

**INTO THE
SUB-REalm**

**BY
STEWART
& STEPHAN
WIECK**

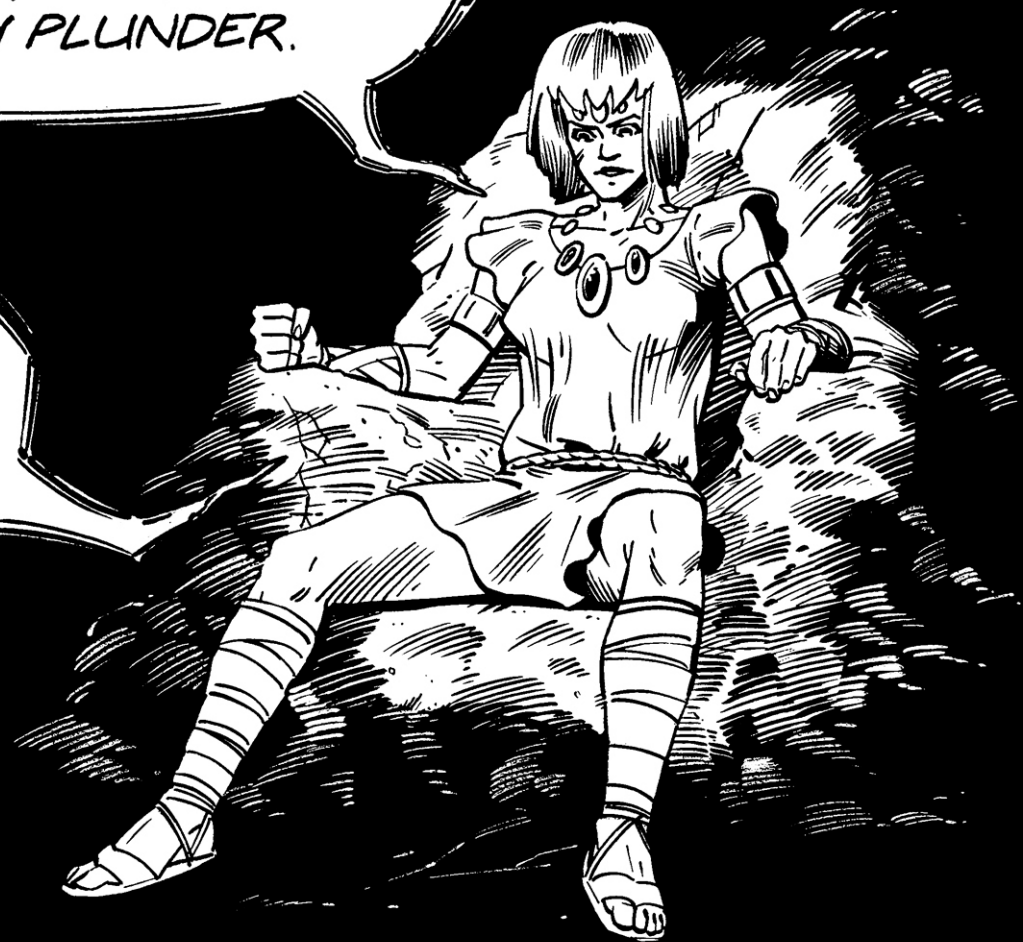


THE WORLD IS ROCKED BY A SERIES OF UNNATURAL DISASTERS AS THE VERY EARTH ITSELF REBELS AGAINST THE HUMAN RACE. CAN YOUR HEROES SAVE THE DAY? FIND OUT IN THIS EXCITING V&V™ ADVENTURE!

THE MEN WHO DWELL IN THE WORLD ABOVE HAVE TAKEN THE SUB-REALM FOR GRANTED FAR TOO LONG.

THEY HAVE MINED AND TUNNELLED WITHOUT REGARD FOR THOSE WHOSE DOMAINS THEY SO CARELESSLY PLUNDER.

LET US EXTERMINATE THESE WEEDS ONCE AND FOR ALL!



©
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-DEE-



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INTO THE
SUB-REALM

A

**VILLAINS
AND
VIGILANTES™**

ADVENTURE

Written by Stewart & Stephan Wieck

Illustrated By Jeff Dee



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INTRODUCTION

Creating a V&V adventure is getting harder. That is to say that coming up with a locale that has not yet been used in a published V&V adventure is getting harder . . . and harder. First, you have the Earth: there are adventures with islands (of mad doctors), and there are also those which take you to the heart of the underworld (or organized crime, whichever). And the adventures have gone to planes higher than that: there are enemy invasions from outer space and overrun space stations. And, yes, we have gone lower, but WAY lower to a depth meant only for those who did not live by certain morals during their lifetimes. But, I am here to introduce a world that lies just below us, a world that thrives in the crust of the Earth. Here there are those who do not believe there should be any others.

Stewart Wieck

EDITORIAL INTRODUCTION

Welcome to a most unusual V&V adventure. It is unusual for several reasons.

First, it is unusual in that I am writing this introduction. I've been to busy editing adventures, creating new V&V material and scripting Comico's **ROBOTECH: The MACROSS Saga**, **ROBOTECH: The NEW Generation**, and **ELEMENTALS** comic books, to get down to the business of introduction writing for a while. But, at Scott's request, here I am!

Second, because it marks the return of my co-conspirator, Jeff Dee, on the V&V adventure art chores. In my opinion, Jeff has created the best of all the V&V artwork and it's good to see him at it once again. It is a special treat. He should be writing this introduction himself, you see, except that he has also been busy working on a number of projects including the long-awaited **Most Wanted, Volume 2**, which he has written and illustrated. And, oh yeah . . . he has also been busy doing the design work for the official **Villains & Vigilantes** comic book.

Now, I have to get down to the adventure you hold in your hands.

Third, the adventure itself is just plain unusual, even by **Villains & Vigilantes** standards.

When "Into the Sub-Realm" was submitted, I sat down and read it as soon as I received it. I enjoyed it thoroughly. It reminded me of one of those early 1970's Jack Kirby comic books where the Gods (strange beings who dressed like super-heroes) clashed and the fate of the world hung in the balance! I always loved that stuff, and, in my opinion, it would take a supreme effort to resist having a good time while playing this adventure. And that's what it's all about, isn't it?

Good Luck, Good Fighting and Don't Embarrass Us,

Jack Herman

PUBLISHER'S INTRODUCTION

It is a real pleasure to finally be able to offer this adventure to V&V players and GMs. This was to be the next adventure published back in the heyday of V&V when we published an adventure almost every month. But, those days were not to last and here it appears at the start of the revival of V&V.

Steve and Stewart Wieck went on, as did many V&V contributors, to great things in the publishing industry. They started and found great success with White Wolf Publishing and even had a television series made from their game universe from **Vampire** (you remember "the Kindred" I hope).

It brings back old times to offer this adventure from the then young Stewart and Steve (Stewart had previously written "The Secret in the Swamp" for V&V) with art done by Jeff Dee, who was often too busy to take on V&V art assignments. Like Jack, I hope that you find this adventure to be exciting and fun to play.

Scott B. Bizar

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1. THE COMMAND

A tremor ran through the earth. But, it was not felt on the surface. It had been contained. Soon, a voice would speak. A voice so ancient, yet young and vibrant in tone. A short woman stood within an area where the crumbling and devastation seemed to have taken the largest toll. Her short, curly black hair bounced like-like around her shoulders. A huge boulder dropped. It struck the floor. Afterwards all was still.

And silent.

Until the hollow voice enveloped the chamber. The woman did not shirk. She stood in the midst of the powerful intonations. "THE WEEDS ARE MULTIPLYING. SOON THEIR ROOTS WILL DIG AMONG YOU, MY CHILD. THE WEEDS MUST BE PULLED FORTH. THEY MUST BE ROBBED OF THEIR POWERFUL HOLD UPON MY SACRED EARTH. DO THIS, MY CHILD, AND YOU SHALL INHERIT FREEDOM. THE SURFACE WILL NO LONGER WEIGH AS A HEAVY BURDEN UPON YOU."

The woman's voice was weak compared to the powerful one which preceded hers, but it carried dignity, and it spoke of humanity. "But how, my Father. Those of the surface number in the billions. That is a number greater than all of the stones within sight of me. How can we defeat them?"

"THEY STAND UPON US. THEY RELY UPON OUR PRESENCE, AND HAVE NEVER CONSIDERED THE POSSIBILITY OF ITS ABSENCE. YOU WILL SHAKE THEIR FOUNDATIONS AND THEY WILL PLUMMET. THEY WILL DIE AND DECAY."

"And become part of us," the woman continued. Her eyes bespoke one in ecstasy. And so she was as she envisioned what her father had told her.

"I WILL GRANT YOU AID," the Father of the Earth concluded as the rumbling began again. And then died once again.

Gea bent down. Into her hand she scooped a pile of dirt, looking into it reverently, she smiled. The dirt seemed to smile back. She let it fall casually from her hand. "And so shall the dust of the surface world become unto us again."

And so it begins. Soon the whole world may be forfeit. Gea has received the Command. She has, in other words, been authorized by the Father, the Lord of the Earth, to devastate the world of man. This is the story of how she tries to accomplish this goal. And also, it is the story of how some of the Earth's mightiest heroes stop her (hopefully).

2. NATURAL DISASTERS

The following is a list of natural disasters that are not as natural as the world might hope. They are all actually part of the sequence of events which Gea hopes will lead to the ultimate destruction of the surface dwellers.

If you are interested in having a truly integrated campaign, then you can begin by throwing some of these events into the news reports the heroes might happen to see. The news reports might be ones leading to other pre-made adventures of your own devising. This way, the plot will sneak upon not only the world, but the characters as well. Also, it allows a leading into the adventure itself. The natural disasters detailed are all written out in a form conducive to immediate use. Therefore, they may be read straight from the text to the players. They have been written to sound like news reports, so if you plan to use them in a different way, you may wish to modify them.

"NATURAL DISASTER" #1

... And next up in the news this hour is the report of the utter and total destruction of the town of Burnside. Edgar Mannis, live on the site of the ruined town, has the full report. Now to you Edgar...

Thank you George. (A huge pile of rock can be seen behind Edgar Mannis as he prepares to make his report.) Approximately seven hours ago, this small town of Burnside bustled like any other small American town would at noon time: people were eating lunch while others, totally dedicated to their jobs, remained in the offices. But then, the silence was broken with a crash and a thundering roll, tons upon tons of rock sailed from the craggy Rocky Mountains behind me onto the small town. It happened in an instant. The town was crushed. Buildings fell and public monuments shattered. The very heart and soul of this town were ruptured. There are no reports of survivors. Rescue crews are at work, trying to uncover a spot in America's heartland (as Edgar's voice trembles on, the visual scene changes to show men digging through collapsed buildings and piles of rock while patriotic music plays in the background) which seemingly beats here no more... George?

Edgar, will these rescue attempts go on through the night or is there the fear of further avalanches?

No George, no further avalanches are expected, but despite this, the rescue attempts will come to a conclusion around nightfall or, at least until more powerful lighting apparatus can be brought up. There is the fear of accidents while working at night removing support pieces and such which might cause further collapses.

Okay, thank you Edgar. That was Edgar Mannis on site at the avalanche which shook the foundation of the Rockies a little over seven hours ago.

"NATURAL DISASTER" #2

... Also in the news this evening is another disaster, this time in Europe. Even though the rain in Spain has been light this last week, a small area outside of Barcelona experienced disastrous mud-slides all last evening and most of this morning. The mud-slides caused untold thousands of dollars in damage in the heavily populated area which was struck with this disaster. The Prime Minister of Spain has declared the area a national disaster site, and troops are being called upon to lend assistance. Though the rain has settled down, the mud-slides are still continuing in certain isolated areas. (Throughout the entire talk, the visual will switch back and forth between George Andrews, the reporter, and scenes of the mud-slides in Spain.)

"NATURAL DISASTER" #3

(The following is a very earth-shaking development, so regular programming will be interrupted to elaborate on the situation.)

WE INTERRUPT THE REGULARLY SCHEDULED PROGRAMMING SO THAT WE CAN GIVE YOU THIS SPECIAL REPORT. NOW HERE IS GEORGE ANDREWS WITH THE REPORT...

This special report has just been received from Baghdad, Iraq: the ancient Tigris River, the settling point of one of the world's first

civilizations, Mesopotamia, has, within the last half hour, changed course. This shattering news has just been received from Iraqi diplomats here in the United States.

According to reports, the Tigris river suddenly and mysteriously changed from its normally easterly course to a new route which stretches to twice as many miles away from the Iraqi capital of Baghdad. The river's sudden change of course has apparently caused the utter destruction of the small town of Banesh, which used to lie to the east of Baghdad. We will update you with further information as soon as it is received or on the news tonight at 6:00.

(Later that night the following additional information will be broadcast after a brief recap of the news reported above.)

Geologists are baffled by this sudden event. From all previous accounts, the entire course which the Tigris River followed was very stable and supposedly immune to change from anything short of

massive plate/crust movement. Many of the areas around destroyed Banesh have also felt the effects of the violent change of the river's route. Reports confirm that Baghdad itself suffered tremendous damage to many of its buildings because of the movement of the earth. So, as it stands now, there is no explanation as to the cause of the upheaval which occurred in Baghdad today.

The heroes, of course, should be allowed to aid in any of these events in whatever way possible, but remember, if you are using these events as part of an ongoing campaign, you may wish for them to appear as nothing other than normal (?) newsworthy events. Therefore, you might have other reports updating the heroes on the whereabouts of some villain they are chasing down, etc. There is little doubt, however, that Natural Disaster #3 will catch the heroes curiosity.

3. THE TIDAL WAVE

This part of the adventure will work best if the heroes are based at either an ocean-side city or in a city such as Chicago which is set near some other large body of water (Lake Michigan for Chicago). Water is a definite necessity for this next event to occur. If the heroes are not based near such an area, you will have them respond to what is about to happen. At this point in the adventure, you should have the heroes free of any other loose ends, as they are about to become fully caught up in a threat of huge magnitude.

The following character is very important in this next section. Hydraa's statistics follow:

HYDRAA

Name: Hydraa Identity: Water Elemental
Side: Neutral Sex: Female
Experience: 6000 Level: 3
Age: As ancient as the ocean Training: Agility
Powers:

1. Water Breathing (B): Hydraa does not have to spend any power while in water. The water may be fresh or salt water. She does not have to be totally immersed in the water; the power will work if she is at least half immersed. However, she tires twice as quickly when out of water (i.e. ½ C hours or 9 hours).
2. Heightened Intelligence: +10
3. Mutant Power: Even when she is out of water, Hydraa has a sort of conduit with any nearby water which allows her to draw water from that location in order to stretch herself out. This gives her stretching powers and the appropriate defenses.
4. Speed Bonus: She has this power x2 and it gives her +200" of movement in water.
5. Ice Powers: Range = 5"; Damage = 1d12, PR = 5. When making ice armor, Hydraa merely freezes her own body, so 1" of movement can create 2 ADR.
6. Mutant Power: Water Control. Hydraa, as most other water elementals, has control over large amounts of water. Hydraa herself can control enough water to create a large tidal wave.

Weight: 270 lbs.	Basic Hits: 6
Agility Mod.: -2	Strength: 12
Endurance: 13	Agility: 16
Intelligence: 28	Charisma: 18
Reactions from Good: -3	Evil: -3
Hit Mod.: 4.3008	Hit Points: 26
Damage Mod.: +4	Healing Rate: 1.8
Accuracy: +2	Power: 59
Carrying Cap.: 409 lbs.	Basic HTH: 1d6
Movement Rates: 31" ground, 231" water	



Det. Hidden: 20% Det. Danger: 24%
Inventing Points: 8.4 Inventing: 72%
Cash: None

Origin & Background: Hydraa was part of the sea when it was created by whatever force in the universe there is that is greater even than the powers of the elements. She has served her kind mostly in the manner of gathering information about the surface world and its developments. Because of her knowledge of men, she was chosen to respond to the situation which occurred in Iraq.

Combat Tactics: If at all possible, Hydraa will avoid combat. But if the battle is inescapable or necessary, she will try her best to carry the battle to the water where she is obviously the most powerful.

