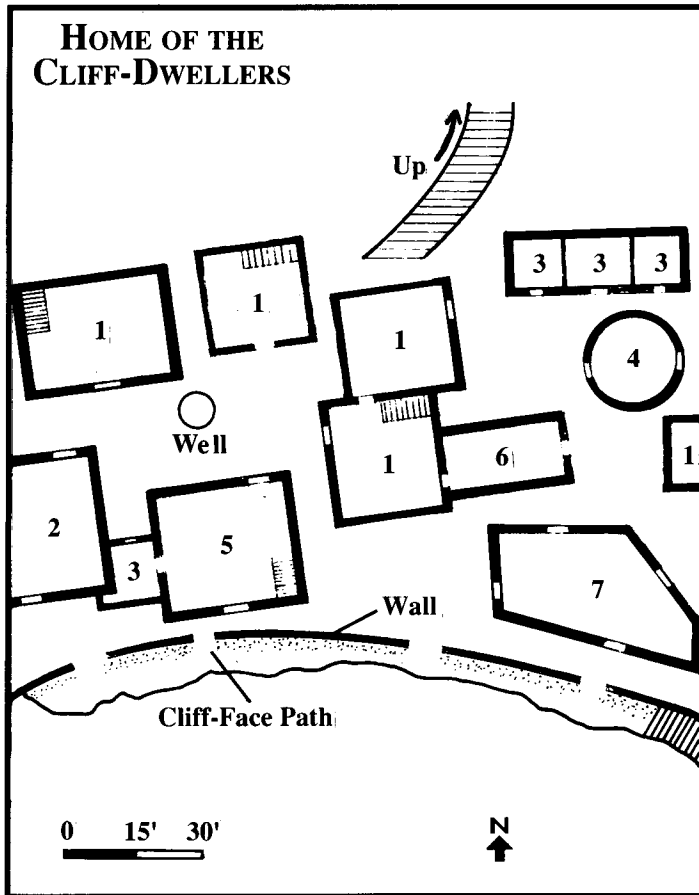


**4. The Necropolis.** The top six levels of chambers are called the Necropolis because a strange cult interred their dead within this structure. Within the colorful patterns on the walls lie hidden clues to lost cultures, other times unsettling insights, and a curse. Treat the unsettling insights as various "Depression" criticals (see **RMCI**). Mummies' possessions are determined using the Mummies' Treasure Table.

**5. Lower Galleries.** These spread out in 16 directions and contain mostly Older Ones.

### HOME OF THE CLIFF-DWELLERS

The cliff-dwellers are Tribesmen who reside on the eastern face of the escarpment. Their dwellings are located 50' above the desert floor and are constructed from adobe brick. A narrow stairway ascends to the cliff-face path, the only eastern access to the village. The village defenses consist of a 10' brick wall topped by numerous, giant thorns from the murasti tree, a desert plant growing near the oasis. Smearred on the thorns' tips is a first level muscle poison. Ladders allow entry into the village of 75 inhabitants, and are pulled up at night or during attack. A broad stairway carved from the rock face leads up to the nearby oasis, which provides food and other essentials. Within the social structure of the cliff-dwellers is an Arcane Society called the Guardians of Nof-Keh.



1. **Residences.** Each home houses an extended family unit whose ties are reckoned in a matrilineal system. The dwellings are simple and sparsely furnished.
2. **Meeting Lodge.** Within a large, open building the Elders of the tribe gather to make decisions and pass judgements.
3. **Storerooms.** Food, fuel, weapons, and herbs are stored here.
4. **Ceremonial Chamber.** The cliff-dwellers perform religious functions within this building, set partially below ground level.
5. **Crafts Hall.** Weaving, basket-making, etc. are done here.
6. **House of Healing.** The tribal Healer tends to the sick and injured.
7. **Hall of Dance.** The Guardians Perform ritual dances which express and reinforce their function: to protect and preserve of the Great Star Pyramid.

#### THE MAD PRIEST'S CAVE

1. **Entrance.** At the base of the cliff face, this 8' high opening is *Routine* (+30) [+3] to perceive.
2. **Grotto.** Seemingly empty, this sandy-floored cave is actually Luxor's outer chamber. Those who successfully make an *Extremely Hard* (-40) [-4] Perception will notice footprints and other tell-tale signs of habitation.
3. **Crevice.** 2' wide, this passage is *Very Hard* (-20) [-2] to perceive or *Easy* (+20) using Locate Secret Openings.
4. **Inner Chamber.** With the approach of strangers, Luxor hides and waits here to ambush the unwary.
5. **Passage.** 4' wide, this passage is *Light* (+10) [+1] to perceive and *Routine* (+30) using Locate Secret Openings.
6. **"Treasure" Room.** Luxor keeps his prized possessions here; shiny rocks, gnarled twigs, bits of glass, etc. It requires a *Hard* (-10) [-1] Perception to determine that there is nothing of value here.

## 4 • THE TASK

After Tytus Orgillion becomes the new leader of the group (by persuasion or magic), he and the group will journey across the mountains into the wild, unforgiving desert. Tytus has always wanted the fabled Staff of Light's Echoes rumored to be hidden somewhere in the Great Star Pyramid. With all these henchmen, Tytus now feels ready to explore this wonder of the ancient world. The elaborate equipment can be taken through the Portal.

Once at the Ruins of Nof-Keh, the PCs will see that only the top of the Great Star Pyramid protrudes from the sand-choked landscape. It is this structure that they will explore, looking for treasure.

If they set up camp first, they must deal with the Guardians. If the party explores the pyramid, the Guardians will pursue them.

#### STARTING THE PLAYERS

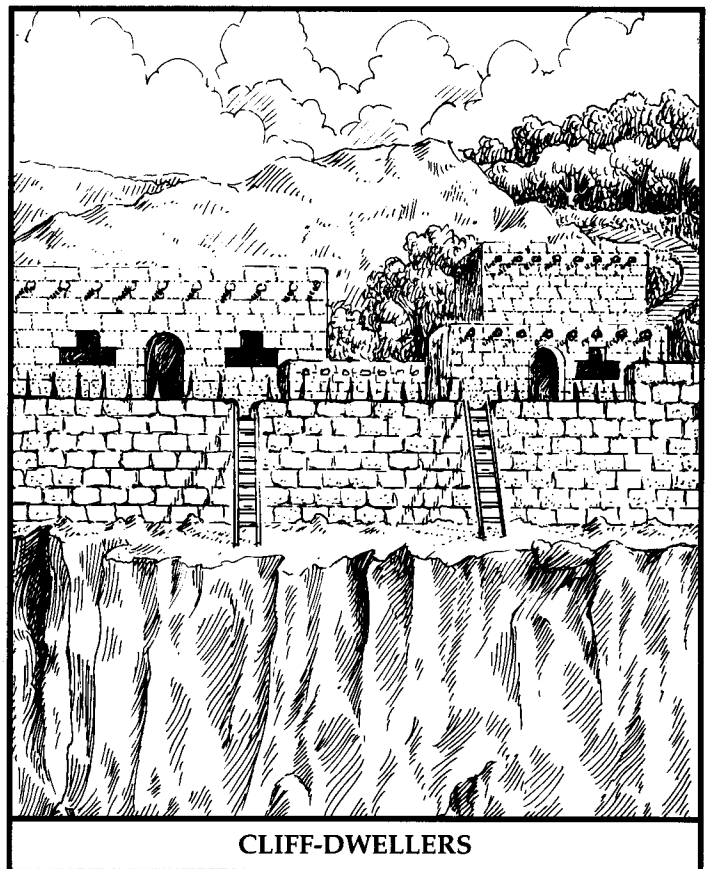
Tytus will offer to help equip the PCs with whatever he might have available. Food and water for a week will be taken through the Portal. Once Tytus has left, anyone who does not go will feel Tytus' effect on them ease as the Necromancer grows more distant.