Personality: Hydraa is a bit more outgoing than most water elementals, but this stems from her long contact with men. Still, she is reserved and is basically untrusting of others until they have been proven.

The changing of the course of the Tigris River should be an indication to the heroes that something big is up. They may not even realize that it is connected with the other "natural disasters" which have been

occurring; though it is likely that they will see the connection. In any event, they have no information or leads upon which they can act. That will soon change.

An enormous tidal wave will be seen heading towards the United States (or wherever else the heroes may be located) at the speed of around fifty miles per hour. The heroes themselves might notice the tidal wave if their headquarters is by the sea or if they have sophisticated surveillance equipment. But, if they live further inland, or lack such equipment, they will be relayed a message from the United States Coast Guard. The message will inform the heroes of the presence of the potentially destructive tidal wave. Indeed, the wave should be headed towards some largely populated area, but still in the general direction of the heroes.

The heroes can discover (if they pursue it, or you might decide to have the Coast Guard give them this information) that there is absolutely no meteorological explanation for the tidal wave. All of the weather analysts are stumped. The area to which the wave is headed will undoubtedly begin to panic and a lot of chaos and confusion will probably ensue.

If the heroes investigate (as they should), they will be able to make out the form of a figure at the top of the tidal wave if they look carefully. This figure is Hydraa, and she has staged this entire display in order to get the heroes' attention. She will not engage in battle with the heroes. Even if she is attacked immediately, she will refuse to battle.

If the heroes continue to insist upon a fight, then Hydraa will simply leave, resigning the heroes to whatever fate will befall them (which, at

this point, wouldn't be good).

After the heroes arrive, Hydraa will continue on as a tidal wave for another moment or so. Then, she will slowly let the wave lose its great size and she will begin to lower herself towards the level of the surrounding sea.

Hydraa has been sent here by the water elemental lords to exact revenge upon the earth elementals. The latter elementals incurred the wrath of Water when they shifted the Tigris River's course. The water elementals see this as an attack against their exclusive power to control water. In order to achieve their vengeance, they have sent Hydraa so that she might warn the surface dwellers of the plot which exists beneath them. But, because they are still loyal to the Elements, they have not given her permission to take an active part in the fight (or vendetta) that they hope the heroes will carry out for them (and, in the process, save the world).

Hydraa will explain the following to the heroes:

- 1) The elementals of the earth intend to destroy mankind.
- 2) The elementals of water have sent her to warn the heroes of that threat.
- 3) Almost all of the recent "natural disasters" have been both sanctioned by the earth elementals and are not natural.
- 4) She is unable to aid them directly, but will give them at least some information to work with before she departs for good.
- 5) And finally, she will tell them to return to this spot when another tidal wave forms.

Hydraa will then depart.

4. VOLCANIC ACTION

Four days later, another tidal wave will form. The heroes should respond if they wish to follow Hydraa's request. Upon reaching the spot of the tidal wave, they will once again be confronted by Hydraa. The water elemental will inform them that the volcano Krakatoa in Indonesia will soon erupt again because of the efforts of the servants of the earth elementals.

Hydraa will also let them know that this will not only cause a large number of deaths among men, but that it would also create huge tidal waves (larger than even hers) that would again dispute the control over water of the water elementals. Hydraa will then depart for good.

The heroes will have a little time to do some research on Krakatoa, or they might consult with experts with whom they have established relationships. If they do, you may present them with any of the background information presented here for the primary purpose of you use as GM.

Krakatoa is 2667 feet above sea level in height. When it erupted in 1883, it caused one of the world's greatest and most terrible disasters. Much of Krakatoa Island was destroyed in the blast, but the worst effect of all was the creation of huge tidal waves which swept over the nearby islands and killed more than thirty-six thousand people. Volcanic ash could be seen over the island for more than a year following the devastating eruption.

Gea assigned this particular destruction to be carried out by a villain named Mol-TON. His skills and powers make him the perfect choice for the attempted eruption of Krakatoa.

The heroes can do some other investigations if they would like. If they don't quite trust Hydraa's report, but don't want the situation to go unattended, they might check in with some geologists. If they ask any questions concerning recent activity at Krakatoa, the geologists will inform them that yes, indeed, there has been some indication of such activity, but they attribute it to an underwater earthquake. The geologists suggest that there is probably no real danger. But, you and the players should know otherwise.

Inspection is probably due at Krakatoa. The following is a key to the

map of the relevant areas within Krakatoa with which the heroes will be concerned.

MAP KEY

1) About one hundred feet above the base of Krakatoa the heroes will find a large fissure on the side of the volcano itself. Outside of the fissure is a fairly large hot springs. The water comes up from the ocean and is heated by Krakatoa on its way. The water will burn flesh if it is touched (1d6 damage). As the heroes enter the fissure, they will feel a very noticeable warmth. As they begin to descend down through the fissure they will encounter a small amount of dark smoke which will make navigation of the path harder, but not impossible.

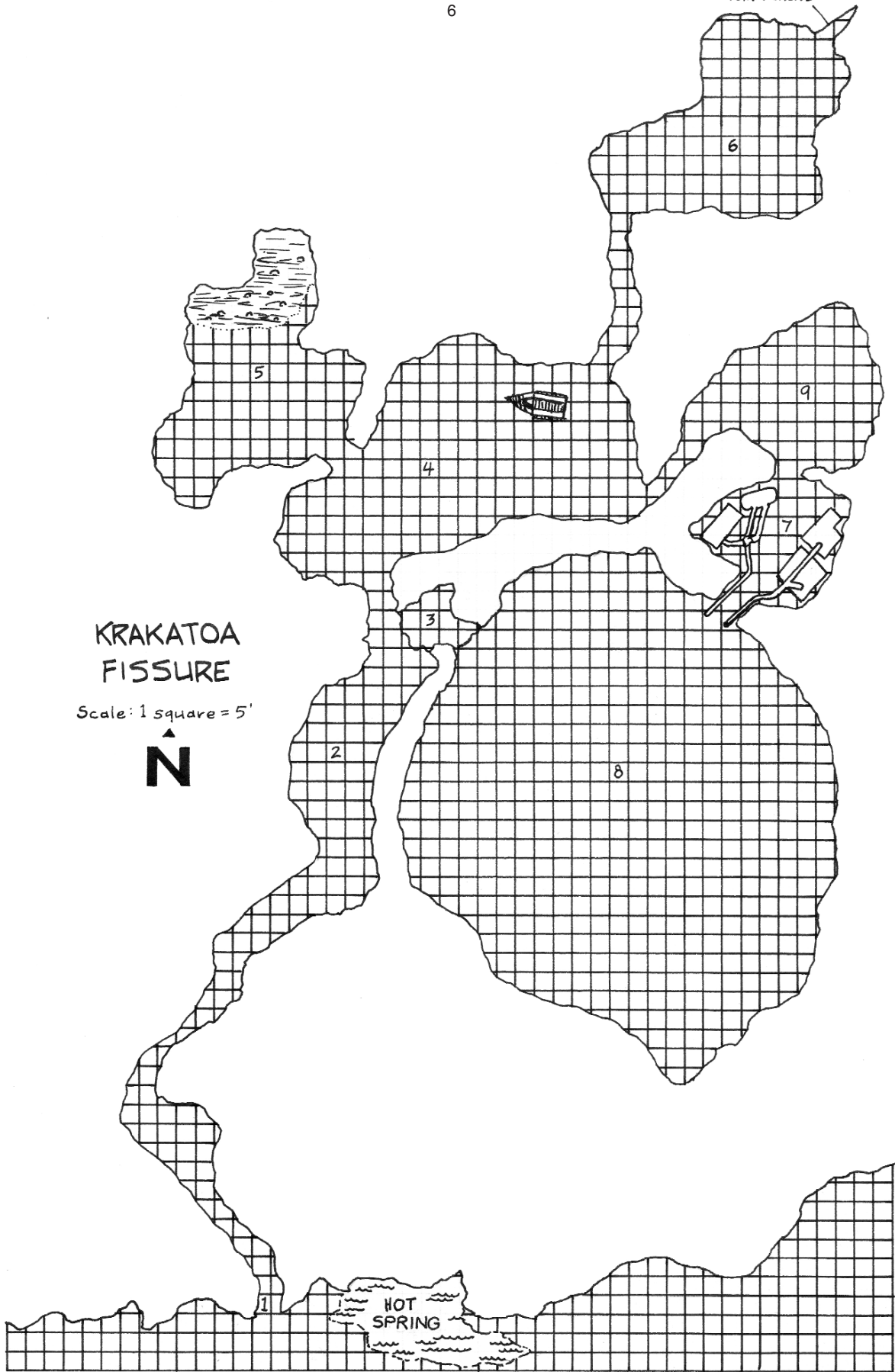
2) After the heroes descend the tunnel (it brings them down to approximately the level of the base of Krakatoa), the dark smoke will get a bit thicker, but will not badly impair their vision. After the long descent, the floor finally levels off here, but as the floor is located not too far above a lava pool, it is extremely hot.

Anyone who walks over the floor will be subject to a flame power attack. A hit indicates that the hero has taken 1d8 points of damage. Roll another "to hit" roll for those who were struck the first time. If another hit is indicated, the hero's boots or foot gear have been set aflame and the hero will then take an additional 1d6 points of damage. This counts as a 4th level attack.

3) All of the smoke which has been in the previous two areas has emanated from this fissure. The fissure is a crack in the interior of the volcano and leads from a deep pool of molten lava to the chamber of the hot floor. It is fifty feet (10") down from this area to the pool of lava.

4) This chamber seems to be very rough-hewn and it is the first of the areas which may appear to not have been formed naturally. Those characters with geological training will be able to note this. In the center of the area is the device which was used to clear the area out. It is a huge caterpillar-treaded vehicle with an enormous spiral driller at the front of it. The statistics for this digging machine are as follows: Weight = 25,000 lbs, Passengers = 1 + 15, Cargo Capacity = 15,000

MAGMA CHUTE



lbs., Speed = 50 m.p.h., Hit Points to Disable = 300, Hit Points to Destroy = 900.

This gigantic vehicle's drill allows it to move 50 miles per hour even when digging through the ground. It has two other things of special note: First there is a large laser mounted on the front of the drill to aid in clearing a way through especially tough rock and earth. If directed at a person, the laser hits as per the level of the person firing it and causes 3d10 damage. It can be fired only once per turn.

Second, the driller is also very flame resistant. It is therefore unaffected by heat or flame attacks.

The doors to the driller machine are locked and it would be difficult to force them open without making a tremendous amount of noise or damaging the machine. If the heroes manage to do this anyway, they still will not know how to use the machine as it appears to be some form of alien technology. Player-heroes attempting to comprehend the operation of a drilling machine will need an Intelligence of greater than 18, make a successful Invention roll, and spend an inventing point.

On one side of this area (in between areas 4 and 5) there is a large slab of rock. If the heroes wish to enter area #5, they will have to lift or move this rock out of the way. A carrying capacity of 1200 lbs. is required to move it. Only two characters may lift at any one time.

5) If the slab in area #4 is moved, then the heroes will be able to enter this area. Dwelling here are members of one of the many subterranean races which dwell beneath the earth's surface. The race is commonly known as "lava-men," but more accurately they are called "molosques." Their stats and other information about them follows:

MOLOSQUES

Side: Mol-Ton Level: 4

Powers:

1. Body Power: The body of a Molosque is composed of bubbling lava. This gives them the effects of permanent flame power and adaptation defenses. In addition, any metal weapons which hit them have a percentage chance to melt equal to the damage that would have been done with the blow times 4. The blow will do no damage if the weapon melts.

2. Body Power: When a molosque hits in HTH, roll to see if a carrier flame power attack hits. This effect costs the molosque no power, but does an extra 1d12 points of damage to the victim hit by the attack.

3. Heightened Endurance: +5 points are added to their normal score.

Weight: 135 lbs.	Height: 4' plus
Basic Hits: 3	Agility Mod.: -
Strength: 13	Endurance: 38
Agility: 13	Intelligence: 11
Charisma: 12	
Reactions from Good: -1	Evil: +1
Hit Point Mod.: 3.432	Hit Points: 10
Damage Mod.: +1	Accuracy Mod.: +1
Healing Rate: 1.5	Power: 55
Carrying Cap.: 270 lbs.	Basic HTH: 1d6
Movement Rate: 44 inches	
Detect Hidden: 8%	Detect Danger: 12%

Molosques, or "lava-men," are created by the elemental lord of earth for habitation particularly in volcanoes and similar hot environments. They are very long-lived, and could, for all practical purposes, be considered immortal.

The stone slab was placed on the outside of the room to prevent the lava-men from wandering out into other parts of the volcano, where they might inadvertently destroy some of the complicated machinery discussed in the description of area 7. At the far end of this chamber is another large pit of magma. The molosques spend much of their time "bathing" in it. There are ten molosques total in this area.

6) It is in this room that the villain known as Gnome is constantly hard at work. Lately, he has been forging the metal pipes and other

parts which are needed for the machinery in area #7. Gnome will be hard at work when the heroes find him.

Because he will be making a lot of noise when the heroes arrive, Gnome will probably not notice the presence of the heroes until they enter the chamber itself. Give him a Detect Danger of one-half normal while they are outside the chamber, and when they enter, give Gnome another roll at x4.

Gnome will not appreciate the intrusion. See his combat tactics for more information on his reaction. He has a large forging furnace set against the wall where a chute of magma enters the room. The magma is used to heat the forge. Also here is an enormous anvil, which rests in the center of the area. Beside the anvil is a large hammer and extra pairs of thick gloves and tongs and other blacksmithing tools.

7) In this area is arranged the culmination of much toil and effort on the part of Gnome. An intricate array of tubes and metal props stand all around the room. A noisy humming can be heard coming from all of the apparatus. All of this equipment is the means by which Mol-TON hopes to accomplish his job here at Krakatoa.

The pipes are building the pressure in the main lava pool of Krakatoa. If the pressure can be made great enough, Krakatoa will erupt and the eruption will cause the deaths of many Indonesians in the vicinity, much as did the 1883 eruption. Though the pressure is building rapidly, it will be a few more days until Gnome will be done with all of the forging that is needed to complete the job.

8) This pool of magma is the central pool of Krakatoa. The heat which emanates from the pool is unbelievable. The magma itself is currently at a temperature of around 1700 degrees F. Obviously, only player-heroes with Adaptation and Life Support can enter this area without taking a tremendous amount of damage.

9) This area is the chamber of the villain who is in charge of the whole operation here at Krakatoa. It is the chamber of Mol-TON. Mol-TON will be aware of the heroes if they have entered the chamber of the molosques before entering here. If such is the case, then he will have gotten Gnome and the two of them will await the heroes return from Area #5 to area #4.

Also in this chamber is a vent from the outside of Krakatoa which brings fresh air into the complex. If Mol-TON ever gets hard-pressed in combat, he will flee through this room and on into the magma pit (area #8), where he will jump into the lava and hide out there until he can return safely.

IF THE HEROES WIN

If the heroes have won, then they have successfully stopped one part of Gea's destructive program, but they have many more to go through before they will have a chance to capture Gea herself. Neither Mol-TON nor Gnome will talk, because there are effectively no charges which can be pinned on them in any country. If confined above ground, or even taken away from a subterranean environment, Gnome will begin to withdraw into himself and become totally non-communicative.

Mol-TON will try to mislead the heroes so that he will, in effect, protect Gea from capture (which he wants to do above most other things). He might tell them, for example, that the next target place is the San Andreas Fault. This, however, is false. The next step in Gea's plans is to secure enough money so that they can purchase some nuclear devices from some "third world" nations.

IF THE HEROES LOSE

If the heroes are, for some reason, unsuccessful in their attack on Krakatoa, then they will awaken only to find themselves apparently buried deep somewhere in the Earth. In fact, Mol-TON had them taken down a secret tunnel to a small chamber beneath a large lava pool. This means that the heroes will be able to dig their way out, just so long as they don't try to go straight up. If they go up, they will puncture a hole in the bottom of the lava pool, which will cause the lava to flood down upon them. This will surely mean instant death for all of those heroes who don't have some extraordinary means of defense, i.e.

armor or invulnerability. Decide which direction the exit tunnel is from them, and if they dig in that direction for about five feet, they will break into the tunnel where they will find an easy means of reaching the upper parts of Krakatoa again.