#### AIDS

If the GM wishes or if it was not used in the last adventure, the Karanabar expedition may appear at the site (or they may accompany Tytus). Clerics, Mentalists, and Fighters round out the party.

#### OBSTACLES

Various agencies could serve to thwart exploration of the Great Star Pyramid. The most threatening are the Guardians, sworn to keep all away from the ruins. Less dangerous are the Mad Priest and Kronotis' Ghost. Within the structure, Undead lurk. Additionally the PCs are likely to be troubled by traps, curses, the often hostile environment, and strange, unearthly impressions and ideas.



CLIFF-DWELLERS

There are many dangers associated with the desert. The most deleterious effects are mentioned here:

### EVER-PRESENT DANGERS

- **Chafing/chapping:** (due to wind & sand) maneuvers using the affected body area are at -10 [-1].
- **Exhaustion/overexertion:** Uncertain footing in the sand leads to weariness from even short journeys. (See p.11 of *ChL&CaL* for exhaustion modifiers.)
- **Fauna:** Poisonous creatures such as scorpions, snakes, etc. might endanger unwary characters.
- **Flora:** Damaging plants such as spiny cacti, sawgrass, etc., could prove nasty.

### DANGERS IN THE HEAT OF DAY

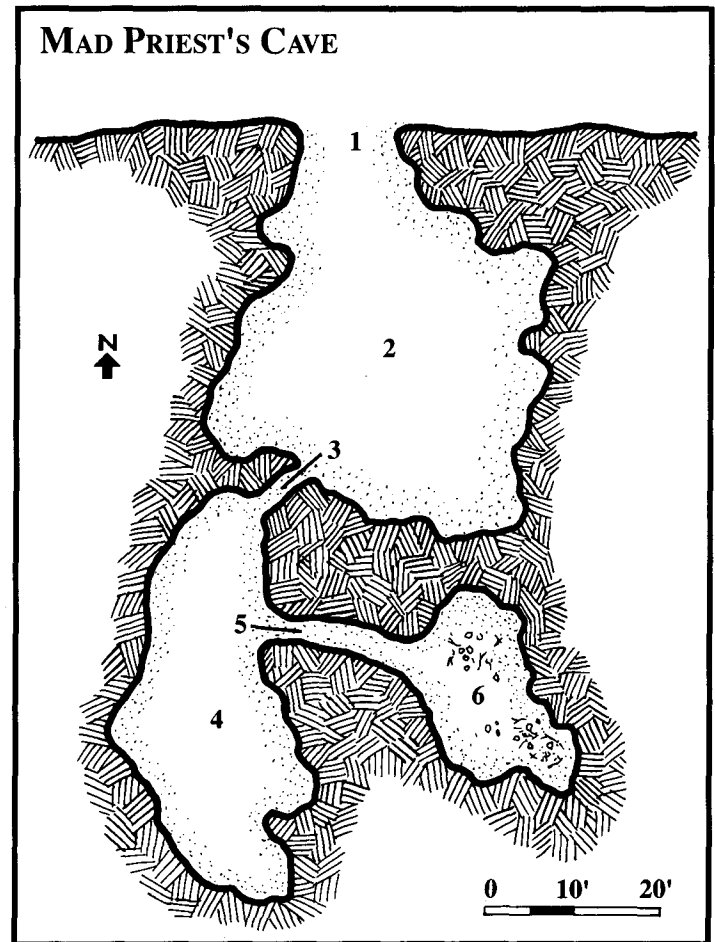
- **Dehydration:** Each hour under the blazing sun without water gives a cumulative -5 [-1] modifier to all actions. When the victim is at -100 [-20], he is unable to walk. At -150 [-30], he is immobile; at -200 [-40], he dies. These minuses are reduced only by extensive rehydration.
- **Delirium:** A temporary mental disturbance marked by confused speech and hallucinations.
- **Dizziness:** Those exposed to more than ten minutes of sizzling heat will experience giddiness and a loss of balance. (-25 [-3] to all balancing maneuvers).
- **Eyestrain:** For each day spent in the sun, the victim must make a RR vs. a 1st lvl attack [CON Roll]. Failure by less than 50 indicates a -10 mod. to all visual perceptions [-1 to Per rolls]. Failure by 50+ means temporary blindness (until treated) results [Victim dazzled if CON Roll is failed; lasts until treated].
- **Heat Stroke:** For each hour of exposure to intense heat, the victim must make a RR vs. a 1st lvl attack. Failure means unconsciousness until treated [+2 CON-Roll].
- **Sunburn:** For each day spent under the sun, an unprotected character receives an "A" severity "Heat" critical [1D6 Blast].

### DANGERS DURING HIGH WINDS

- **Blinding:** Each round, Characters who do not make a RR vs a 1st lvl attack will be temporarily blinded [1D6 Dazzle/Turn].
- **Disorientation:** Due to the obfuscating effects of a sand storm, all characters must make a *Hard* (-15) Orientation roll each rnd [-2 Perception] or become lost.
- **Sandburn:** Abrasive dust causes 1-10 hits each minute [1 STUN/ 5 Turns] to those unfortunate enough to be exposed.
- **Suffocation:** All characters caught unprotected in a sand storm must make a RR vs a 1st lvl attack each minute or be suffocated [1D6 Killing Blast/ 5 Turns].
- **Windburn:** A less severe form of abrasion damage, does only 1 hit each minute [1 STUN every 10 Turns].

### REWARDS

Treasures are determined on the Mummies' Treasure Table. Actually, being left alive and sane could also be considered the greatest reward any character can receive.



## 5 • ENCOUNTERS

### THE GUARDIANS OF NOF-KEH

If the PCs attempt to enter the Great Star pyramid, the Guardians will try to prevent them. Otherwise, they will be helpful, but gruff. Should the PCs kill a Guardian, the others will attempt to hunt the PC down and slay him. If the PCs enter the pyramid, the Guardians would follow to make sure that none of the trespassers escapes.

**GM NOTE:** *The Guardians are ever-vigilant and regularly patrol the area. Thus, when an encounter is called for on the Desert Table, roll d100: 1-50 = the Guardians, while 51-100 = roll normally on the Encounter Table.*

### THE MAD PRIEST

Luxor's actions will seem to be random. He will try to remain unseen by the PCs. Once discovered, anything goes.

### KRONOTIS' GHOST

The Ghost of the ex-paladin may manifest itself anywhere in the immediate vicinity. If his bones are approached, there is a 50% chance each minute that Kronotis' Ghost will appear to harass the party. The Ghost first terrorizes and drains people. Only when they no longer are able to flee will he dispatch them.

### MUMMIES

When the PCs enter a chamber, the GM should roll on the Encounter Table to determine if any active Mummies are within. If the group later encounters Mummies in the same chamber, they will have only just become active. To discourage burning Mummies on sight, simply have their treasure placed in their empty body cavity. (To burn them is to burn their treasure). Beneath the Necropolis, treat any "Mummy" result on the Encounter Table as No Encounter.

## INANIMATE DANGERS

### TRAPS

There are only two types of traps (though sizes vary) in the Great Star Pyramid: pit traps and collapsing traps. Pit traps suddenly open, hurling their victims down. Pit traps are *Hard* (-10) to Detect (*Sheer Folly* (-60) [-6] to perceive); *Very Hard* (-20) to Disarm [-2 DEX-Roll]; *Hard* (-10) [-1 DEX-Roll] to avoid; and cause the victim to fall 1-100 feet. Collapsing traps close in on an area of the structure such as a room, corridor, or shaft. Collapsing traps are *Medium* (+0) to Detect (*Extremely Hard* (-40) [-4] to perceive); *Sheer Folly* (-50) to Disarm [-5 STR-Roll]; *Very Hard* (-20) [-2 DEX-Roll] to avoid; and give the victim "E" Crush criticals each round {5D6 killing damage}.

### CURSE!

When a "Curse!" result occurs on the Encounter Table, all those who do not resist get either the same or different curses, depending on the GM's decision. Curses should be associated with fresco scenes and drawings seen.

## 6 • AFTERMATH

If the PCs are able to explore and then leave without madness following them, they are fortunate. There is more to the Older Ones than meets the eye. Being immortal creatures, they have no need to eat, drink, or breathe, at least as we do. They require energy to function, which explains why they are dormant now.

In fact all Older Ones are aspects of the same being. This being, Agoth, the totality of the Older Ones, is a creature of four spatial dimensions. All that is ever seen is its protrusion into our dimension/perception. It is difficult for PCs to comprehend that all Older Ones and the Great Star Pyramid are the same being and are "connected" in another reality coexisting with their own.



THE MAD PRIEST

### OLDER ONES

Older Ones will regard any humans with curiosity. They would want to capture one, dissect him, and determine the nature and origin of the species. Active Older Ones will resist being damaged, while inactive ones will seem like statuary. If many are destroyed, they will see the humans as dangerous and kill them. (Easily done!)

### GURTH

Gurth will single-mindedly attempt to assimilate any living matter they come across.

### MIND-EATERS

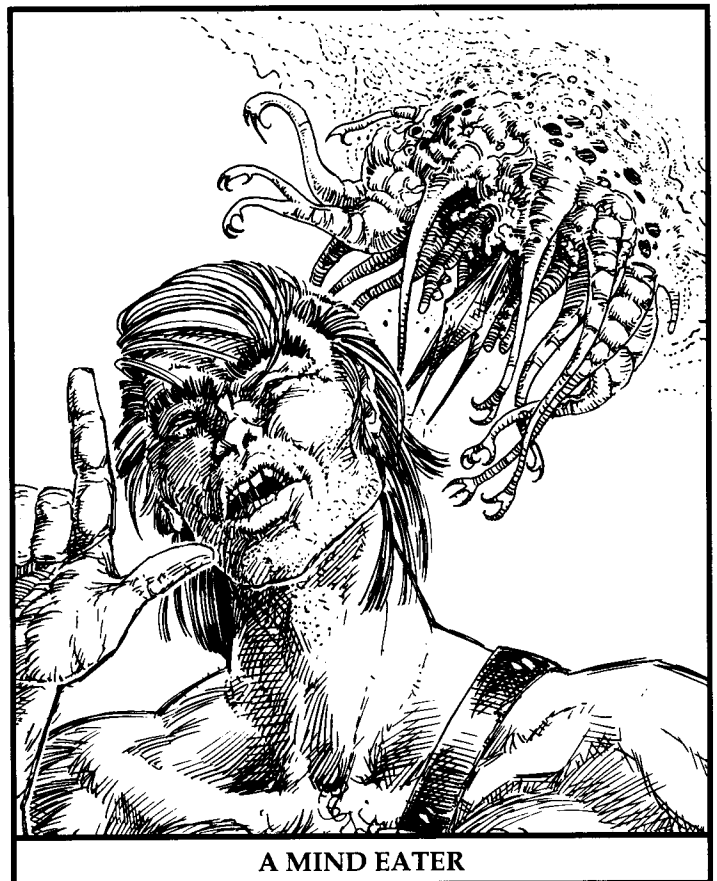
Mind-Eaters appear out of thin air directly above people. It is a *Light* (+10) maneuver [DEX-Roll] to avoid having them attach to the head, if they are seen. To anticipate a Mind-Eater attack requires a *Sheer Folly* (-50) [-6] "Sense Ambush/Assassin" roll. To see a Mind-Eater above one's head is a *Medium* (+0) [+/-0] Perception.

Mind-eaters attack one per person. If they are unsuccessful, they may still try to attack by leaping. However, they will retreat in the face of overwhelming numbers. Survivors of a Mind-Eater attack may be subject to an "A" severity "Depression" (see RMC III) critical (SD-based RR vs a 3rd lvl attack), if the GM wishes.

### NATURAL HAZARDS

General hazards associated with unprotected exposure to the desert environments are documented. To obviate these effects, varying severities of "Hostile Environments (desert)" should be made each hour.

**GM NOTE:** When a "Natural Hazard" result occurs on the Encounter Table it can mean one of many things: oppressive heat, a sudden storm, winds, scorpions, an earthquake, a meteorite shower, etc.



A MIND EATER



# PART V

## • TABLES AND CHARTS •

### 1 • MASTER ENCOUNTER TABLES

ENCOUNTER TABLE FOR FIRST ADVENTURE				
Encounter	Towns	Rural	Moors	Mansion
Chance (%)	60%	30%	15%	20%
Distance (mi.)	.5	10	.75	NA
Time (hours)	.5	4	1	4
<b>Inanimate Dangers (Sites &amp; Things)</b>				
Gravesite	—	01-02	01	—
Natural Hazard	01	03-04	02-10	01
Severe Weather	02-03	05-06	11-12	02-03
Trap/Ambush	04	07	13-14	04
<b>Special</b>				
Servants	—	08	15	05-15
Doppelganger	05	09	16-17	16-25
Ghostly Manifestation	—	—	18-20	26-50
Lunatic	—	10	21-35	51
<b>Animals</b>				
Bats	06	11-13	36-39	—
Birds	07-10	14-20	40-42	—
Cats	11-15	21-25	43-44	—
Crocodiles	—	—	45-60	—
Dogs	16-20	26-30	61	—
Hares	21	31-35	62	—
Insects	22-25	36-40	63-70	52-55
Mongoose	26	41-43	71	—
Pit Viper	27	44-45	72	56
Rodents	28-33	46-50	73-74	57-63
Snakes	34-35	51-55	75-76	64
Vulture	36	56-58	77-80	—
Wasps	37	59-60	81-84	65
<b>Civilized</b>				
Adventurers	38	61	85	—
Bandits	39-40	62-66	—	—
Beggars	41-42	67	—	—
Burglar	43-44	68	—	66
Constables	45-47	69-70	—	—
Fanatic	48	71	86	67
Hunters	49-50	72-77	—	—
Local Rowdies	51-52	78-80	—	—
Merchant	53-58	81-82	—	—
Pick-Pockets	59-60	83	—	—
Priest	61-63	84-85	—	—
Residents	64-90	86-90	—	—
Soldiers	91-92	91	—	—
Tax-Takers	93-94	92-93	87-88	68-70
Thieves	95-96	94-95	—	71
Travellers	97-98	96-97	89	72
Watchers	—	98-99	90	—
<b>Undead</b>				
Apparition	—	—	—	73-80
Corpse Candle	—	—	91-94	—
Firephantom	—	—	95	81

Encounter	Towns	Rural	Moors	Mansion
Ghost(minor)	99	—	—	82-85
Ghost(lesser)	—	—	—	86-88
Ghost(great)	—	—	—	89-90
Phantom	—	—	—	91-98
Swamp Star	—	—	96-99	—
Other Beings	00	00	00	99-00