But, not only will the place have been abandoned, but the pressure will be only moments away from causing the major eruption to take place.

5. DIAMONDS AREN'T FOREVER

Upon return to civilization from Krakatoa, there will be no apparently related incidents for several days. During this time the heroes can recuperate if such is needed, or you might decide to throw some side-adventure their way in order to keep them occupied in the event that they are not injured.

The situation is this: another one of Gea's "agents," named Diamond, has started causing problems throughout one of South Africa's largest diamond mines. All that the mine owners know is that many of the workers have recently been disappearing when they worked in the lower, higher diamond yielding, levels of the mine. This situation has caused investors in South African diamonds to worry about the financial stability of their investments and diamond market prices have quickly become drastically inflated.

The heroes can find out about the inflation of the diamond's value about one week after the return from Krakatoa, but if any of them keep up-to-date on stocks and other related financial matters, they will find out three days earlier. They should still not realize that Gea might be linked to this (though they might have an inkling to that end). The clue which will make them understand for certain that Gea is linked to this price increase in diamonds will come over the news one and a half weeks after their return from Krakatoa.

The South African mining company has decided to announce the reasons for its recent low diamond yields. You may read this new report directly to the players or paraphrase it as you wish:

"Today the South African mining company Fayrig has made a peculiar report pertaining to its recent record of low diamond production levels. Fayrig announced that their company will be closing down several of its operations due to the strange disappearance of workers on the lower levels of the mining area. The disappearances have been caused by tunnel collapses due to faulty tunnel excavations based upon a series of geological surveys which have failed to take into account a series of highly unusual geological conditions. This announcement is certain to bode ill for all diamond investors as Fayrig controlled almost 30% of the South African diamond mining potential."

This newscast may jog the heroes' minds a little bit. The phrase "unusual geological conditions" may seem a little too familiar to them. The heroes may investigate if they wish. Fayrig officials will give them no hassles if they wish to investigate Fayrig's main mine's lower levels. They do, however, tell the heroes that they will have to undergo diamond detection processes when they leave the mine to ensure that no diamonds "accidentally" fell into their possession.

The map of the diamond mine is accompanied by a key including an explanation of all the important areas.

DIAMOND MINE MAP KEY

1) This elevator is used by the men who work(ed) in the mine. It has a capacity of five people at one time. There are handles along the upper reaches of the elevator car to provide support along the long journey up or down. There are no special security measures used on the elevator itself, rather they are only on the upper level where the workers would go out to leave after many hours of work.

2) This larger elevator is used to carry the ore which potentially has diamonds in it from any level to the first and ground levels where it is

sorted. There is enough room in this elevator for three carts of ore and ten men, who steady the carts on the trip up or down.

3) This area is the major part of the level which was actually mined by the South African workers. Various sized carts stand deserted on very new-looking rails. Here and there a shovel, helmet, or pick might be found; having been left behind by the workers. These tools just sit unattended.

4) At this point in the mining, the miners discovered a thick "vein" of diamonds, so instead of continuing level to the other areas, the miners dug the shaft upwards. There is a flashlight at the bottom of the shaft, dropped there by a miner who was attacked by Gea's force present here in the mine.

5) At this point the part of the mine dug by the African workers ends, as is evident by the remaining digging machine which is veering off of the straight line to dig another shaft. There is a cart behind the machine which is half-filled with ore. The machine itself dug out the walkways for the workers. All of the earth and ore that it dug is carried through the machine's body until it reaches the rear side, where it is emptied into an always waiting cart. At a "V" with the direction the machine was going is the spot where Diamond and his subterraneans broke into the main mining shafts.

6) At this point is a simple device that was set up by Diamond to forewarn him and his allies of the coming of intruders. There is a tripwire here, and if it is broken, then an alarm will sound. Both Diamond and the crystal-men (in area 7) will be aware of the intruders from that point on.

7) It is in this area that members of the subterranean race aiding Diamond dwell. There are four of them here, but two in area #8 will respond immediately after (1) the alarm at #6 sounds, or (2) they hear a battle from area #7. The members of this race can be commonly termed "crystal-men," but more accurately they are called "neskibin."

Neskibin have the following characteristics:

NESKIBIN

Side: Diamond Level: 4

Powers:

1. Natural Weaponry: Because of their hard skin, Neskibin receive a bonus of +2 "to hit" and +4 damage when hitting HTH.
2. Invulnerability: Again, because of their hard skin, they have 15 invulnerability which allows them to ignore the first 15 points of damage in any turn unless the attack is Ice Power based.
3. Heightened Strength: +8 points are added to the normal score.
4. Body Power: Neskibin have increased mass which modifies their weight by x2.

Weight: 320 lbs.

Basic Hits: 7

Strength: 25

Agility: 11

Charisma: 13

Reactions from Good: -1

Hit Point Mod.: 2

Damage Mod.: -

Height: 6' +

Agility Mod.: -2

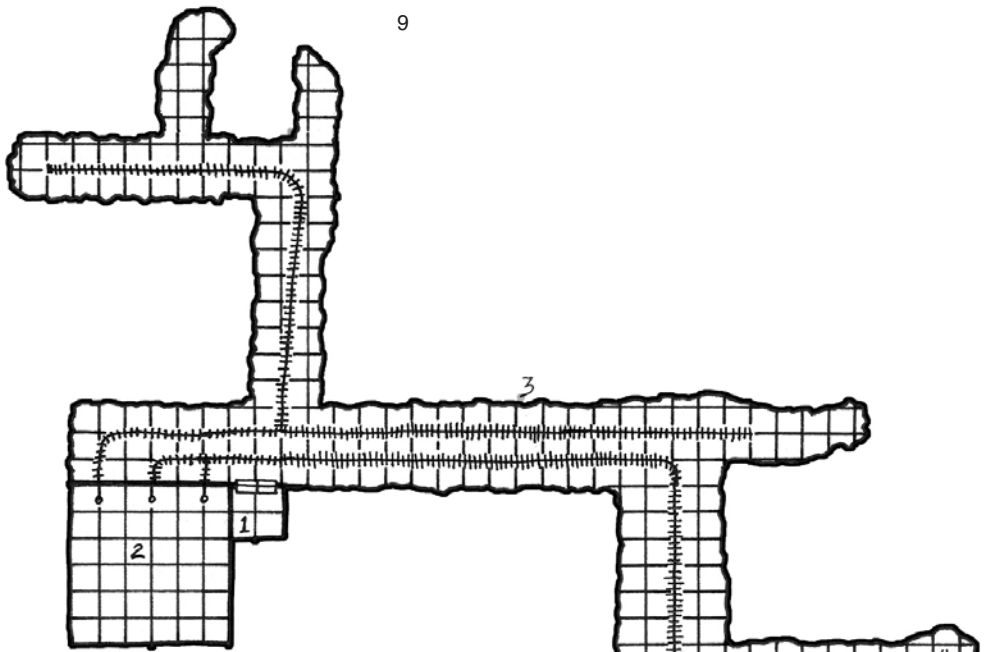
Endurance: 10

Intelligence: 9

Evil: +1

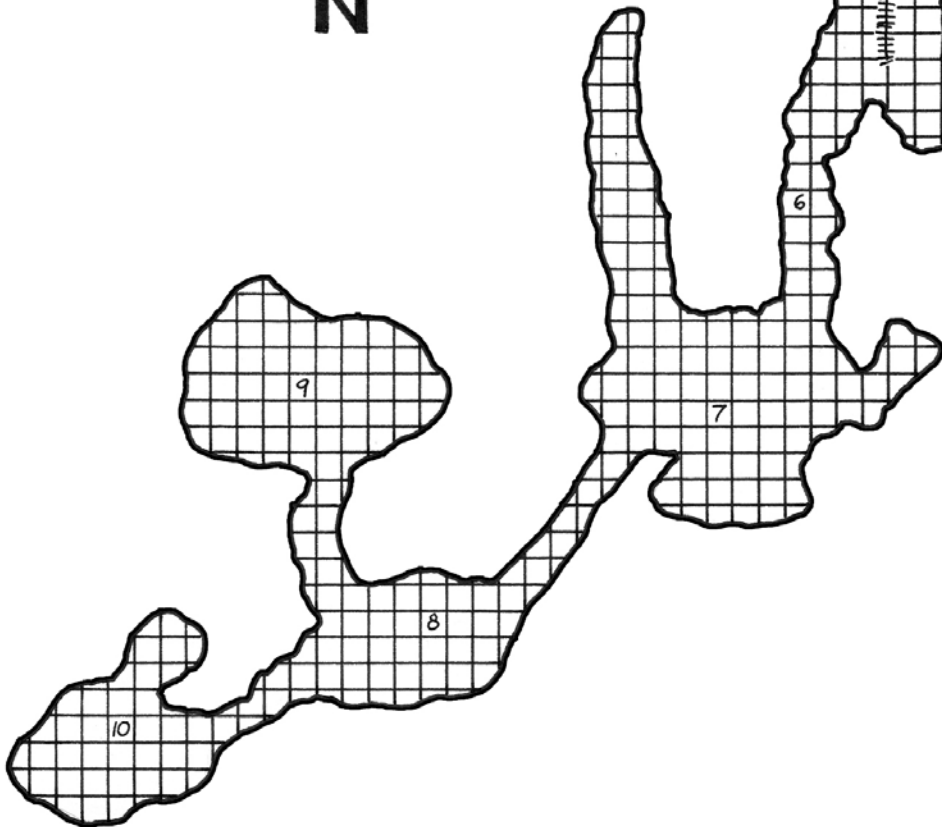
Hit Points: 14

Accuracy Mod.: -



THE DIAMOND MINE

Scale: 1 square = 5'



Healing Rate: 1.75	Power: 55
Carrying Cap.: 2660 lbs.	Basic HTH: 1d12
Movement: 46"	
Detect Hidden: 8%	Detect Danger: 12%

Neskibin, or crystal-men, were created by a joint functioning of earth and fire. Though their creation was divided, they have always been loyal to the Lord of Earth. They have been agents of Diamond since his "creation" a few years ago.

The Neskibin will try to hold off the heroes until Diamond has a chance to arrive (he'll arrive for the second turn and after).

8) Normally two Neskibin are always in this area mining for diamonds, but by the time the heroes make it here, it is likely that they will have gone to join a large battle in area #7. Along the southern wall in this area is a bucket about one-half filled with diamonds. The Neskibin are very proficient at mining them, but because they have discovered only a small "vein," only two have room to work at a time. Two Neskibin, however, do the work of many men.

9) In this area is a vehicle similar to that which was in Krakatoa, but it is smaller. The vehicle has room for only one passenger plus the driver. The drill on this driller is tipped with a piece of diamond. The statistics for the vehicle are as follows:

Weight = 10,000 lbs., Passengers = 1 + 1, Cargo Capacity = 1000 lbs., Speed = 60 m.p.h., Hit Points to Disable = 50, Hit Points to Destroy = 150.

This vehicle, like the other one at the volcano, dumps the earth it has drilled through behind it so that it doesn't really leave a trail. This vehicle is also locked and the same rules apply as to its use by the players.

10) This is the area where Diamond has made his temporary headquarters. Likely Diamond won't be met here, but rather he will take part in the combat at area #7. He won't go directly to battle, however. He will spend the first turn preparing the vehicle in area #9 to roll. The vehicle will be "warming up" while the battle is in progress, so that if Diamond gets into a lot of trouble, he will be able to retreat to area #9 and escape in the driller.

Diamond's quarters are furnished with all sorts of crystalline objects.

IF THE HEROES WIN

If the heroes defeat Diamond and his crew of crystal-men, then they will have succeeded in putting an end to another one of Gea's plans. Also, diamond investors world-wide will be grateful, so if a reward is to be offered, it will come from a group of these investors.

The heroes will be able to get no information from the crystal-men, as they are unable to speak. (Diamond communicates with them through a series of hand signals.) Diamond himself will refuse to say anything. If put under great duress, however, he will utter the name (or word as the heroes might perceive it): "GEA."

Diamond knows little about law, so if the heroes or whoever threaten him with torture, this will not seem to be out of the ordinary to him. Anyway, what does he have to fear from torture with his great invulnerability?

IF THE HEROES LOSE

If the heroes fail to stop this stage of Gea's plan, then Earth's situation is sorrowful indeed. If they do fail, then you will have to alter the section entitled "Desperate Action" (later in this adventure). Be sure to refer to that section so you can adjust it immediately. It will inform you of the differences.

If the heroes fail, Gea will not see the next section as necessary to her plans, so skip "An Island Shudders." The heroes will be transported to another diamond mine after their defeat. They will be knocked out with a gas which will keep them sedated for ten days minus the characters' healing rates in days. The minimum amount of sedation time, however, is two days. When they return to the mine where they fought Diamond and the crystal-men, they will discover that it is deserted and diamondless.

To heighten the sense of failure that they should be feeling, you might opt to have had a few "natural disasters" occur while they were under sedation. A few deaths that they could have prevented should make them more eager to go out and set things right.

6. AN ISLAND SHUDDERS

After two delays because of the actions of the heroes, Gea will be upset and vengeful. This section takes place because Gea has "set up" a disaster in order to purposely draw the heroes to the site where she can destroy them. By this time the heroes might have set up some sort of pre-warning system for eruptions and earthquakes and the like. Or, they may have used their connections to have some lab do this for them. If such is the case, they will discover the following bit of information through that source. (If, however, they have done neither of these things, then they will be notified of the situation by the Japanese government.)

Read the following to the players when you are ready to begin this section. It is the transmission which the Japanese government is sending to the heroes.

"PRIORITY MESSAGE TO (NAME OF THE PLAYER-HEROES' GROUP): You must help us. I am Hym Kinas, Commander of the Tokyo based Japanese defense force. In the city of Fukuoka on the island of Kyushu, south of where I am on Honshu, terrible earthquakes are taking place. Normally we call upon Tsu-Nami, our national hero, to save us. But, for some reason he is unreachable. Many lives will be forfeit if you do not help us."

If the heroes do not have any way to get to Japan quickly, the United States government will supply them with a mach-speed jet to reach Japan quickly as an act of international diplomacy.

Gea has ordered the enormous beast Graulokk to attack Fukuoka, but to remain underground causing disruptions until the heroes arrive. She doesn't know where Tsu-Nami is, but his absence only makes her plan more effective. She knew that Graulokk would be too much for Tsu-Nami to handle on his own.

The fact is that the water elementals have asked Tsu-Nami not to become involved in the conflict, as it is a direct confrontation with the earth elementals. They want to keep their role as advisory participants only. Tsu-Nami will abide by these wishes, but soon (the fourth turn of the battle between the heroes and Graulokk) he will decide that there are just too many lives at stake not to act, even if it means that his powers might be stripped from him.

When the heroes arrive, you may have them do some actual saving of lives before Graulokk confronts them. Soon enough, however, Graulokk will emerge from the under-parts of Fukuoka and attack the heroes directly. Hopefully, (from Gea's standpoint) Graulokk will destroy the heroes and she will have no more obstacles in her way against the destruction of the surface world.

As mentioned, Tsu-Nami will give the heroes some help against Graulokk, but make sure that he doesn't hog the glory – after all, this is the player-characters' adventure! Tsu-Nami will become involved after four turns of battle between the players and Graulokk.

IF THE HEROES WIN

With another victory, the heroes will have Gea furious at them (not a good thing!). They will be ready (or should be) to attend to the next “natural disaster” which occurs.

7. A DRY WELL

After the earthquakes in Japan, the world will have to steel itself for the final countdown towards destruction. If the heroes can stop this next plan, Gea will panic and attempt a swift destruction and will give herself away in the process. At this point, however, one of the few remaining agents of Gea will get his chance at success.

Earthworm will be found in Saudi Arabia, where he is about to cause major economic havoc. The report will come over international news television, though the heroes may find out through government contacts earlier than the rest of the population of the United States or whatever country in which they might be based.