### ENCOUNTER TABLE FOR SECOND & THIRD ADVENTURES

Encounters	Crypt	Flying	Desert	Nof-Keh
Chance(%)	25%	10%	20%	5%
Distance(mi.)	NA	27.3	2.5	.25
Time(hours)	.25	4	4	.25
<b>Inanimate Dangers (Sites &amp; Things)</b>				
Natural Hazard	01	01-02	01-10	01
Severe Weather	—	03-10	11-20	—
Trap/Ambush	02-05	11-12	21-24	02-03
<b>Special</b>				
Adventurers	06-25	13-15	25	04-05
Bornos	26-30	—	—	—
Curse!	—	—	—	06-15
Doppelganger	31-35	16	26-27	16-17
Ghost.Manfst.	36-40	—	—	—
Hira-Razhir	—	17-18	—	—
Kronotis	—	—	28-35	18
The Mad Priest	—	—	36-40	19-22
<b>Animals</b>				
Bats	41	19-22	—	—
Birds	—	23-30	—	—
Eagles	—	31-32	—	—
Falcons	—	33-35	—	—
Great Wasps	—	36	—	—
Insects	42-43	37	41-50	23-25
Rodents	44-45	—	51-55	26-27
Wasps	—	38-40	56	—
Vulture	—	41-45	57-60	—
<b>Creatures</b>				
Air Drake	—	46-47	61	—
Air Elemental	—	48	62-63	—
Androsphinx	—	49-50	64-65	—
Basilisk	—	51-52	66	—
Cockatrice	—	53-54	67	—
Fire Drake	—	55	—	—
Gargoyle	—	56-59	68	—
Hippogriff	—	60-64	—	—
Ki-Rin	—	65-67	69	—
Lammasu	—	68-72	70-74	—
Light Drake	—	73-74	75	—
Sand Drake	—	75	76-80	—
Steardan	—	76-80	81	—
Wyvern	—	81-85	82-85	—
<b>Undead</b>				
Firephantom	46	86-87	86	28
Ghost(lesser)	47	88	87	—
Ghouls	48-50	—	88	—
Mara	—	—	89	29-30
Mummy(lesser)	—	—	—	31-45
Mummy(greater)	—	—	—	46-55
Mummy(composite)	—	—	—	56-60
Shadow	—	89-93	90-94	61-65
Skeleton(less)	51-75	—	—	—
Skeleton(great)	76-90	—	—	—
Wraith	91-95	94-96	95	—
Other Beings	96-00	97-00	96-00	—
Older Ones	—	—	—	66-75
Slaves	—	—	—	76-90
Mind-Eaters	—	—	—	91-00

**Notes**

- \* When a Natural Hazard result is rolled on the Moors encounter table, 50% of the time "Grippershubs" will be encountered.
- \* If light is used inside the Crypt, the chances for encounters is increased by 10%.
- \* 50% of all Desert encounters will be with the Guardians of Nof-Keh.
- \* When a Natural Hazard result occurs on the Desert Encounter Table it can mean one of many things; oppressive heat, storm, winds, scorpions, earthquake, meteorite shower, etc.
- \* Beneath the Necropolis (top 6 levels), treat any "Mummy" result as No Encounter.

**Use of the Encounter Table and Codes:**

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

**2•MASTER BEAST CHART•2**

Creature(#)	Lvl	Base Rate	Spd	Size/Crit	Hits	AT(DB)	Attacks	Notes
<b>ANIMALS</b>								
Bats (1-100)	0	50'	VF/VF	T/—	4	1(60)	+10Tbi/+20Sbi(6)	5% chance of rabies.
Cats (1-5)	1	80'	FA/FA	S/—	10	1(40)	10TC150/OTBi20	30% chance Both Attacks.
Crocodiles								
water (1-10)	1	40'	MD/MD	M/—	85	7(20)	+50MBi/+30SGr§30Sbi50/	
land	1	20'	VS/MD	M/—	85	7(0)	30SBa50/+50MBi§	
Crocodile Sire (1)								
water	3	50'	MD.MD	M/—	115	7(25)	+70MBi/+50SGr§50Sbi50/	
land	3	30'	VS/MD	M/—	115	7(5)	50SBa50/+70MBi§	
Dogs (1-10)	2	100'	FA/FA	S/—	45	3(50)	+50Sbi	
Eagle (1-2)	3	130'	FA/FA	M/—	30	1(30)	+50MCI/+35SPi§	
Falcon (1-2)	2	200'	VF/BF	S/—	20	1(60)	+45SCI/+20SPi§	
Great Wasp (1-5)	4	70'	MD/VF	M/—	40	12(20)	40MSt80/40MPi20	1st lvl conversion poison.
Mongoose (1-2)	2	70'	FA/BF	S/—	40	3(70)	+50Sbi/40SCI†	
Pit Viper (1-2)	2	40'	SL/BF	S/—	20	1(40)	+40SS†/Poison†	2nd lvl muscle poison.
Vulture (1-10)	2	90'	FA/MF	M/—	45	1(30)	+30MCI/30MPi§	
Wasps (1-300)	0	30'	MD/VF	T/—	1	1(40)	OTSt80/OTPi20/+20TSt(10)	
<b>MONSTERS &amp; PLANTS</b>								
Air Elemental (1)	10	140'	VF/VF	M/LA#	80	1(60)	30Lba(3x)/50LGr	Impact B†
Androsphinx (1)	10	120'	FA/FA	L/LA	200	4(30)	90LC1(2x)/Spells	A.
Basilisk (1)	6	80'	MF/MD	L/II	110	12(30)	+60LPi/+50LC1	B.
Cockatrice (1)	5	90'	VF/MF	M/—	70	3(60)	+50MPi80/+50SC120	
Doppelganger (1)	11	85'	VF/VF	M/@	121	4(45)*	105We/75We	
Gargoyles (1-10)	5	80'	MF/FA	M/@	80	16(35)	60LC1/50We	
Grippershubs (2-20)	2	—	—/MD	M/II@	50	11(10)	40MBi†/+20SGr	
Hippogriff (1-2)	9	120'	FA/FA	L/I	180	8(20)	90LC150/75LPi20	30% chance Both Attacks
Hira'Razhir (1-5)	3	90'	MF/MD	M/—	40	1(30)	20Melee/50Missile	C, Spells
Ki-Rin (1-2)	8	100'	FA/FA	M/II	90	4(40)	110MHo/90MBa	D, 130LTs† Spells
Lammasu (1-5)	10	120'	FA/VF	L/LA	150	4(30)	140LC1(2x)/160MBi	E, Spells
Minor Emotive Spirit	5	50'	VF/VF	M/II#	50	1(80)	+50Will Contest K	
Steardan (1-5)	5	120'	FA/FA	L/I	200	3(50)	70MBa/80LTs/50MBiL	
<b>FELL BEASTS</b>								
<b>Air Drake</b>								
Young (1)	6	300'	BF/VF	H/LA	150	11(80)	50Lbi/90HCl/50Lba/70LHo*Spells(5%)	
Mature	15	280'	BF/VF	H/SL	200	11(50)	60Hbi/110HCl/60Hba/70Hho*/Spells(10%)	
Old	25	240'	VF/FA	H/SL	300	12(40)	80Hbi/120HCl/70Hba/80Hho**/Spells(15%)	
<b>Fire Drake (60% winged)</b>								
Young (1)	10	210'	VF/VF	H/LA	350	12(60)	70Hbi/120HCl/80Hba/50Hho/+80FlameBreath/Spells.	
Mature	38	200'	VF/FA	H/SL	450	16(50)	100Hbi/140HCl/110Hba/70Hho/+100Flame Breath/Spells	
Old	66	180'	FA/FA	H/SL	600	20(75)	125Hbi/150HCl/130Hba/90Hho/+120Flame Breath/Spells.	

Creature(#)	Lvl	Base Rate	Spd	Size/Crit	Hits	AT(DB)	Attacks
<b>Light Drake (80% winged)</b>							
Young (1)	10	280'	BF/VF	H/LA	200	12(70)	60HBi/80HCl/60HBa/90HHo/+100 Lightningbolt/Spells
Mature	34	250'	BF/VF	H/SL	300	12(60)	80HBi/100HCl/70HBa/100HHo/+120Lightningbolt/Spells
Old	60	220'	VF/FA	H/SL	450	12(50)	90HBi/110HCl/80HBa/110HHo/+140Lightningbolt/Spells
<b>Sand Drake (30% winged)</b>							
Young (1)	4	180'	VF/FA	H/LA	125	4(40)	90LBi/50LCl/80HBa
Mature	8	150'	FA/FA	H/SL	150	4(25)	100HBi/70HCl/90HBa
Old	20	120'	FA/MF	H/SL	175	12(20)	110HBi/90HCl/90HBa, Spells(5%)
Wyvern (1)	10	300'	BF/VF	H/LA	160	12(65)	50LCl(2x)/90HSu/5th lvl muscle poison.

Creature(#)	Lvl	Base Rate	Spd	Size/Crit	Hits	AT(DB)	Attacks	Notes
<b>UNDEAD</b>								
Apparition (1)	6	45'	SL/MD	M/II#	80	1(50)*	+50MBa (Shock)	Class III, Spells
Fire Phantom (1)	5	100'	FA/FA	M/LA#	90	1(50)*	+50Fball	F, Class III
Ghost, minor (1)	3	75'	MF/MF	M/LA#	60	1(40)*	+40MCl	Class II
Ghost, lesser (1)	7	100'	FA/FA	M/LA#	100	1(30)*	60MBa/50We	Class III
Ghost, greater (1)	15	130'	VF/VF	M/LA#	165	1(50)*	110We/90Lba	Class V
Kronotis' Ghost (1)	5	75'	FA/FA	M/LA#	66	1(40)*	+60bs/+40MCl	Class III
Mara (1)	2	100'	FA/FA	M/LA#	70	1(30)*	Special	Class II
Mummy, lesser (1-3)	6	40'	VS/MD	M/II	100	8(30)	70Lba/120LGr§	Class III
Mummy, greater (1-2)	10	55'	SL/MF	M/LA#	150	8(40)	110Lba/150LGr§	Class IV, Spells
Phantom (1-2)	2	50'	SL/MD	M/I#	40	1(20)*	+30SBolt	Class I, Spells
Shadow, lesser (1)	4	80'	MF/MD	M/I#	60	1(35)	Special/75MBi§	Class II, Special†
Shadow, greater (1)	8	70'	MD/MD	M/II#	100	1(30)	Special/110MBi§	Class IV, Special†
Skeleton, minor (2-20)	1	40'	VS/MD	M/I#	25	1(0)*	25We50/40MBa50	Class I
Skeleton, lesser (1-8)	3	60'	MD/MF	M/I#	55	1(10)*	40We50/50MBa50	Class II
Skeleton, great (1-4)	5	80'	MF/FA	M/I#	100	1(30)*	50We50/60MBa50	Class III
Swamp Star (1)	9	120'	VF/VF	S/LA#	30	1(70)	Special/Special	G, Class IV
Wight, minor (1)	10	50'	SL/MD	L/II#	90	11(30)	90We(Cold)/80Lba	H, Class IV Spells
Wraith, lesser (1-3)	10	70'	MF/VF	M/II#	120	1(70)*	80We(Cold)/70Lba	Class IV, Spells
Wraith, greater (1)	15	60'	MD/BF	M/LA#	165	1(50)*	100We(Cold)/90Lba	Class V, Spells
<b>ALIENS</b>								
Older Ones (1-2)	12	100'	MD/MD	L/LA	300	20(10)	100Lba/110LGr	Spells
Mind-Eaters (1-3)	5	60'	FA/VF	S/I	70	3(30)	50SCl/Special	Spells
Slave of Gurth	6	45'	SL/SL	M/LA#	100	1(20)	60MBa/40SCl	
Gurth (1-2)	10	80'	MF/MF	L/SL#	150	1(50)	+75Melee	

**Crit Codes:**

\* — Special

— Use normal critical procedure.

I Decrease crit severity by one (A: modify by -20, B becomes A, etc.).

II Decrease crit severity by two (A: modify by -50, B: modify by -20 on A column, C becomes B, etc.).

LA Use Large Creature Criticals.

SL Use Super-Large Creature Criticals

@ Stun results do not affect creature.

# Stun results and hits/rnd do not affect creature.

† If attack on left obtained non-Tiny crit, this attack occurs in the same round of combat as the attack which obtained that critical.

§ If attack on left obtained non-Tiny crit, this attack occurs in the *next* round of combat as the attack which obtained that critical.**Codes**

The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#Enc** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below:

**Speed:** A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

**AT (Armor Type):** The number is the equivalent to the **Rolemaster** numeric armor type.

**Attack:** Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

**MASTER BEAST CHART NOTES**

- A:** Androsphinx inherently may cast ALL Ranger base lists and the "Creations" (closed Channeling) list to 10th level.
- B:** Whoever looks upon the full hideous, gazing countenance of the Basilisk turns to stone (including themselves, should they gaze into a mirror) [4D6 Transform to Stone]. (RR Failure: MILD 1-100(open) minutes; MODERATE 2-20 hours; SERIOUS 1-100(open) days; and EXTREME 1-100 (open) years.) The wailing hiss of the Basilisk has the power of [3D6] "Fear" (50' rad.). (RR failure: 01-50 flee 1-10 minutes; 51-100 1-100 (open) minutes of flight; and 101+ 1-10 rounds of paralyzed inactivity.) 50% have poisonous breath (GasCone; 10' base; 10' length; 6th lvl Respiratory) [-2 CON-Roll]. They can also inherently cast (Touch) "Cracks Call" the 4th lvl spell on the Sorcerer's base list "Solid Destruction". Basilisks are bitter, tortured, unpredictable creatures.
- C:** Emaciated people whose skeletons are formed of hollow bones, the Hira'Razhir are adapted to high altitudes. Their wings are blue; eyes blue or grey; with curly silver hair; and fair skin. They spend most of their lives soaring.
- D:** Ki-Rin walk and climb the sky, descending only at night to graze. Golden fur covers a deer-like body, with a lion's mane, ox's tail, and unicorn's horn. Uses inherently all base Cleric and Healer lists to 15th.
- E:** Lammasu are lions with eagle's wings. They avoid civilization, flying where ever they travel. Gentle and wise herbivores, they use all Animist base spells to 15th level.
- F:** Fire Phantoms unreleased souls bathed in supernatural fire. They are attracted to any fire and engulf their victim. Touch drains 1 Co pt per round (RR) [2D6 CON-Drain/Turn]. Damaged by magic weapons only; cold & water do double damage (immersion kills them).
- G:** The Swamp Star resides in the moor, appearing as a small, bright light. It lures victims into deep water or quicksand (RR) [4D6 Dominate]. Touch drains 6 Co pts per rnd (RR) [4D6 CON Drain each Turn].
- H:** The Minor Wight haunts the Orgillion Family Crypt. A fair image masks its vague darkness. It uses the "Illusion Mastery" list to its level; 50' rad. [5D6] "Fear"; touch causes "A" cold crit [1D6 Killing Blast]; and it drains 4 Co pts per round from all within 10' (RR) [4D6 CON-Drain].