The following information consists of the bulk of the data which will be revealed over the television and radio. After they hear this report, the heroes may wish to call government contacts for further information if it wasn't from those sources that they originally learned of the crisis.

The port city of Ras Tanura in Saudi Arabia has not made a petroleum shipment for weeks. This city is where the greatest amount of petroleum exporting takes place in Saudi Arabia. In fact, because of some internal problems, Saudi Arabia has totally discontinued petroleum shipments. All other Middle-Eastern countries are denying having any part in this sudden and strange lack of exports. Because of this, O.P.E.C. countries are preparing to raise their prices as they now expect to capitalize on the expected decrease in the world oil supply. Gasoline and oil prices are going up in the international commodity markets, and the situation is generally causing concern among economic analysts. There is talk of foreign intervention and the Russian government is suspected because the Russians supply most of their own petroleum, but this accusation seems totally unfounded.

Information which can be obtained from other sources will greatly elaborate upon what can be learned from the broadcasts. Available information indicates that an oil terminal which controls much of the internal oil pipelines in Saudi Arabia has sprung a massive leak and the oil is vanishing mysteriously, because aerial photography shows no spills at all in the area of the terminal. All patrols that have been sent to the area have disappeared. Even an armored force (tank supported) was defeated by whoever/whatever is responsible. The Saudis have denied any request for international military intervention, but they did hint to the end that a small peace-keeping force would be welcome . . . A hint the heroes will probably catch.

The situation is this: Earthworm, along with some of his “mud-men,” have begun to drain the vast oil supplies en route to Ras Tanura into a private underground reservoir. There are two objectives to this operation. First, there is the hope that a major economic crisis will be created. Second, it will keep the heroes busy while Gea makes the get-away with some nuclear devices to end the whole thing immediately. (See the next section, “Desperate Action,” for details on this.)

Two maps are provided for this section of the adventure. One deals with the objects and buildings above ground, and the other reveals the subterranean aspects of the area.

Map of the Above Ground Features

A) This large room is the emergency control area from which the pumping through this section of pipeline can be shut off or slowed down. Various sorts of tools are also stored here. Emergency repairs may be made with appropriate tools from the storage area.

IF THE HEROES LOSE

This would not be a good battle to lose. Acting upon his commands from Gea, Graulokk will crush the heroes after their loss to him. The adventure will therefore end at this point unless the players have additional heroes who can attend to the continuing threat.

B) This is the oil terminal itself. It is here that all of the oil in the area is controlled. The terminal re-routes, routes, and varies the flow of oil going from place to place. In the large part of the terminal (the box which contains the letter “B”), the oil is cleaned and rid of impurities.

C) This is a large pump, one of the countless many which can be seen across the horizon from this point. It pumps vast amounts of oil out of the ground in the area shown on the map and some of the surrounding territory. It is still pumping because the Saudis failed in their attempts to reach the control room (A) where they could turn off the pump.

D) At this point in the pipe which runs from the pump (C) to the terminal (B) there is a smaller, narrower pipe which has been very evidently stuck onto the larger pipe. From the larger pipe, the smaller one runs down through the hole nearby (E). It is through this smaller pipe that Earthworm is pulling his oil to be stored in a large container below ground. The smaller pipe could easily be torn from the larger pipe, but the removal would then cause the oil in the larger pipe to have no place to flow and would lead to oil spraying everywhere from the hole in the larger pipe.

E) This is the hole in the ground that the smaller pipe with oil (D) runs down through to reach the subterranean area below. The area around the hole is very soggy with oil that has leaked from the smaller pipe. This is the case for the area in a 10” radius around the hole. In this area, the heroes will have a chance of slipping to the ground. Every action spent on the ground here will require a save on 1d20 vs. Agility for the fallen hero to regain his/her footing. This will become extremely important when the mud-men from immediately below come up to do battle with the heroes.

Map of the Area Below Ground

1) This is the point immediately below “E” above ground. Gathered around the floor of the tunnel beneath the hole is a group of five mud-men, or Jesbakin. When they notice or hear others above ground, the mud-men will come up a ladder here to investigate. This goes for the heroes if they are seen or heard. When the heroes near the area around the hole (anywhere in the mud), the Jesbakin will then rise up and attack them. The Jesbakin will be able to notice the heroes earlier if they have some particularly noisy equipment with them (like a tank). The stats of the Jesbakin are as follows:

JESBAKIN

Side: Earthworm Level: 4

Powers:

1. Chemical Power: The body of a Jesbakin is composed of a very gooey and slimy mud-like substance. This fact gives them the benefit of a chemical power defense against all attacks as shown on table 3.2, except sonic and vibratory attacks.
2. Heightened Strength: +5 to the score.
3. Heightened Endurance: +10 to the score as shown below.

Weight: 200 lbs.

Basic Hits: 4

Strength: 20

Agility: 9

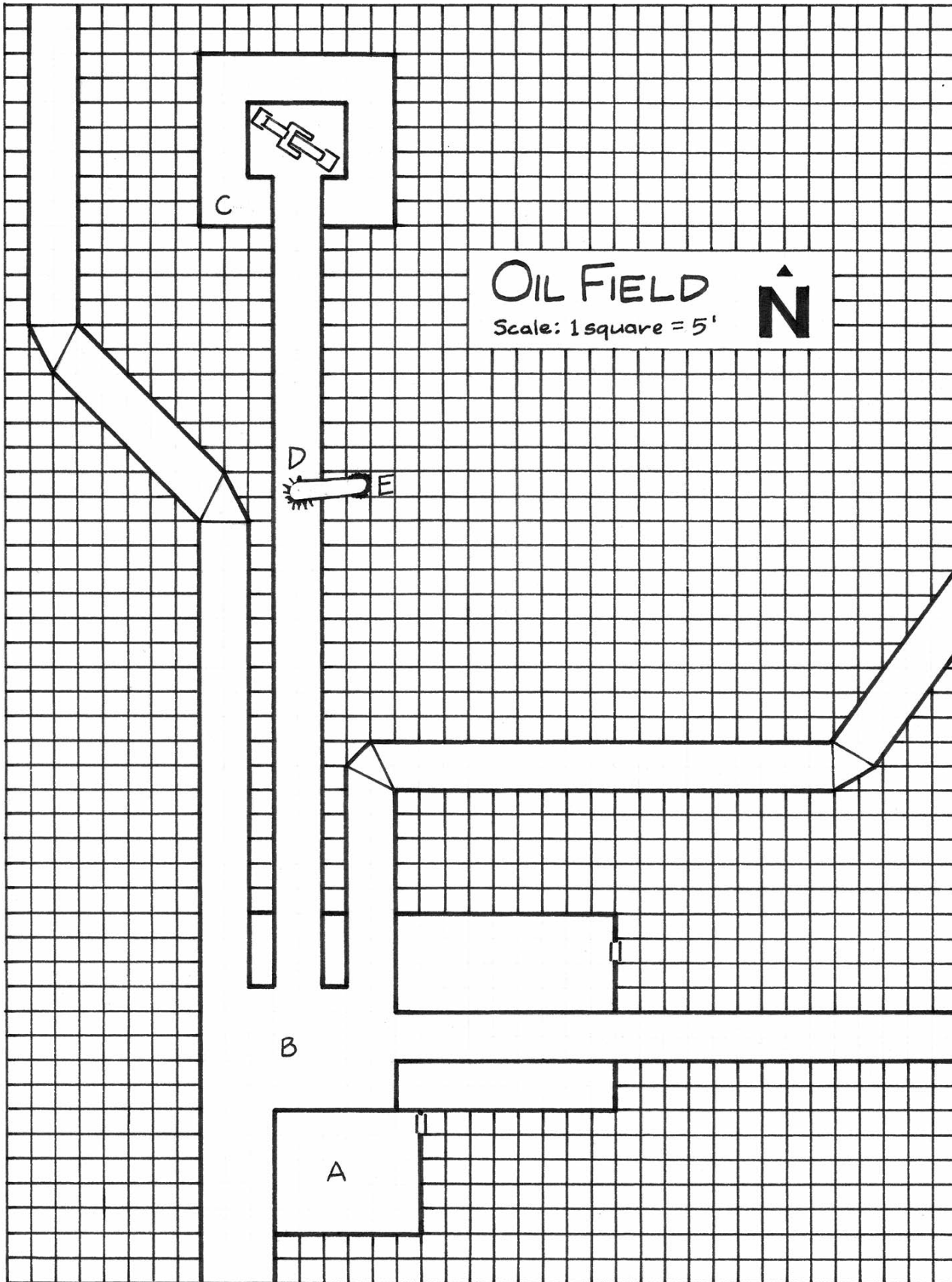
Charisma: 10

Height: 6' +

Agility Mod.: -

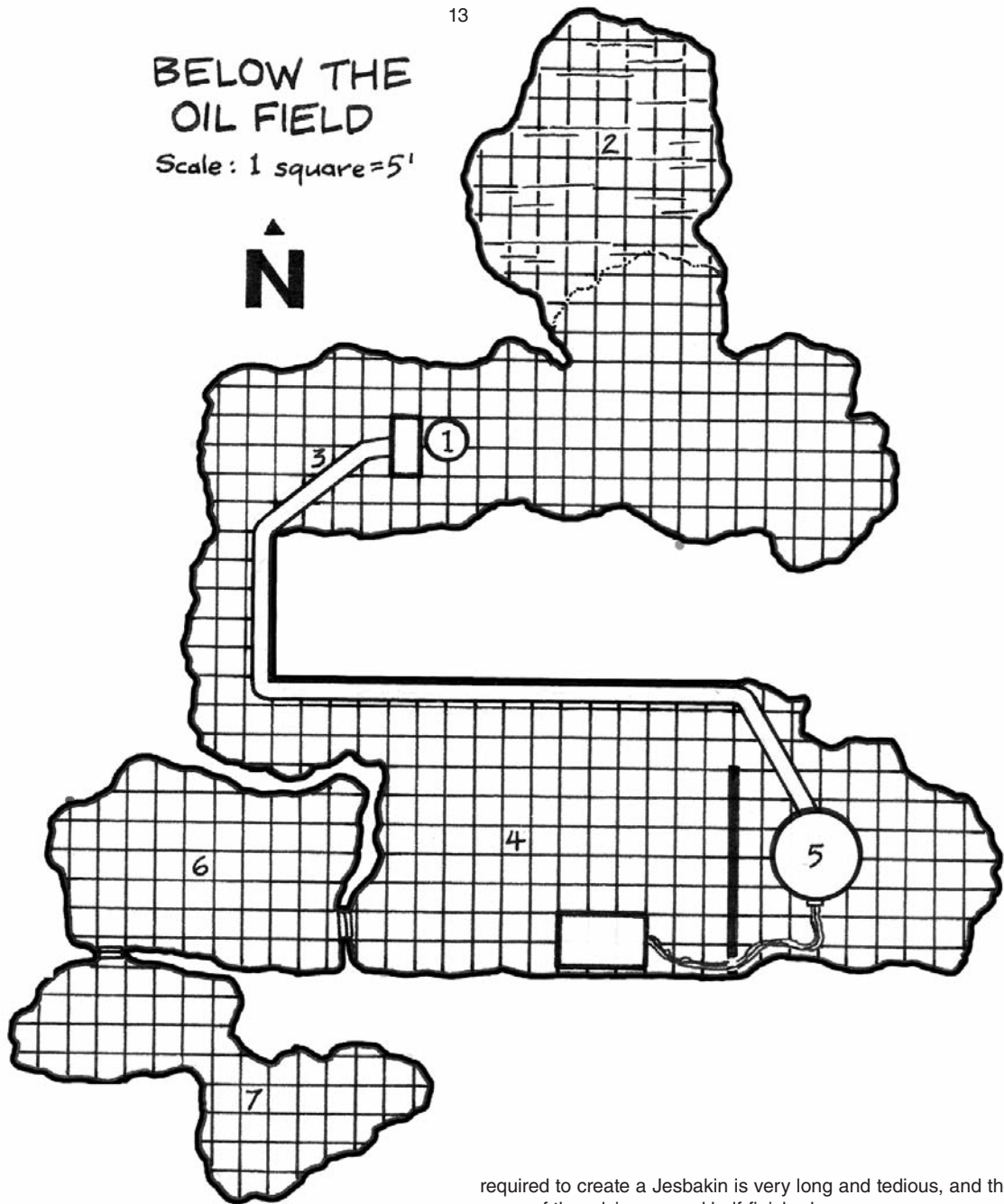
Endurance: 24

Intelligence: 10



BELOW THE OIL FIELD

Scale: 1 square=5'



Reactions from Good: -
Hit Point Mod.: 4.8
Damage Mod.: -
Healing Rate: 2.8
Carrying Cap.: 1040 lbs.
Movement: 53"
Detect Hidden: 8%

Evil: -
Hit Points: 19
Accuracy Mod.: -
Power: 63
Basic HTH: 1d10
Detect Danger: 12%

Mud-men or Jeskabin are the creations of the Lord of Earth. They can be created through a process known only to the Lord and his privileged servants.

2) This large area is full of mud. It is in here that Earthworm created the Jesbakin that are serving him here in Saudi Arabia. The process

required to create a Jesbakin is very long and tedious, and there are many of them lying around half-finished.

3) This pipe carries the oil taken from the large pipe above to a container in room #4, where the oil is stored. The pipe is very strong (it has a Structural Rating of 12) and if it is broken, the lower levels described here will quickly fill up with oil. Earthworm could easily escape such an emergency, but the heroes may have trouble even beginning to find him once the oil level becomes too high.

4) This room is almost bare. In fact, the only things in here are a large computer network on the south wall and Earthworm. Heroes will be able to see that the pipe (#3) runs to the base of a large transparent dome in which the stolen oil bubbles. Earthworm will first warn the heroes away. He will say, "You will regret trying to stop me or my mistress, for if I fail, she will most certainly slay you. Though your efforts have been immense indeed, we shall succeed in exterminating your kind."

If the heroes persist (which they had better do), then Earthworm will throw a switch before any of the heroes can react that will send an

electric current from the computer network along the wires on the south wall to the large dome of oil.

"I warned you," Earthworm says. Earthworm will then try to defeat the heroes. If he is obviously going to be badly outclassed by the heroes despite all of his defenses, you can decide to have two more Jeskabin come from area #1 to help him.

Meanwhile the electric current will have stimulated the oil in the dome through another strange process. The current will cause the oil to essentially come alive. On the turn following the stimulation by electric current, the heroes will all receive a Detect Hidden roll to notice that the oil is oozing upwards through both the top of the dome and the ground. What happens will be discussed at the end of the area descriptions.

5) This large room is filled with canisters. A few of them are full, but the vast majority are empty. Earthworm intended to stockpile all of the oil he could and then create his own oil monster, but the intervention of the heroes will hopefully foil the creation of such a beast.

6) This cavernous area is empty save for a tunneling vehicle which is the same as the one in the diamond mine (area #9) and it has the same stats.

In this section the heroes have more than Jesbakin and Earthworm himself to worry about. There is now the threat of the oil beast as well. It will take the oil beast two turns to ooze his way to the surface. During this time the GM should keep the heroes busy with Earthworm and perhaps a few more mud-men. After the oil beast reaches the surface he will take another turn by moving over to the oil terminal and crushing it. The flow of oil out of the terminal will supply the oil beast with constant replenishment.

The best thing for the heroes to do, of course, is to stop the oil beast before it can reach the terminal. They will have one full turn to attack it (assuming they defeat Earthworm quickly enough to get to the surface before the two turns are up) on the second turn while it reforms on the surface. Roll normal initiatives for the third turn in which the beast will move to the terminal. If the oil beast succeeds in crushing the terminal, Saudi Arabia will be severely set back in their oil production.

Treat the oil beast as a solid illusion created using HTH energy. It will start with 80 Hit Points and 160" movement rate. It will attack as a fourth level, 4000 lbs. brawling weapon, thus giving it an accuracy of +4 and allowing it to do 2d8 of damage with a successful hit. "Creation Points" will flow into the oil beast at the rate of 40 per turn. This translates into 40 extra hit points and 80" of movement. You will need to calculate its rating and attack potential on every one of its actions in order to determine how well it hits and for how much damage. This is done in the same way as with a solid illusion (i.e. multiply its hit points

by 50 lbs. and look up the resulting figure on the brawling weapons table to determine how effective the blow is).

The oil monster will crush other pipes and similar things until the heroes come back to the surface. Keep track of how many turns past three it takes the heroes to reach the surface, because all of that time would see oil flowing from the terminal to the beast. It needs to be within 10" of the terminal to gain oil from it. The beast cannot be knocked back.

The oil beast has a weakness to fire. If it is hit by fire, it will immediately lose one-half of its remaining hit points. On the next in-between turns, it will explode and cause damage equal to its remaining hit points to all within 10" (apply the bonus 40 Hit Points it receives from the terminal before calculating this damage). The heroes using this attack should be reminded, though, of the side-effects of using a flame attack before they do so. Literally an entire portion of the landscape would be destroyed if all of the oil in the area were to catch fire, and the heroes might be caught in it!

IF THE HEROES WIN

If the heroes triumph over Earthworm and the oil beast, then they will have set the stage for the final confrontation. Gea will be forced into "Desperate Action," thus giving the heroes sufficient means to find her and her abode.

IF THE HEROES LOSE

If this unfortunate event occurs, then Gea will not feel pressured into taking desperate actions. She, instead, will continue with various sorts of "natural disasters," as she feels that the heroes are incapable of stopping her. Feel free to have any other "natural disasters" take place however and wherever you want since undoubtedly any captured villains will attempt escape and once at large will desire a rematch. It will be up to the GM to design such challenges for the heroes.

After significant successes, continue on with the next portion of the adventure based upon whether or not the heroes have yet managed to defeat Diamond. If the players continue to fail, Gea will order her minions to have one defeated hero brought to her (starting with one, she will continue to have them brought one by one). She will then attempt to have them transformed into mud-men, subservient to her will. You can make this process as effective and malicious as you, the GM, want, but in all fairness, there should be some way to reverse the process.

8. DESPERATE ACTIONS

If the heroes have weathered the storm this long, then now they will finally have a chance to face Gea herself. If the heroes have indeed been successful, they will have prompted Gea to the following desperate action which she feels is necessary if the surface world is to be destroyed. This all depends upon whether or not the heroes defeated Diamond. If they did defeat him and successfully stopped the gathering of a fortune in diamonds, you must proceed in one way. If Diamond somehow defeated the heroes and Gea now has the fortune in diamonds, it will be necessary that you proceed in a different manner.

If they defeated Diamond, Gea will feel that the heroes present too much of a danger to delay the ultimate destruction of the surface world any longer. She will be forced to steal some nuclear weapons so that she can complete the job quickly. The weapons are said to have been stolen in England (the United Kingdom) in this adventure, but if this does not suit your campaign well, you are certainly free to alter this as you will (replace the UK with Pakistan, North Korea or other country). Because the heroes will have been in the headlines a lot recently, the United Kingdom (or other country) will contact the heroes for aid. Gea, in her haste, didn't have time to seal the underground passage behind her as she tunneled away from the nuclear base. The heroes will be able to follow the tunnel directly to the Sub-Realm, long though the journey may be.

If Diamond lucked out and defeated the heroes, Gea will have enough money to be able to buy the nuclear missiles from some terrorist group or nation supporting terrorism in the Middle East or elsewhere. But, many governments have spies planted in such places. The United States (Canada, Australia, or wherever) had a spy in the group which sold the missiles to Gea. According to the spy's standing orders, he placed a tracer on two of the missiles which can be used to locate the missiles.

When the United States government discovers that the nuclear missiles are many miles below ground, they become very nervous. They will ask the heroes to investigate. The missiles are, of course, in the Sub-Realm. And who knows what a terrorist group can do with the fortune paid by Gea for the nuclear arms?

No matter how the heroes reach the Sub-Realm, they will enter it in the same spot. A few other areas are also shown on the map in the eventuality that the heroes find the Sub-Realm via the nuclear base in the United Kingdom.

The Sub-Realm is the culmination of this adventure/campaign. It contains many snares for unwary heroes as well as villains who will test the metal of the heroes, perhaps beyond the heroes' abilities. Here, the GM should make the entire challenge truly seem like the approach to the end of a great and terrible dilemma.

The description of those places shown on the Sub-Realm map follow. Please note that the map of the Sub-Realm is three dimensional so as to more accurately portray the magnitude of the architecture here. Though it all seems to be open, the areas in the Sub-Realm are enclosed passages, etc., so heroes cannot climb from area #9 down to area #12. The small cliff-like structures in areas #6 and #16 are still below the ceiling height. Areas #10 and #11 are likewise beneath one roof, just as areas #12, #13, and #14 are all part of the same passageway. These are the only cases of this sort.

THE SUB-REALM MAP

1) This square represents nothing other than the nuclear plant on the military base in the United Kingdom (or other country chosen). It is large and secluded. No specific floorplans are provided for the structure as they are not necessary for the adventure. You may design the area with further details if you wish.

2) This is the beginning of the tunnel which leads from the military base to the Sub-Realm. It may be Gea's fatal, or at least final, mistake. The tunnel is somewhat jagged, but it is fairly straight. If the heroes drove the tunneling machines found in other sections of this adventure, they will recognize that this tunnel was likely created by one of those machines.

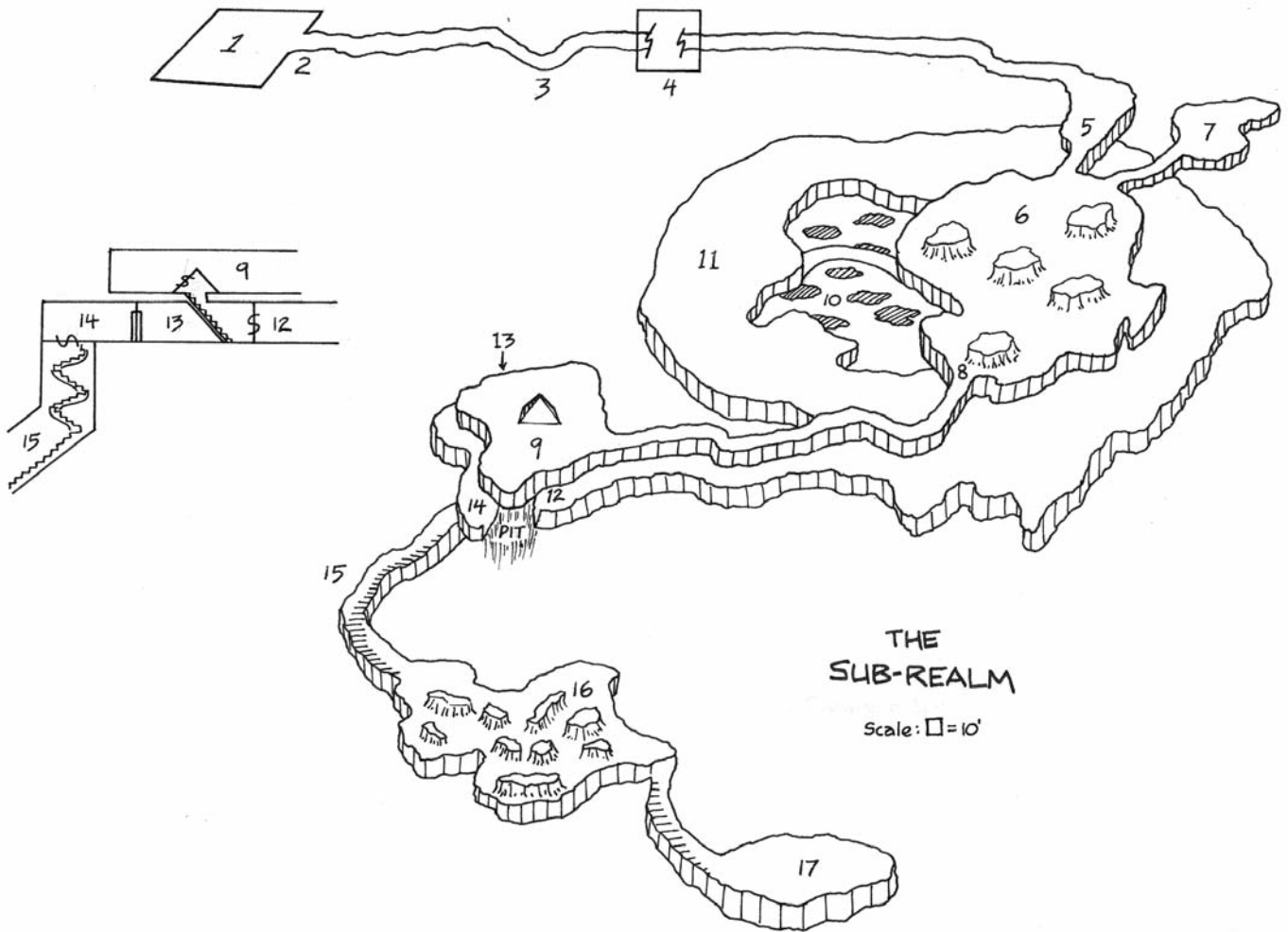
3) The small inhabitants of the Sub-Realm (a race of peoples known as the Eluwab about which more will be said later) were sent here by Gea within the last few hours to guard since the tunnel could not be filled in (see #16 for Eluwab stats). The Eluwab have rigged a trap which would hopefully smash any intruders who dare to follow the tunnel while at the same time plugging the tunnel shut. The trap is an avalanche which will crush down upon those who try to come this way. As area #3 is reached, the tunnel will begin to slant downwards towards the center of the Earth. After a few hundred feet of steep downslope, it will reciprocally turn to proceed upwards. This creates a "V" in the tunnel with the point at the base of the "V" pointing towards the Earth's core. At the top of the side of the "V" that the heroes will be traveling towards, there is a pile of boulders. The boulders have been made to be "aware" if someone does indeed approach. When the boulders "sense" someone, the rocks will roll over the plummet down the steep slope to crush those below (the heroes). Each hero should get a Detect Hidden at this point. If anyone succeeds at the roll, that hero will have time to warn the others of the looming avalanche. If they all fail to Detect Hidden, they will get no chance to defend themselves. If one succeeds, they all of the heroes should roll for Initiative. Any heroes with a phase of first action higher than 20 will get to act in the group's defense.

Each hero who is allowed an action may set up any defense at their disposal. All heroes will be hit by the avalanche, but any defenses that a character can set up will benefit the entire group. Since the avalanche is a physical attack, any defense, counts as a defense versus HTH. On the combat table HTH hits on a roll of 5 or less. To figure the damage caused by the avalanche, each player rolls 3d10 and subtracts one for every number below 5 that any of the various defenses have the standard number "To Hit."

Example: Blasterman, Acidgirl, and The Magnet are all faced with the avalanche. Acidgirl detects hidden, so all of them will have a chance to try to save themselves. After rolling initiatives, we find that they act in the following phases: Blasterman on 21, Acidgirl on 24, and The Magnet on 16. Because The Magnet's initiative roll did not exceed 20, he will have no chance to help his friends batter the tons of rock back. Referring to the HTH column, we discover that Blasterman's power blast makes the normally needed 5 "to hit" a "1." Acidgirl's chemical power defense lowers the "5" to a "2." Total the 4 subtracted by Blasterman and the 3 subtracted by Acidgirl. This shows that for all of the heroes you must roll 3d10 for the damage to each and then subtract 7 from each total. This -7 damage represents the fact that the power blast and acid spray destroyed some of the boulders. Heroes who are fast enough (and lucky enough) might possibly have a chance of receiving no damage at all.

4) This area within the box on the map represents that this portion of the map is not drawn to scale. Rather, the distances from one end of the box to the other is well over one hundred miles as Gea's Sub-Realm lies beneath Western Europe.

5) This is the point where the heroes will enter into the actual Sub-Realm, no matter where they have come from. If you truly want to allow them to enter elsewhere, they will miss a lot of the sights of this realm. The tunnel enters into very large cavern area (#6 on the map). The



Sub-Realm is the “home turf” of the mystically-based Earth Elemental and as the players will soon discover, the laws of normal physics do not apply to it.

6) The ceiling of this area is well over fifty feet high. The cliff-like structures are from ten to twenty feet high. Many things will change once the heroes enter this area for they are now in the Sub-Realm. To begin with, no super-powers or devices which affect the wind will be operable here because in the elemental spectrum earth and air are opposites, so in a land where earth is supreme, air is limited. Secondly, no flight (by devices or powers) is usable here. Likewise, only heroes with some definite link to the earth (plant control, transformation to stone, plant powers, etc.) will even be able to make jumps or leaps here. Also, because the air is so thin down here, heroes will be able to fight for a number of turns equal to one half of their endurance before they must start making d20 saves versus Endurance to be able to continue fighting. Those who fail this save will pass out and remain passed out until a percentile roll is successful. These effects will last everywhere throughout the Sub-Realm. Note that in one area there are even greater restrictions!

Within this cavern, as noted above, there are many cliff-like structures. Upon each of these structures is a small shelled creature. These creatures will throw small (10 lbs.) rocks at the heroes as long as they are within the cavern. It won't even do the characters any real good to attack the small beasts because if one is driven off, another will crawl out of the top of the structure to take its place. This is not an area in

which the heroes will want to spend much time unless they enjoy being used for target practice. Use Initiative to determine whether or not the heroes make it through without being hit. The shelled creatures will save their actions until a hero with lesser Initiative tries to dash through the cavern. They will then let loose! Stats for the Rock Throwers follow:

ROCK THROWERS

Side: Gea

Level: 1

Powers:

1. Body Armor: ADR 40, weight multiplier of 1.2
2. Heightened Expertise: These little beasts are +4 “To Hit” with any thrown object that is roundish in shape (like rocks)
3. Mutant Power: Objects thrown by these creatures fly through the air at a rate equal to four times the normal velocity that would be achieved.
4. Heightened Agility: +6 to the score

Weight: 60 lbs.

Height: 1' to 2'

Basic Hits: 2

Agility Mod.: +4

Strength: 14

Endurance: 11

Agility: 24

Intelligence: None

Charisma: 10

Reactions from Good: -

Evil: -

Hit Point Mod.: 3

Hit Points: 6

Damage Mod.: +3

Accuracy Mod.: +4

Healing Rate: .5	Power: 69
Carrying Cap.: 115	Basic HTH: 1d3
Movement: 59"	
Detect Hidden: -	Detect Danger: 30%

These creatures, for all practical purposes, have an unlimited supply of rocks to throw.

7) This opening leads to the area where all of the tunneling machines are stored. Normally a tunnel to the surface world is created either from here or the other large area through which the heroes have entered the Sub-Realm. There are two of the larger models here and six of the smaller models. While these machines are open (unlocked), the same rules apply as to the players using them.

8) This opening leads to one of the most well-guarded areas of the Sub-Realm. Two arms made of rock will grow out from the walls to try to stop any who should not be allowed to go this way (anyone not of the Sub-Realm). The arms attack as 6th level characters and cause 1d12 HTH damage upon a hit. They are Structural Rating 16, so a hit against them must be fairly strong or it will do no damage at all. The arms can sustain 20 hit points of damage each before crumbling.

9) Nowhere are the laws of the Sub-Realm more potent and important than here. It is in this area that the worship of The Earth Lord is carried out. The worshipping area is constantly kept orderly by My Dum Am Gaasam. Myu is the patriarch of the "religion." In addition to the normal rules which are special to the Sub-Realm (discussed in section #6 above), the following also applies in this area: no objects may be hurled or propelled through the air, no one but Myu may use powers relating to the control of the earth in this area, and the ground movement of the heroes (remember that ground movement is their only mode of travel with no flight allowed) is lessened. This means that they must spend 4" of movement to move 1" because the earth is actively resisting them. Myu will use these restrictions to his benefit. For example, he can move away from a hero whose normal mode of attack is with bow and arrow. Because no objects can be cast through the air, this hero is limited to HTH attacks. Myu could continue to move out of his foe's range so that this hero could not keep up with the "Patriarch." These problems may call for a great deal of teamwork on the part of the heroes.