**3•MASTER NPC CHARTS**

**MASTER ROLEMASTER NPC CHART**

Name (#)	Lvl	Hits	AT(DB)	Sh	Melee OB	Missile OB	Notes
<b>FIRST ADVENTURE: "Legacy"</b>							
<b>Jansen Borno</b>	4	13	1(5)	N	+30MAst	—	Human Sorcerer
St58, Qu88, Pr36, In92, Em95, Co63, Ag88, SD75, Me80, Re93, AP90, PP8							
<b>Lornali Borno</b>	5	36	2(10)	N	+28MAsw	—	Human Witch.
St25, Qu90, Pr93, In96, Em90, Co76, Ag75 SD86, Me76, Re81, AP93, PP10							
<b>Seth Ryktor</b>	7	128	1(5)	N	+83cl	+63Brwl	Human Fighter.
St99, Qu78, Pr60, In79, Em47, Co94, Ag81, SD31, Me19, Re29, AP46							
<b>Rilliam Moss, Bandit Ldr.</b>	6	62	5(10)	Y	+64ss	+58sb	Human Rogue.
St90, Qu90, Pr84, In75, Em94, Co75, Ag90, SD64, Me82, Re77, AP83							
<b>Bandits (2-8)</b>	2	35	5(5)	Y	+34We	+39We	Human Rogue.
<b>Tax-Takers (2-5)</b>	1	11	1(0)	N	+15We	+7We	Human No-Profession.
<b>Local Residents (1-20)</b>	0	12	1(0)	N	+8We	+8We	Human No-Profession.
<b>SECOND ADVENTURE: "The Family Treasures"</b>							
<b>Karanabar</b>	9	74	1(20)*	N	+43MAst	+27sb	Human Scholar.
St87, Qu76, Pr98, In79, Em91, Co80, Ag75, SD85, Me97, Re95, AP77							
<b>Kalmar York</b>	6	40	1(25)*		+55sc	+64da	Human Thief.
St55, Qu95, Pr93, In56, Em57, Co43, Ag101, SD38, Me79, Re58, AP82, PP7							
<b>Chen Dreerdin</b>	5	45	1(15)*	N	+37MAsw	+37sb	Human Lay Healer.
St50, Qu55, Pr100, In94, Em85, Co92, Ag95, SD90, Me86, Re81, AP85, PP15							
<b>Marald Stern</b>	4	87	19(10)*	Y*	+74ss*	+22hcb	Human Warrior.
St90, Qu58, Pr70, In70, Em69, Co97, Ag63, SD37, Me63, Re79, AP85							
<b>THIRD ADVENTURE: "The Treasure Seekers of Tytus"</b>							
<b>Tytus Orgillion</b>	11	136	1(65)*	N	+80cl	+70ro	Flesh Golem Necromancer.
St98, Qu88, Pr99, In90, Em100, Co99, Ag92, SD78, Me85, Re95, AP69, PP22							
<b>Ardikhhar</b>	8	94	1(20)	Y	+118fa*	+81da*	Dark Tribesman Dervish.
St100, Qu96, Pr90, In90, Em64, Co91, Ag97, SD81, Me85, Re75, AP70, PP8							
<b>Guardians of Nof-Keh (2-6)</b>	3	30	1(15)	Y	+41W	+31We	Dark Tribesman No-profession.
<b>Cliff-Dwellers (3-18)</b>	1	15	1(5)		+20We	+15We	Dark Tribesman No-Profession.
<b>Luxor, the Mad Priest</b>	8	66	1(40)*	N	+69sp	+74ro	Human Evil Cleric.
St81, Qu100, Pr93, In100, Em48, Co57, Ag92, SD88, Me72, Re65, AP73, PP24							

\* — DB includes bonus for shield

**Codes:** The statistics given describe each NPC or typical soldier, sailor, marine, etc. A more detailed description of the NPCs can be found in the main text. Some of the codes are self-explanatory: Lvl (level), Hits, and Sh (Shield). More complex codes are listed below.

**AT (Armor Type):** The number is the equivalent *Rolemaster* armor type.

**DB (Defensive Bonus):** Note defensive bonuses include stats, shield, armor, and other items when noted.

**OB's (Offensive Bonuses):** Weapon abbrev follow OB's: ba-battle-axe, br-bastard sword, bs-broadsword, cb-composite bow, da-dagger, fa-falchion, ha-hand axe, ja-javelin, ky-kynac (short), la-lance, lb-long bow, ma-mace, ml-mounted lance, Mr-Martial Arts (both strikes and sweeps), ms-morning star, pa-pole arm, qs-quarterstaff, ra-rapier, sb-short bow, ss-short sword, sp-spear, St-Martial Arts Striking, Sw-Martial Arts Sweeps and Throws, th-two-handed sword, wm-war mattock.

**Stats:** Ag=Agility, Co=Constitution, SD=Self-Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition.



### FANTASY HERO MASTER NPC CHART

Name	STR	DEX	CON	BODY	PD	ED	SPD	REC	STUN	OCV	DCV	Damage	Mov
<b>FIRST ADVENTURE: "Legacy"</b>													
Jansen Borno	11	18	13	10	3	3	2	6	26	6	6	2D6N	6"
Lornali Borno	8	18	15	11	2	5*	2	5	30	6	6	2D6N	6"
Seth Ryktor	20	16	19	17	4	4	2	8	47	8	5	5D6N	6"
Rilliam Moss	18	18	15	13	6	4	3	7	40	9	6	1D6K	7"
Bandits(2-8)	11	14	12	10	5	3	2	4	23	7	5	1D6K	6"
Tax-Takers(2-5)	7	13	8	7	2	2	2	4	15	4	4	2D6N	8"
Local Residents(1-20)	8	8	8	8	2	2	1	4	16	3	3	2D6N	6"
<b>SECOND ADVENTURE: "The Family Treasures"</b>													
Karanabar	18	15	16	13	5	6	*2	7	35	5	5	2D6N	6"
Kalmar York	11	21	9	8	2	2	3	4	23	10	7	1D6+1K	6"
Chen Dreerdin	10	18	19	14	2	5*	3	6	32	6	6	2D6N	5"
Marald Sterm	18	12	20	15	13	11	2	8	40	10	1	1D6K	5"
<b>THIRD ADVENTURE: "The Treasure Seekers of Tytus"</b>													
Tytus Orgillion	20	19	20	20	8*	7*	3	8	70	6	10	4D6N	6"
Ardikhar	20	20	18	16	4	4	3	8	50	11	7	1D6K	7"
Guardians of Nof-Keh(2-6)	15	18	16	14	4	4	3	6	36	8	6	1D6K	7"
Cliff-Dwellers(3-18)	10	10	10	10	2	2	2	4	20	3	3	(2D6KvsHumans)	6"
Luxor	16	20	12	10	3	3	3	5	30	7	7	1.5D6K	7"

### 4 • MASTER HERB AND POISON CHART • 4

Name	Codes*	Form	Prep/Apply	Cost	Effect
<b>HERBS</b>					
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs. 1x/day.
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour).
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all flame and heat for 1-10 hours.
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds.
Nira	hO60U	root	chew	60gp	Haste (3 rnds) [3 turns].
Akbutege	sO82S	leaf	chew	12sp	Heals 1-10
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20
Radoje	tH90U	root	crush/rub	10gp	Cures infections.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th.
Alaec	aD2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat.
Amar	tS20U	leaf	poultice	70gp	Stops bleeding, clots and seals wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant).
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is a max hits due to drain on body.
Name	Source	Form	Appearance	Effect	Level
<b>POISONS</b>					
Gaggur	Plant Sap	Fluid	Green	Instant Death	10
Jubled	Flower	Powder	Blue	10-100 Hits	10
Loryaak	Mushroom	Juice	Brown	Bleed to death through pores	4
Luku	Moss Extract	Powder	Brown	Death in 6 Rounds	5
Maceo	Snake Venom	Liquid	Clear	1-100 Hits	2

\* Note: the codes refer to a system of determining an herb's environment and general location. Because of the restricted locations in *Orgillion Horror*, those guidelines do not apply; however, these codes can be used to place the above herbs elsewhere in Shadow World, using the key found in the *Master Atlas Inhabitants Guide*, page 15.