In the center of the area is a large pyramid. The structure is 10" per side (50 feet) and 15" tall (75 feet). Any hero or other person who touches the side of the pyramid (whether out of curiosity or knock-back in battle) will be affected by a gravity control attack of "x2 Strength." The gravity control will last for five turns. Inside the pyramid are all sorts of strange monoliths and peculiar rock formations. The entrance to the pyramid is on the east side of the structure.

When the heroes approach this area, Myu will be kneeling before the entrance tending to some vines which grow there. He cannot be surprised because the earth itself will warn him of the heroes' approach. Remember that there are seeds planted almost everywhere in this area that can be used by Myu with his plant control powers. All of them will be vines (you may create some non-vine plants to use here) and some simple variations can be made using the description of the "basic vine" with Myu's description at the end of this adventure/campaign. You might make blood sucking vines, one that are faster, stronger, poisonous, etc. There is almost no limit to the number of variant vines that could be created.

Inside the pyramid itself is an extremely well hidden secret door (only those heroes who are actively searching will have a chance to find it, and even then their Detect Hidden score should be halved). The secret door leads to the secret door lower down in the Sub-Realm (area #13).

10) This way is a bridge over a canyon that has multiple small pools of molten lava at the bottom. The way appears to be relatively hazardless, other than the small chance that the heroes might slip off. The heroes will assume that it is a simple route – but, how wrong they are! Once the first of the heroes passes beyond the center point of the bridge, all of the other heroes on the bridge along with the leading hero

will be affected by a gravity control attack. Roll "to hit," but only a "20" indicates a miss. The multiplier of gravity control is "x4." The bridge has a structural rating of 11. If the damage caused to a hero exceeds this structural rating, then the hero is pressing down on the bridge with such force that it will collapse beneath him/her. The fall to the bottom of the canyon is 8" (40 feet) and remember to use the hero's new weight when calculating falling damage. You may assign a chance that the hero will fall into a pool of lava if you wish, but remember, although the defenses are extremely difficult for the heroes, they should still be left with enough in them to have a chance at taking on Gea and Mole.

The bridge slants downward, so the level they end up on is 4" lower than where they began the bridge crossing. The heroes will have to walk an almost complete circle around the upper portion in order to continue going this route.

Once across the bridge, gravity returns to normal.

11) This is a danger-free area leading to the pathway to location #12.

12) At this point in the passageway there is a large gap in the floor. The gap is actually a very deep (32") pit. The pit is twenty feet across (4"). Remember that only characters who have a link with the earth may jump in this world, so this will become effectively a dead-end to the heroes. This area's proximity with the pyramid also prevents objects from being able to fly through the air as in area #9.

There is, however, a way to get around this deep pit. There is a secret door on the wall and it takes only one Detect Hidden roll to find it. The door opens to a passageway that leads under the area of the pyramid over to area #13. About half way across there is a spiral staircase which goes up and lead to the secret door in the floor of the Pyramid.

13) This area (due to the three dimensional aspect of the map) is not actually visible. On the unseen side of the map there is a door at this point. There is also a passageway, but it leads only one way: back around the pyramid area to area #14.

14) There is another secret door here. The heroes can only get to it by coming around via the passage between areas #12 and #13. The secret door opens to some stairs which lead down and to the west.

15) This is the stairs which the door above (#14) leads to. The stairs spiral down about twenty feet or so and finally turn into this straight, standard stairwell. The passageway that these stairs lead down through is what is commonly known as a "Whispering Gallery." Any noise made while coming down the stairs will be greatly amplified.

16) Finally comes the confrontation with Gea that will determine whether or not the heroes are to be successful. The various stalagmites (the ones that stick up from the floor of a cave) and stalactites (hanging down from the roof) ought to make the battlefield interesting. Add any that you wish that will make the atmosphere more cramped and claustrophobic.

Gea is not the only one here though. Also present is Mole and there are also 11 Eluwab here at the same time. The Eluwab are the people who inhabit the Sub-Realm. They are actually a race. Not all of the Eluwab are ever in the Sub-Realm as they are at many different places across (or under) the globe. Eluwab, being the spawn of the Lord of Earth, are definitely to be reckoned with. Though they are fairly weak in terms of the amount of damage they can withstand, do not underestimate their effectiveness. Their statistics are as follows:

ELUWAB

Side: Lord of Earth or Gea

Level: 1-3 (roll)

Powers:

1. Lowered Strength: -6 to the score
2. Vulnerability: Eluwab suffer x2 damage from light-based attacks
3. Heightened Senses: Eluwab have a form of radar with a range of 40"
4. Body Power: If an Eluwab is standing on the earth, he/she receives the benefit of Gravity Control defense because the Lord of Earth protects his own.
5. Mutant Power: If 7 of the Eluwab form a séance-like circle, they can use the revivification power upon a dead Eluwab who is placed in the center of their circle. Doing this costs 5 PR from each of the Eluwab

involved and takes about twenty minutes.

6. Absorption: Any incoming energy attack may be absorbed with a saved action, the Eluwab gain 2 points of power for every point of damage the attack would have done. A victim regains his power normally; the Eluwab gain special benefits when their power score raises to a certain level: 50 PR = radar range doubled to 80'; 60 PR = their lowered strength is removed and they gain certain advantages (+6 to Strength, +36 pounds to Carrying Capacity, HTH becomes 1d3, and 2 additional Hit Points), 70 PR = current Hit Points are doubled. Eluwab can also at any time spend 10 power points to gain 1 point of invulnerability which will last for one hour. Remember that they will lose any special benefits any time their power score drops below the required level.

7. Mutant Power: If any three Eluwab are holding or strike the same opponent in the same phase, that opponent becomes paralyzed until the grip of the Eluwab can be broken or released.

Weight: 60 lbs.	Height: 3' to 4'
Basic Hits: 2	Agility Mod.: +4
Strength: 5	Endurance: 13
Agility: 19	Intelligence: 11
Charisma: 12	
Reactions from Good: -	Evil: -
Hit Point Mod.: 1.7556	Hit Points: 4
Damage Mod.: +2	Accuracy Mod.: +3
Healing Rate: .6	Power: 46
Carrying Cap.: 43 lbs.	Basic HTH: 1d2
Movement: 46"	
Detect Hidden: 10%	Detect Danger: 14%

Also in this area will be found any villains who escaped from the earlier sections of this adventure/campaign.

They will all have fairly well-coordinated teamwork, especially the Eluwab. Normally the Eluwab will save at least their first action so they can be ready to absorb any energy attacks. They will also save their actions so that many of them may attack the same opponent at the same time.

Mole will do his best to defend Gea, but he is also prepared to rush into the thick of things as he knows full well that Gea doesn't need his protection all of the time.

If Gea ever nears incapacitation, the Lord of Earth will save her. Refer to the end of this section for details on how this happens.

17) After the heroes defeat Gea, or at least after the conflict has ended (Gea might also have escaped), the heroes will be able to go down some stairs to this cavern where they will find eight nuclear warheads. Gea never intended to launch them as missiles for she feared that some of the armed forces of the nations of the surface world, other heroes, or even the air elementals would blow them out of the sky. Instead, she planned to tunnel to various spots around the world and merely set them off at ground level (or just below). She hoped that this would lead to an all-out war between the nations of the surface world.

GEA'S ESCAPE

When Gea has reached the point in battle where she feels defeat is not avoidable, or when she is knocked unconscious, the Lord of Earth will step in to rescue his daughter. The earth will swell around Gea and enclose her in a dome. The earth will then sink back into the ground as it was before. Gea will be carried through the ground in a "bubble of earth." At this point you, as the GM, have two choices to choose between:

1. Gea could escape here only to reappear in another adventure later, or
2. The heroes could be able to go ahead and end Gea's threat to humanity.

While traveling in the "bubble of earth," Gea tries to cross a narrow body of water. While she is crossing, the Water Lord notices her presence and her threat to him. He therefore traps the "bubble of earth" out in the middle of water by not allowing the water to give way to her passage. The Water Lord will then send Hydraa to inform the heroes of the "fish" that has been caught.

Some more notes seem necessary in describing the last encounter. The heroes should be challenged and should have a chance at failure, but do not make the odds too high (in your opinion) against them. Perhaps they deserve to lose, but if a group had good success throughout the rest of the adventure/campaign and just doesn't have enough strength left to fight this final battle, you might have to take steps to insure they have an even chance to win.

IF THE HEROES WIN

If the heroes are successful in this final battle, they will have succeeded in ending Gea's menace for some time (this depends upon how you chose to end the adventure). Rewards will most likely be offered by those countries that the heroes helped (i.e. Saudi Arabia, the United Kingdom, South Africa, etc.).

IF THE HEROES LOSE

If the heroes have lost, you will have to be prepared to begin these heroes again in a different location: underground. This is assuming that the heroes survive at all. If the heroes do indeed fail, then Gea will go through with her plan. If you want to save the world, you might decide that the nations of the world get things worked out amongst themselves before "retaliatory" nuclear strikes begin. But, even if this is accomplished, the heroes will still have let a major disaster occur (enormous loss of Charisma here, and they might even find themselves being hunted by hired persons) and Gea will still be at large and still be trying to complete the destruction of the surface world.

THE VILLAINS

Diamond

Identity: Forgotten

Side: Gea

Experience: 8500

Age: Unknown

Powers:

1. Invulnerability: Diamond can ignore the first 18 points of any type of damage every turn. This number is arrived at because the Structural Rating of diamond is 18.

2. Body Power: Light Control attacks are automatically reflected off of Diamond's body. Blinding Attacks likewise have no effect. The chance of an incidental effect occurring after such a deflection is four times the normal chance.

3. Natural Weaponry: Because of his exceptionally hard diamond hands, this power is x2 and he has +6 "to hit" and +12 to HTH damage.

4. Willpower B: Diamond can withstand tremendous amounts of heat. He is totally immune to Heat or Flame attacks. No PR cost.

5. Body Power: Because of his increased density, Diamond's weight is twice normal.

Weight: 360 lbs.

Agility Mod.: -2

Endurance: 16

Intelligence: 14

Reactions from Good: -2

Hit Mod.: 2.772

Damage Mod.: -

Accuracy: - (+2 HTH)

Carrying Cap.: 1025 lbs.

Movement Rate: 44" ground

Detect Hidden: 10%

Inventing Points: 4.2 Inventing: 42%

Cash: No money, but the number of diamonds he has would form a fortune.

Sex: Male

Level: 3

Training: Agility

Basic Hits: 8

Strength: 16

Agility: 11

Charisma: 16

Evil: +2

Hit Points: 22

Healing Rate: 3.2

Power: 58

Basic HTH: 1d10

Detect Danger: 14%



Origin & Background: Diamond can only remember that we was a worker in one of the diamond mines in South Africa before his life changed. He cannot remember who he was, whether he had a family, or anything. But these things don't concern him now. His only concern is the success of Gea's plan. This is because he remembers that she saved his life . . . vaguely . . . he remembers that he was working in the mine when suddenly everything shuddered. Someone hadn't set a brace firmly enough. He was the leading digger at that time. The ceiling collapsed and he alone was trapped in a small room-like area. The ceiling had not yet settled above him. It was going to collapse again, and he would die.

"Are you in need of aid, mortal?" The voice was that of a woman. The ceiling started to bend downward. "Yes!" he remembers screaming. "Very well then," the woman responded. Diamonds oozed up from beneath his feet and slid over his body. When the ceiling did collapse over his small refuge, Diamond only shrugged, and Gea smiled.

Combat Tactics: Diamond really has no tactics. He trusts to his invulnerability and his hard fists to see him through any battle.

Personality: Diamond sees himself as being better than any other man. His physical prowess is the cause of this attitude. He will purposely seek out the strongest member of any opponent so that he can humble this opponent.

Earthworm

Identity: Unknown

Side: Gea

Experience: 21,500

Age: 126

Powers:

Sex: Male

Level: 6

Training: Spittle Accuracy

1. Stretching Powers: PR 1 per use as a defense, maximum width or length is 99". This power increases Earthworm's ground movement rate to 100" (tunneling is not affected).

2. Body Power: Tunneling Ability, rate through earth is ½ normal movement speed, rate through rock is ¼ normal movement speed.

3. Chemical Power: A slimy coating covers Earthworm's body. It reduces the effectiveness of physical attacks against him. HTH or physical weapon attacks do two dice categories less damage (i.e. 1d10 becomes 1d6) and energy attacks cause only one-half normal damage.

4. Regeneration x2: He can recover his healing rate x2 by spending an action. The regeneration is automatic, however if Earthworm is hit by a bladed weapon, he cannot heal from a cut as this causes the "healing juices" to flow out.

5. Heightened Intelligence: +15

6. Heightened Endurance: +6

7. Chemical Power: Acid Spittle – the spittle has a range of 20" and causes 1d12 damage. Because of training and the innate accuracy of the spittle attack, Earthworm has a +5 "to hit" with it.



Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 12
Endurance: 21	Agility: 17
Intelligence: 31	Charisma: 18
Reactions from Good: -3	Evil: +3
Hit Mod.: 8.4864	Hit Points: 34
Damage Mod.: +4	Healing Rate: 2.4
Accuracy: +2 (+7 w/spittle)	Power: 81
Carrying Cap.: 306 lbs.	Basic HTH: 1d6
Movement Rates: 100" stretching, 50" normal ground, 25" through earth, 12" through rock	
Detect Hidden: 22%	Detect Danger: 26%
Inventing Points: 14.6	Inventing: 93%
Cash: None	

Origin & Background: A century ago, a biologist (whose name has now been forgotten) was very interested in insect life in dark environments. The biologist traveled to a nearby cave to observe certain reactions in insects. He traveled through the meandering rock formations until he found a curious earthen tunnel. He knew that it couldn't have been created naturally and it was too large for any animal that he knew of to dig, so he investigated. What he found was a colony of beings that were seemingly made of earth. With them was a woman. The biologist knelt down, supposedly out of sight, so that he could watch what was going on. But the woman noticed him and the biologist was dragged out into the open by the strange monsters.

"You are interested in what goes on here?" It was the woman who asked. "Yes," the man replied. Her answer decided the fate of the young biologist. "Very well then, you can therefore spend the rest of the Earth's existence with us!" With those words the woman raised her hands, and the biologists slowly mutated into Earthworm!

Combat Tactics: Earthworm, when in combat, will have his mud-men swarm any opponents. He will then stretch out so that his neck is over the battle. Earthworm will then spit down upon the opponents. Any flying heroes will be his primary targets.

Personality: Earthworm has been in the Sub-Realm for many years now. He has been here for so long, in fact, that he is beginning to consider himself to be one of the ancient lords of earth. He is haughty, but acts in a humble fashion when around those who are clearly his superiors, like Gea.

Gea

Identity: Emily Carter

Side: Earth

Experience: 57,540

Age: 26

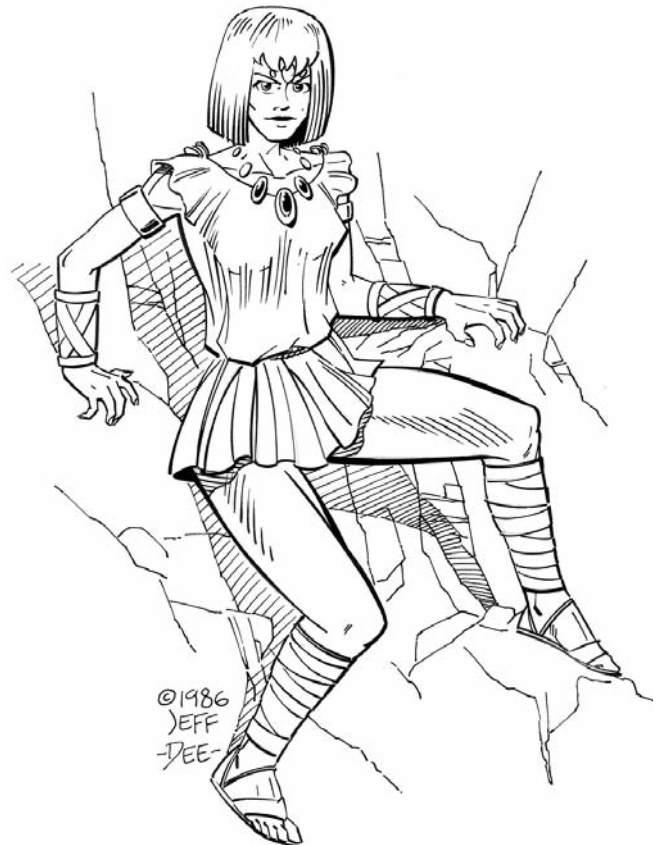
Powers:

Sex: Female

Level: 10

Training: Endurance

1. Gravity Control: Range = 12"; maximum multiplier = 12, PR = 1 per multiplier used. The duration is as long as the victim is within range and one action per turn is spent to keep control.
2. Heightened Charisma: +20
3. Heightened Endurance: A magical jewel gives her +8 to the score
4. Heightened Senses: Gea has both Infravision (heat vision) and Ultravision (ability to see ultra-violet light)
5. Adaptation: PR = 1 per use as a defense.
6. Invulnerability (magical variant): The Earth god protects Gea. If she is within 2" of any significant amount of earth or rock, then the earth or rock will wave outwards to block any incoming attacks. Gea does not have to spend movement or an action for this to happen, and she doesn't even have to be aware of the attack. This rock wave provides Invulnerability 12 to every incoming attack, but it doesn't function against attacks launched from 1" away or closer.
7. Magical Spells: (1) Earth Blast – this attack sends chunks of rock flying at the target. It attacks as HTH +5 and causes 3d10 damage. PR = 2, Range = 12" (2) Rock Trap – this spell causes rock to clench around the target's feet and make him or her unable to move. A victim must spend actions to try to escape. They may save vs. %Strength or try to inflict 11 points of damage to the rock with a blow. PR = 2, Range = 24"



Weight: 120 lbs. Basic Hits: 3
 Agility Mod.: +2 Strength: 12
 Endurance: 23 Agility: 17
 Intelligence: 18 Charisma: 30
 Reactions from Good: -5 Evil: +5
 Hit Mod.: 6.4896 Hit Points: 20
 Damage Mod.: +2 Healing Rate: 1.8
 Accuracy: +2 Power: 70
 Carrying Cap.: 242 lbs. Basic HTH: 1d6
 Movement Rate: 52" ground
 Detect Hidden: 14% Detect Danger: 18%
 Inventing Points: 18 Inventing: 54%
 Cash: None, but she has access to great wealth.

Origin & Background: Emily Carter grew up with the standard girl's attractions to horses and kittens and similar animals. But, as she grew older, these attractions persisted, and they became fixations with her. She became a member of all kinds of animal rights drives, and by the time she was in college, she was quite radical in the methods she used to try to save some of the unfortunate animals. It was in college, also, that she learned about a druidic cult, which she immediately joined. She progressed rapidly, and after about five years she was the "high priestess." On the night of her attaining this rank, she stayed behind at the worship place after everyone else had left. It was then that the Earth Father contacted her. After a short discussion between the two of them, Gea accepted his offer to gain miraculous powers and dwell underground, away from mankind. From this point, the Earth Father promised she would have tools with which she could save even more animals and persecute those who harmed the animals she loved.

Combat Tactics: Gea will usually fight only when Mole is by her side, so her tactics keep him in mind also. Her Gravity Control will be used against those opponents who could easily break her Rock Trap. The Rock Trap will be used on those who do not demonstrate great strength or great Energy Blast potential. After the majority of the opponents are taken care of in one of these two fashions, she will use her Earth Blast to down any others. Hindered opponents become easy prey for Mole.

Personality: Gea truly believes that whatever she does is right. She views animals as the truest race of the surface, but even they should not exist to terrorize those of the Sub-Realm.

Gnome

Identity: Krastes Krome
 Side: Gea Sex: Male
 Experience: 13,500 Level: 4
 Age: 434 Training: Accuracy (w/axe)

Powers:

1. Body Armor: Gnome's skin is made up of rocky chunks, ADR 60, Weight x 1.8.
2. Body Power: At a cost of 2" of movement per ADR, Gnome can pick up stones and attach them to himself to replace lost ADR.
3. Heightened Strength: x2, +37 to his score
4. Special Weapon: Gnome wields a magical battleaxe that is +5 to Accuracy and it causes HTH +1d10 damage.
5. Magical Device: Gnome has mined two especially powerful gems while wandering in the Sub-Realm. They are both magical. One, a ruby, can throw a flame 30" as per Flame Power. It can do so ten times per day. The other, a crystal, casts an Ice Power attack at targets up to 10" away. It can do this six times per day. Both of the attacks cause 1d12 damage.
6. Magical Device: Gnome's forge is magical in that it heats itself, so that no furnace is necessary to keep it at a certain temperature. The

forge itself cannot significantly heat the metal by itself, but will cause the metal, if Gnome wishes, to remain at the desired temperature while it is on the forge.

7. "Training": Through his training Gnome has added an additional +2 accuracy to his "to hit" chance with his axe. This is included in the stats below.

Weight: 252 lbs. Basic Hits: 6
 Agility Mod.: -2 Strength: 55
 Endurance: 17 Agility: 12
 Intelligence: 13 Charisma: 14
 Reactions from Good: -1 Evil: -1
 Hit Mod.: 10.296 Hit Points: 62
 Damage Mod.: +1 Healing Rate: 2.4
 Accuracy: +1 (+3 w/axe) Power: 97
 Carrying Cap.: 21,177 lbs. Basic HTH: 3d10
 Movement Rate: 84" ground
 Detect Hidden: 10% Detect Danger: 14%
 Inventing Points: 5.2 Inventing: 39%
 Cash: None, but his gems are worth a large fortune.



Origin & Background: Krastes Krome is a native of the Sub-Realm. He was a loner for many years, doing nothing much other than to forge himself countless weapons. He finally took on a major undertaking and began work on a magical battleaxe. Little did he realize then how good of a use it would soon be put to. After contacting Gea, the Elementals of the Earth informed Krome that he was to help her meet her objective. Because of this, Gnome gives his help wholeheartedly when asked, but he is still a bit wary of just coming out into the open, as he has for so long been a loner.

Combat Tactics: Gnome will usually be found at work at his forge. Not appreciating any interruption, he will try to warn attackers off with his fire gem (the ruby). If this doesn't cause the intruder(s) to leave, he will swing into melee, relying upon his strength and accuracy to remove any opposition. He will use either gem when strategy suggests itself.

Personality: Gnome is a very gruff and dour individual. He rarely cracks a smile and never moves with anything other than precise movements. If taken from the underground (the Sub-Realm), Gnome is likely to withdraw into a sort of paranoid isolation.

Graulokk

Identity: None other
 Side: Gea
 Experience: 80,000
 Age: Indeterminable
 Powers:

Sex: Male
 Level: 12
 Training: HTH Accuracy

1. Size Change (larger): This power is permanent. Graulokk has a height modifier of x7 a weight modifier of x343. Graulokk is 70' tall.
2. Death Touch: (Variant Ability) Because of Graulokk's immense size and the force with which his fists hit, a man-sized or smaller victim that is hit is subject to being smashed into putty. The standard saves against Agility and Endurance on d20s are allowed. They represent the victim's ability to (respectively) dodge and/or resist the smashing effect. If both saves fail, the victim dies. One failure means incapacitation. There are no power costs for the ability because it is inherent.
3. Mutant Power: As long as Graulokk is in contact with the earth, he does not have to spend power for ANYTHING. (Just as Water Breathing B.)
4. Body Power: Because of his size, Invulnerability 20 points.
5. Weakness: Lowered Intelligence: -10 to the score.
6. Weakness: A very large amount of water will wash Graulokk away.

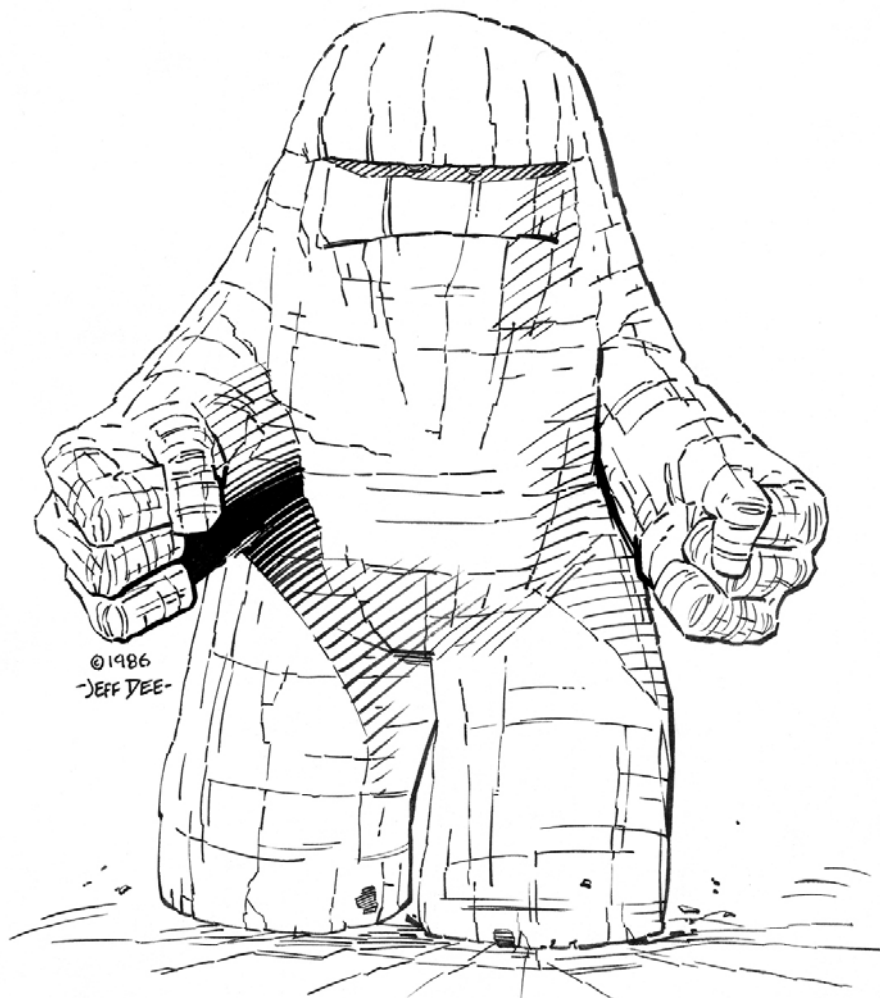
Weight: 102,900 lbs.
 Agility Mod.: -18
 Endurance: 8
 Intelligence: 6
 Reactions from Good: -
 Hit Mod.: .1512
 Damage Mod.: -3 (0 HTH)
 Accuracy: -6 (0 HTH)
 Carrying Cap.: 293,934 lbs.
 Movement Rates: 27" ground and tunneling
 Detect Hidden: 6%
 Inventing Points: 7.2 Inventing: 18%
 Cash: None

Basic Hits: 2058
 Strength: 17
 Agility: 2
 Charisma: 10
 Evil: -
 Hit Points: 311
 Healing Rate: 411.6
 Power: 33
 Basic HTH: 7d10
 Detect Danger: 11%

Origin & Background: Ages ago, the Lord of Earth had need of a champion who could punish those who deserved punishment. Graulokk was the creation who was to fill this role. Later, when the Lord of Earth was forced to withdraw to the underworld, Graulokk went deep, in order to rest and revive until the time came when his services would be required again. Graulokk is now assigned to punish all of mankind!

Combat Tactics: Graulokk has no need for tactics. He will go about his destruction until something intrudes upon his purpose (like a hero). At this point, Graulokk will pause so that he might crush the hero into a flapjack sized wafer.

Personality: Graulokk truly possesses no personality that can be measured. All that he requires of his brain is to understand his loyalty to Gea and the Lord of Earth and to choose what to smash next.



Mole

Identity: Carl Groundman

Side: Gea

Experience: 18,760

Age: 33

Powers:

1. Mammalian Powers: Heightened Endurance: +19,
2. Mammalian Powers: Heightened Senses: Mole's Detect Danger score is tripled because of his sensitive smell and he can also see in the dark
3. Mammalian Powers: Natural Weaponry: +3 "to hit" and +6 damage, his claws also allow burrowing.
4. Mammalian Powers: Heightened Strength: x2 for a +29.
5. Mammalian Powers: Body Power: weight is doubled
6. Mammalian Powers: Body Power: Strength is doubled
7. Mammalian Powers: Diminished Senses: Mole is near-sighted, which causes him to be blind to objects beyond 50" distant.
8. Weakness: Mole suffers from Agrophobia, which is the fear of wide open spaces. He will suffer from this unless the area is in total darkness

Weight: 470 lbs.

Agility Mod.: -2

Endurance: 20

Intelligence: 8

Reactions from Good: -1

Hit Mod.: 12.672

Damage Mod.: -1

Accuracy: -

Carrying Cap.: 195,657 lbs.

Movement Rates: 124" ground, 12" through earth, 4" through rock

Detect Hidden: 18%

Inventing Points: 3

Cash: None

Basic Hits: 10

Strength: 94

Agility: 10

Charisma: 13

Evil: +1

Hit Points: 127

Healing Rate: 5

Power: 132

Basic HTH: 6d10

Detect Danger: 33%

Inventing: 24%



Origin & Background: Carl Groundman had just been unjustly sentenced to jail for a murder he did not commit. The bus he was riding to the prison blew a tire on the way. The bus swerved out of control and collapsed onto its side. The impact knocked everyone on board out; everyone, that is, except Carl Groundman. He made his escape quickly. A few hours later the chase was already on. Carl heard the dogs and the yells of the men. He ran deep into a forest where he found a cave. In it he tried to hide from the world he hated. After he was deep into the cave, a feminine voice grabbed his attention. It spoke softly, "Are you discontent on the surface?" Carl had the hope that the voice was addressing someone else because it seemed strangely powerful, but his head unconsciously nodded in agreement. "I thought so," the voice continued, "Now come with me and find peace."

When Carl next entered the light (or, he thought it was light), he found himself to be a powerful 10' beast. He was shocked at his appearance at first, but now feels that it allows him to fit into the Sub-Realm.

Combat Tactics: Mole will be found in the front of any battle, especially one in which Gea is threatened. If pressed by many opponents, he will dig an area into the stone so that he may fight from it with a protected back.

Personality: Mole is eternally grateful to Gea for helping him as she did. Because of this, he is psychotically loyal to her.

Mol-TON

Identity: John Specula

Side: Gea

Experience: 25,240

Age: 34

Powers:

1. Heightened Strength: +18 to the score
2. Flame Power: "Flame On" variety. PR 3 to activate and thereafter he has a flame power defense and can fire attacks for 1d12 damage up to 51". PR = 3.
3. Chemical Power: He can also fire a blast of molten rock which attacks as chemical power and causes 2d8 damage with a flame power carrier attack. Range = 66'; PR = 8/attack. It also gives a chemical power defense. This power is activated when his flame power is activated.
4. Heightened Expertise: +4 "to hit" with his fists. His fists also have a flame power carrier attack for which there is no PR cost.
5. Weakness: Mol-TON does not gain the ability of flight with his flame powers.

Weight: 210 lbs.

Agility Mod.: -

Endurance: 18

Intelligence: 12

Reactions from Good: -2

Hit Mod.: 8.9232

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 3962 lbs.

Movement Rates: 65" ground

Detect Hidden: 10%

Inventing Points: 7.2 Inventing: 36%

Cash: None

Basic Hits: 5

Strength: 33

Agility: 14

Charisma: 15

Evil: +2

Hit Points: 45

Healing Rate: 2.5

Power: 77

Basic HTH: 2d8

Detect Danger: 14%

Origin & Background: John Specula was once a man who was very interested in geology and almost all other aspects of the earth. He left his home in South America so that he could investigate the eruption of Mount St. Helens in Washington State. When he arrived at the area, he was warned and ordered to leave the area because of the intense heat of the eruptions. He didn't leave, but instead snuck around the patrols so he could get a closer look around the volcano.



When he finally got closer, John Specula noticed what he thought was a woman near the base of the volcano. Overcome with fascination as to how the woman could survive with such intense heat, John Specula donned a special suit he had made for himself which would allow him to resist much of the heat so that he could investigate more closely. As he neared the figure, he discovered that it was indeed a woman.