### 5 • MASTER CURSE TABLE • 5

The following table is consulted whenever a "curse" result is obtained on the Encounter Table. The curse's level is determined randomly beforehand (5th-50th Level). Curses remain in effect until removed. The GM should feel free to liberally interpret the outcome.

01-05	<b>Ulcer:</b> Target can only eat bread, milk, or curd; anything else aggravates his ulcer (RR), rendering him incapacitated for 1-8 hours
06-09	<b>Torpor:</b> Target may move only 50% of normal.
10-13	<b>Sea-Loathing:</b> Target can never voluntarily swim, bathe, or get on a boat. Even the sight of water will prove distressing.
14-16	<b>Excommunication:</b> Target loses all Channeling spell points for 1 day/5%RR failure. Thus he cannot cast any Channeling spells (even through bonus items). A Hybrid spell-user would lose only half his spell points [Priests lose all END for spell-casting purposes for 1-20 days].
17-20	<b>Ugliness:</b> Target's Appearance [COM] is reduced to 1. If someone sees the uncovered face of the target (or gets within 3'), he must make a RR: (Ego Roll) failure by (51 or more) [5] flees; (11-50) [3] moves away; (1-10) attacks the target. Even if the viewer is successful in his RR, he will experience extreme distaste for the target.
21-23	<b>Running Death:</b> Target will run until he dies of exhaustion. Target may be restrained, but whenever freed, he will begin to run again.
24-27	<b>Friendslayer:</b> Every time the target is in a combat situation near a friend (companion or associate), there is a 10% chance each round that he will attack his friend & attempt to kill him.
28-30	<b>Dark Thoughts:</b> Target may not attack any evil creature; & target learns ALL evil languages; & target will obey the commands of any evil being who is 10+ levels [50 Char. pts.] higher.
31-35	<b>Sensory Loss:</b> Target suffers the complete loss of one sense; roll to determine sense affected.
36-39	<b>Hemophilla:</b> Both target's "hits/rnd" and concussion hits [STUN & Bleeding] are doubled. Healing takes twice as long.
40-44	<b>Disable:</b> One of target's limbs is useless for 1day/5%RR failure (1-20days)
45-48	<b>Coma:</b> Target is sent into a coma for 1 day/5%RR failure (1-20 days).
49-52	<b>Trait Erosion:</b> One of target's temporary physical characteristics (Strength, Agility, Quickness, Constitution, or Appearance) [STR, DEX, CON, BODY, or COM] is reduced by five/5%RR failure [1-10].
53-56	<b>Mind Erosion:</b> One of target's temporary mental characteristics (Presence, Empathy, Intuition, Self-Discipline, Memory, or Reasoning) [INT, EGO, or PRE] is reduced by five/5%RR failure [1-10].
57-61	<b>Confusion:</b> Target is incapable of making decisions or initiating actions (may fight in self-defense).
62-65	<b>Assault:</b> Target is suspicious of his associates. There is a 5% chance per encounter target will assault them.
66	<b>Desert Winds:</b> Target turns to dust.
67-69	<b>Homicide:</b> As Assault, except target attempts to kill.
70-74	<b>Forget:</b> Target will forget the last 1 minute/5%RR failure [1-20 min.]
75-78	<b>Lost Experience:</b> Target loses 10% of accumulated experience points.
79-83	<b>Insomnia:</b> Target cannot sleep except by a spell (+50 To RR vs sleep). For each day without sleep target is at -10 [-1] (max.-50) [-5]. If he gets no sleep, he slowly goes mad.
84-86	<b>Paranoia:</b> Target believes everyone is out to get him. Will not trust or associate with anyone for more than 1hr.
87-92	<b>Panic:</b> Target will panic and flee in any personally dangerous situation.
93-95	<b>Psychosis:</b> Target has a fear & loathing for any specific thing, acting irrationally in its presence 50% of time.
96-98	<b>Subjugation:</b> Target must obey alien will.
99-100	<b>Special or Reroll Twice.</b>

### 6 • GHOSTLY MANIFESTATIONS TABLE • 6

When the Encounter Table calls for a Ghostly Manifestation, roll on the following table for 1-5 random manifestations occurring over 1-10 rounds. These Ghostly Manifestations are harmless, but will keep the players guessing which are real trouble!

Roll	Result	Roll	Result	Roll	Result	Roll	Result
01-02:	ancestor	22-23:	darkness	48-50:	missing item	75-76:	sobbing
03-04:	baby crying	24-26:	footprints	51-52:	moaning	77-78:	tapping
05-06:	blood	27:	floating head	53-55:	muted speech	79:	thrown item
07:	breaking item	28-29:	floating item	56-58:	bad odors	80-81:	thumping
08-09:	cool breezes	30-32:	fog	59-61:	opening door	82-83:	vibrations
10-11:	breathing	33-34:	gurgling	61-63:	rattling	84-85:	wailing
12:	cackling	35-36:	hazy light	64-65:	running	86-87:	walking
13-14:	clanking	37:	headless body	66-67:	screaming	88-90:	whimpering
15-16:	closing door	38-39:	humming	68:	severed limb	91-93:	whispering
17-18:	coldness	40-42:	knocking	69-71:	shadow(s)	94-95:	whistling
19:	corpse	43-44:	laughing	72-73:	sighing	96:	wolf howl
20-21:	coughing	45-47:	locking door	74:	sneezing	97:	yawning
						98-100:	Special or Reroll

## 7 • TREASURE TABLES

### PERSONAL EFFECTS TABLE

In the Orgillion family crypt, various valuables may be found on the bodies. When a PC searches a corpse, there is a 50% chance of a find. To generate the value of the items in gp, roll a D100 (except a gold tooth, which is worth 1 gp).

Roll	Result	Roll	Result
01-10:	No value	58-64:	Locket
11-13:	Amulet	65-70:	Necklace
14-20:	Belt Buckle	71-76:	Pendant
21-26:	Bracelet	77-84:	Ring
27-32:	Brooch	85-87:	Staff
33-36:	Cameo	88-91:	Two items
37-40:	Dagger	92-93:	Three items
41-43:	Dress Sword	94:	Four items
44-50:	Earrings	95:	Five items
51-54:	Gold Teeth	96-99:	Special
55-57:	Head Cirlet	00:	Magic Item