"How can you survive such heat?," John asked her enviously. Before the woman said anything, John's suit began to burn up.

"Would you like to be like me?" she asked. John readily accepted this offer and Gea transformed John Specula into Mol-TON.

Combat Tactics: Mol-TON will immediately "flame on" when faced with battle. He will just use his flame powers unless he is up against especially tough foes and, in such a case, he will use his molten rock blasts. He will HTH with any who close with him.

Personality: Mol-TON is not truly evil, but he is dedicated to Gea and his studies. He will not allow the heroes to end this "good life" of his.

Myu Dum Am Gaasam

Identity: (same)

Side: Earth

Experience: 71,220

Age: Millions of years

Sex: Male

Level: 11

Training: Cosmic Awareness protection,
-4 from rolls

Powers:

1. Psionics: He can use his mind to strengthen his body. Calculate how much power he spends in a turn. Gaasam has that many points of Invulnerability for the next turn.
2. Psionics: This power attacks as Emotion Control and causes the target/victim to "become one with the universe." The victim goes into a Cosmic Awareness-like trance. The victim may save once per hour vs. % (1/2 Endurance + 1/2 Intelligence), and may ask one yes/no question after coming out of the trance. It must be asked before any other action is taken.
3. Psionics: This Amnesia Attack hits as Mind Control. For 6 PR it causes the victim to forget something about himself (i.e. name, powers, reason for being here, etc.).
4. Psionics: Mind Blast: This attacks as Mind Control +3, causes 1d10 damage, costs PR 2, and has a range of 102'.
5. Heightened Intelligence: +30
6. Heightened Charisma: +23
7. Heightened Strength: +12
8. Cosmic Awareness: See rules on page 11 for details.
9. Telepathy: Communicate up to 510', thought scan for PR 1, Mind Probe (see rules, p.17)
10. Plant Control: He can control up to 106 Hit Points of plants. There are some special plants around the pyramid. Their stats are as follows: The plants are all vines and are very tough (they have 5 Structural Points), Agility 10, HP 20, PR 50, and they have thorns which attack HTH. The first hit means they have wrapped around their target doing 1d6 thorn damage. After that, they can constrict doing 1d4 damage for a total damage of 1d4 + 1d6. Make variant vines if you like.



Weight: 300 lbs. (7'5" tall)	Basic Hits: 6
Agility Mod.: -	Strength: 25
Endurance: 14	Agility: 12
Intelligence: 51	Charisma: 42
Reactions from Good: -8	Evil: -8
Hit Mod.: 8.736	Hit Points: 53
Damage Mod.: +8	Healing Rate: 1.8
Accuracy: +1	Power: 102
Carrying Cap.: 2554 lbs.	Basic HTH: 1d12
Movement Rate: 51" ground	Detect Danger: 40%
Detect Hidden: 36%	Inventing: 153%
Inventing Points: 46.1	
Cash: None	

Origin & Background: Myu Dum Am Gaasan is one of the Sons of Earth. He was created by the Lord of Earth many millennia ago to serve as a sort of philosophical surrogate father to those in the Sub-Realm. Myu Dum Am Gaasan has enormous mental abilities and cannot talk with words (he is totally mute), but communicates telepathically in a very fatherly tone. His messages are enigmatic. He

AN ALLY

Tsu-Nami

Identity: Tokami Nesu

Side: Good

Experience: 25,000

Age: 32

Powers:

1. Water Breathing A: Tsu-Nami is a land dweller, therefore it is PR 1 per hour that he is under water.
2. Size Change (Larger): Tsu-Nami can grow to have a height factor of x4 and a weight factor of x64. PR 2 are required to grow. Remember to modify his attack ranges as per the rules on page 16. Tsu-Nami's stats become: Height = 24', Weight = 12,160 lbs., Basic Hits = 244, Agility 1, Damage Mod. = -1, Accuracy Mod. = -6 (-2 HTH or wave form), Carrying Cap. = 23,372 lbs., HTH = 3d10, PR 41, Hit Points = 70, Movement = 104"
3. Mutant Power: Tsu-Nami can turn his entire body into water. If this is done there is no PR cost for water breathing. His body has the same velocity before and after the change. When in water form, he takes no damage from falling. The volume of water he becomes is five gallons per basic hit.
4. Willpower: Through strength of will, Tsu-Nami can (in a body of water only) rise out of the water while in water form so as to appear to be a tidal wave (or a "tsu-nami").
5. Weakness: Diminished Senses: When Tsu-Nami is in water form, the only senses which remain operable are sight and touch.

Weight: 190 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 14
Endurance: 11	Agility: 13
Intelligence: 15	Charisma: 25 (in Japan)
Reactions from Good: +4	Evil: -4
Hit Mod.: 1.872	Hit Points: 8
Damage Mod.: +2	Healing Rate: 1
Accuracy: +1 (+5 HTH or wave)	
Power: 53	
Carrying Cap.: 365 lbs.	Basic HTH: 1d6
Movement Rate: 38"	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 9	Inventing: 45%
Cash: \$50,000 (\$ equivalent)	

communicates with short phrases which mean much more than what they say. He, as most of the Sub-Realm, is not truly evil, but rather he sees the surface dwellers as a race now invading the land below theirs (mining, etc.).

Combat Tactics: Whenever he faces many opponents who mean him harm, Myu (for short) will use his psionics to strengthen his resistance to injury. He will also animate many plants to try to fend away the attacks of some of his assailants. Especially powerful opponents will find themselves the target of his Amnesia attack. He will try to make them forget why they are here.

Personality: Myu is an enigma. He moves slowly, but very precisely. He treats everyone with respect, friend or foe.

Training: Because of his enormously long life, it is difficult to show how proficient he has become with his attacks and plant control without making him absurdly high in level. Give him +5 "to hit" with all of his mental attacks and once he has established control over plants, he does not have to spend an action every turn to maintain control, especially while in the Sub-Realm. Also, subtract 20 from all the rolls made when he goes into the state of Cosmic Awareness.



Origin & Background: Tokami's father was a fisherman in Japan during the period before Japan had become a leader in the technological world. Tokami often went out early in the morning with his father to catch the fish which was their livelihood. When Tokami's father died, the survival of the family rested upon Tokami's shoulders. One morning, while out fishing, Tokami noticed some very large beast struggling in a neighbor's net. Tokami investigated and came to discover that the beast was a mermaid. The mermaid was uninjured,

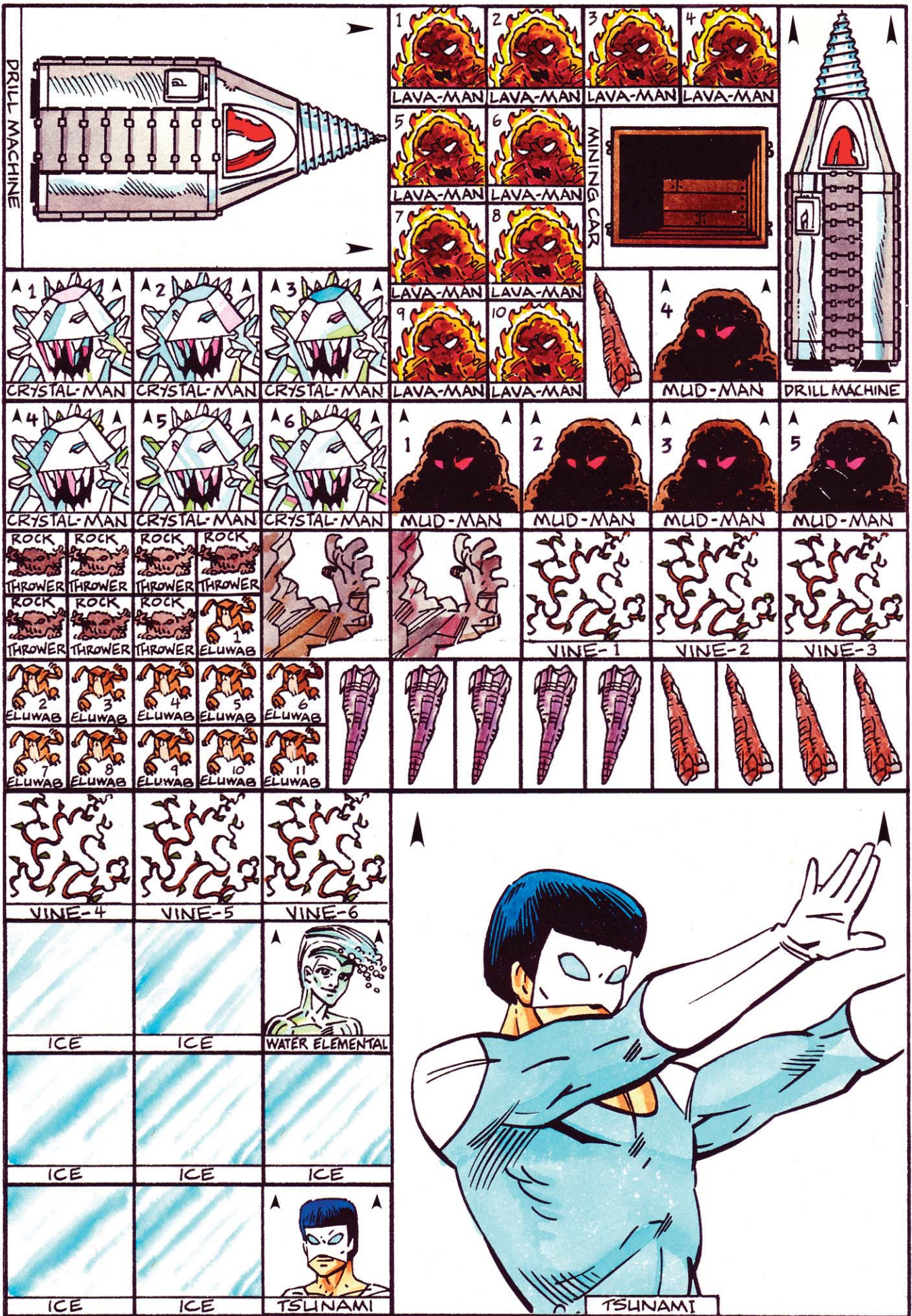
but was hopelessly caught. Overcome with emotion, Tokami set the mermaid free. He was discovered "tampering" with the net, however, by the neighbor, and he was thus disgraced and shamed.

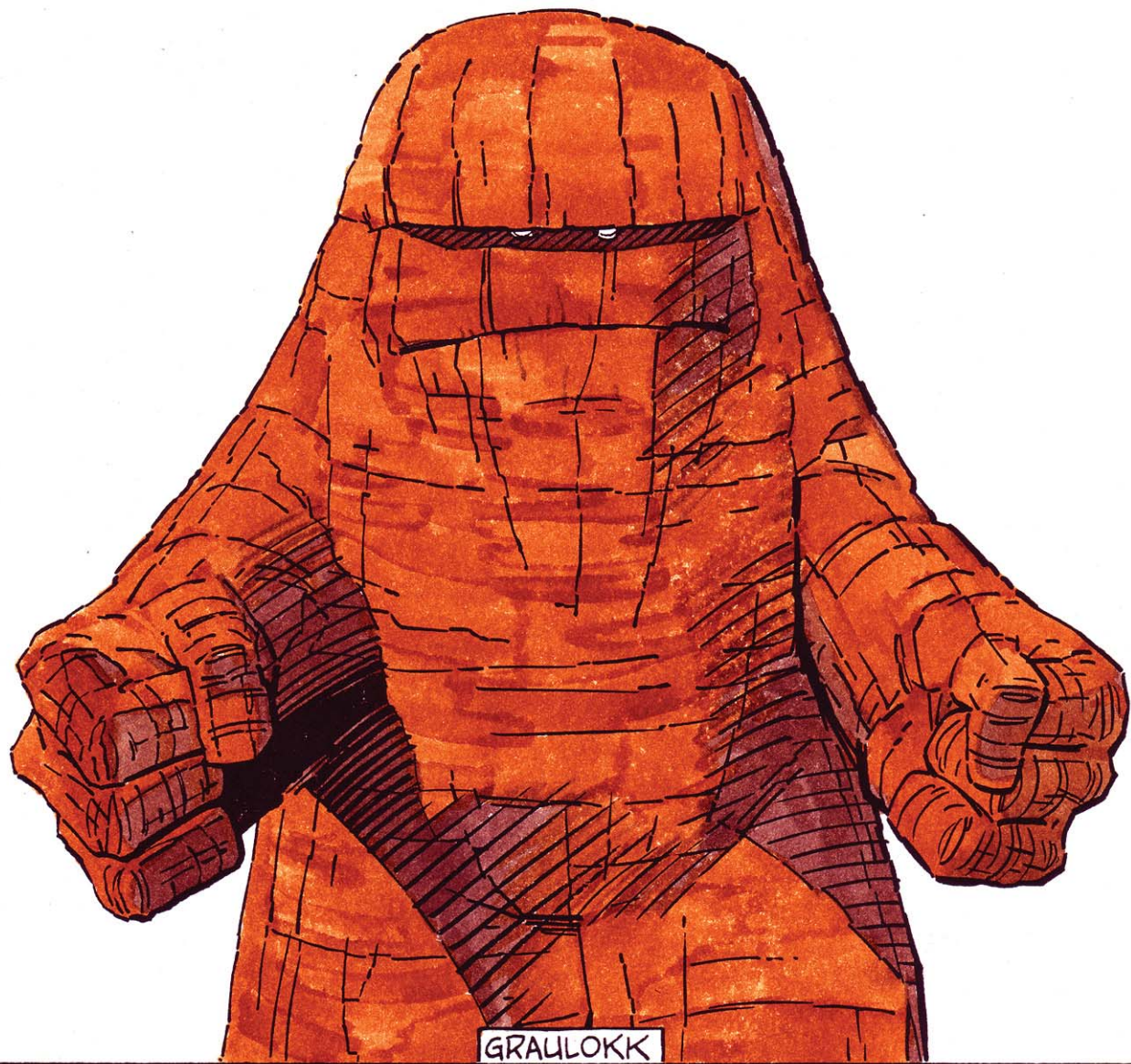
Tokami Nesu became an outcast, unwanted by family and previous friends. Tokami became a hermit. He continued to fish for food. One day Tokami went further from the shore than he should have. When a large storm blew in to shore, Tokami was hopelessly caught in its path. He would have died, but for the mermaid who returned to him and saved his life by pulling him under water. Tokami was overwhelmed to discover that he could breathe the water. Soon, many creatures which were barely visible in the water, for they were water themselves, began to swirl around Tokami. They departed and Tokami discovered the gift that the water elemental had given to him.

Combat Tactics: Tsu-Nami always grows as his first action in combat, because he is rather weak when man-sized. When large, he

will use HTH, but if he is opposed by an especially powerful opponent (such as Graulokk), he will assume water form and try to crush the opponent in that way. Normally this type of attack will cause HTH + 2d8, but against opponents who have a weakness to water (such as Graulokk), this mode of attack will cause HTH x2 damage. Remember to apply a velocity bonus to Tsu-Nami's damage when he "waves" over someone. This is because he retains the velocity which he had in physical form after changing into water.

Personality: Tsu-Nami is very humble. His shame from that childhood incident still haunts him, even though he knows he did nothing wrong. He has been sending money to his mother under an alias (a secret admirer) so that his family can have a good life while still not having to continue to share his shame. Tsu-Nami's exploits are not international, but he is well known throughout Japan and has been mentioned on international telecasts.





GRALLOKK



MOLE



MOI-TON



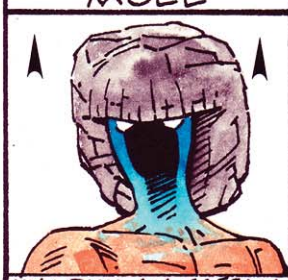
EARTHWORM



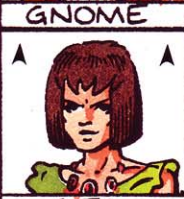
GNOME



DIAMOND



MYU DUM AM GASSAM



GEA



MYSTERY MAN



OIL BEAST