### MUMMIES' TREASURE TABLE

Treasure Table		Each chamber in the Necropolis contains the corpses and the possessions of an entire extended family. Mummies are arrayed about furniture in an unsettlingly normal way. The tables below detail only special items (valuable to the right collector).																
Roll	Result																	
less than 01:	Cursed Item	<p><b>Frequency Table</b></p> <table border="1"> <thead> <tr> <th>Roll</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>01-10:</td> <td>no roll</td> </tr> <tr> <td>11-30:</td> <td>one roll</td> </tr> <tr> <td>31-50:</td> <td>two rolls</td> </tr> <tr> <td>51-65:</td> <td>three rolls</td> </tr> <tr> <td>66-80:</td> <td>four rolls</td> </tr> <tr> <td>81-90:</td> <td>five rolls</td> </tr> <tr> <td>91-100:</td> <td>six rolls</td> </tr> </tbody> </table>	Roll	Result	01-10:	no roll	11-30:	one roll	31-50:	two rolls	51-65:	three rolls	66-80:	four rolls	81-90:	five rolls	91-100:	six rolls
Roll	Result																	
01-10:	no roll																	
11-30:	one roll																	
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51-65:	three rolls																	
66-80:	four rolls																	
81-90:	five rolls																	
91-100:	six rolls																	
01-04:	Amulet(2-20gp)																	
05-09:	Armor(5-50gp)																	
10-15:	Art (1-100gp)																	
16-23:	Bracelet (1-20gp)																	
24-33:	Canopic Urn(1gp)																	
34-42:	Clothing(1-5gp)																	
43-50:	Crockery(1-3gp)																	
51-57:	Food Offerings																	
58-60:	Games (1-8gp)																	
61-65:	Hand Tool (1-4gp)																	
66:	Head Cirlet (10-100 gp)																	
67-70:	Headress(1-12gp)																	
71-73:	Herbs(—)																	
74-77:	Idols (6-60gp)																	
78-80:	Jewelry(7-70gp)																	
81-85:	Mummified Animals (varies)																	
86-90:	Other Personal Possessions (1-10gp)																	
91-93:	Religious Symbol (3-30 gp)																	
94-96:	Ring (2-40gp)																	
97-110:	+5 Weapon																	
111-150:	+10 Magic Weapon																	
151-180:	Daily I Spell Device																	
181-200:	Daily II Spell Device																	
201-250:	Daily III Spell Device																	
251-300:	Miscellaneous Magic Item																	
301+:	The Staff of Light's Echoes*																	

\*A +9 Channeling and Essence Adder [All spells may be cast at 0 end] that adds +50 for extraordinary spell failure rolls made while holding it (Chan. & Ess. only). Allows user to resist all spells as 30th level [10 pts. Spell Defense]. 3 times per day, it may use any spell on the "Spell Reins" [May suppress (6d6) or Dispel (9d6) 3 times/day] list. Allows use of "Word of Return" and "Rereturning" (Chan. "Lofty Movements") as if at least 30th level once per month. \*This is the item for which Tytus searches.

## 8 • A NEW SPELL LIST

The following list can be considered Evil Channeling; it is particularly useful, however, as a list of 'powers' for mummies and similar Undead. Allow each mummie 3 or 4 'Power Points' per level exclusively for use in casting these 'spells'.

### PUTREFACTIONS

#### (EVIL CHANNELING LIST)

Spell	Area of Effect	Duration	Range
1. Putrefy	1 object	—	Touch
2. Harming	1 target	P	Touch
3. Sicken II	1 target	1 day/5%	10'
4. Impair I	1 target	1 day/5%	Touch
5. Disease I	1 target	P	Touch
6. Digit Rot	1 target	P	Touch
7. Harming III	1 target	P	Touch
8. Sicken IV	1 target	1 day/5%	Touch
9. Impair II	1 target	1 day/5%	Touch
10. Disease	1 target	P	Touch
11. Hand Rot	1 target	P	Touch
12. Harming V	1 target	P	Touch
13. Sicken VI	1 target	1 day/5%	Touch
14. Impair III	1 target	1 day/5%	Touch
15. Disease III	1 target	P	Touch
16. Limb Rot	1 target	P	Touch
17. Harming VII	1 target	P	Touch
18. Sicken VIII	1 target	P	Touch
19. Impair IV	1 target	1 day/5%	Touch
20. Body Rot	1 target	P	Touch
25. Blood Rot	1 target	P	Touch
30. Brain Rot	1 target	P	Touch
50. Touch of Death	1 target	P	Touch

1. Putrefy (F) Instantly rots an organic, non-magical, non-living object or plant.
2. Harming (F) Target takes 1-10 concussion hits.
3. Sicken II (F) Target subtracts 10 from all rolls.
4. Impair I (F) Target has one of his temporary physical characteristics (Strength, Agility, Quickness, Constitution, and Appearance) reduced by 5 (in a 1-100 system) for one day per 5% RR Failure.
5. Disease I (F) Casts 1 spell (1st-5th lvl) from the Evil Cleric base list "Disease".
6. Digit Rot (F) 1-10 of target's digits rot away in 1 week.
7. Harming III (F) Target takes 3-30 concussion hits.
8. Sicken IV (F) Target subtracts 20 from all rolls.
9. Impair II (F) As above, but stat is reduced by 10.
10. Disease (F) As above, but 1 spell of 6th to 10th lvl is cast off "Disease".
11. Hand Rot (F) 1-4 of target's hands/feet rot away in 1 week.
12. Harming V (F) Target takes 5-50 hits.
13. Sicken VI (F) Target subtracts 30 from all rolls.
14. Impair III (F) As above, but stat is reduced by 15.
15. Disease III (F) As above, but 1 spell of 11th to 15th lvl is cast.
16. Limb Rot (F) 1-4 of target's hands/feet rot away in 1 week.
17. Harming VII (F) Target gets 7-70 hits.
18. Sicken VIII (F) Target subtracts 40 from all rolls.
19. Impair IV (F) As above, but stat is reduced by 20.
20. Body Rot (F) Target is incapacitated and dies in 5 days.
25. Blood Rot (F) Target is deranged and dies in 1 day.
30. Brain Rot (F) Target gets 15-150 hits.
50. Touch of Death (F) Target immediately and painfully dies.



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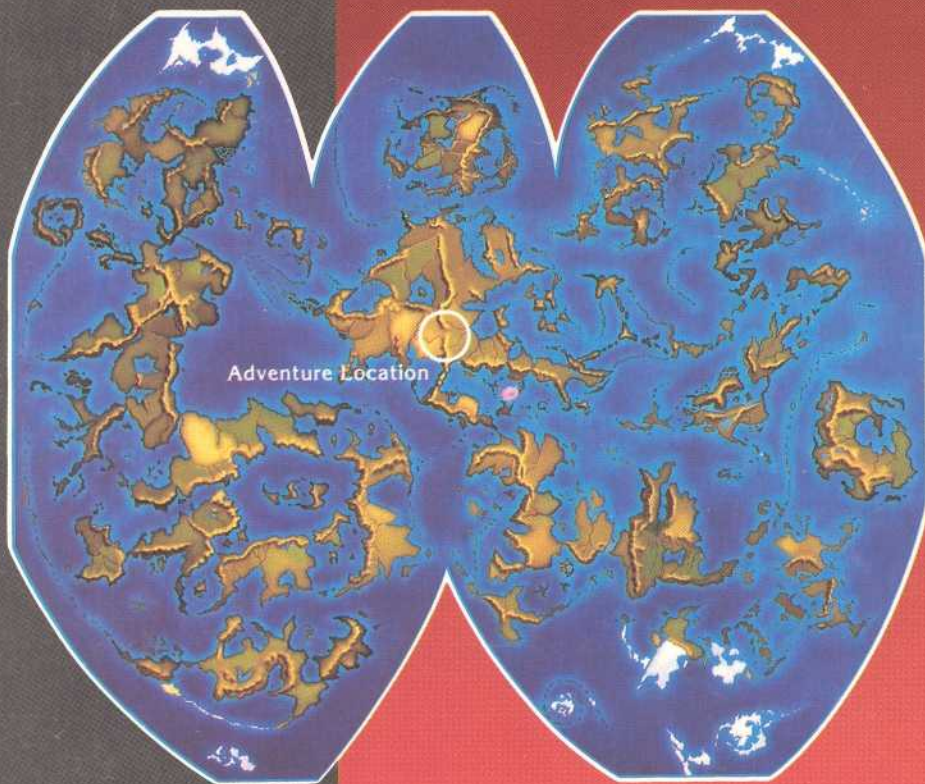
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