

Legendary AdventureTM

The Fantasy Role Playing Game

Moon Slaves **An Introductory Adventure**



by
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MOON SLAVES

An Introductory Legendary Adventure Game Module

The forest glen was calm and tranquil, cool and inviting. Small creatures occasionally scampered through the undergrowth, or through the overhanging branches of the surrounding sycamores and oaks. Arnold also came here in search of peace, but he had been waiting nearly twenty minutes, and time, for him, was running out.

The sun was now beginning to set. Arnold had scant minutes before the change would occur, the change that would rob him of his intellect, his memory, and his humanity. The transformation that would cause him to become a creature of the hells, and that would most probably damn his soul likewise. Where was that tiny man? The sun now appeared as little more than a ruby crescent upon the horizon.

"Nervous, m'lord?" came a small voice from the bushes to Arnold's right.

With a shudder of relief, Arnold saw his strange friend, a short but sturdy man of only three feet in height. His dark tan skin and green and brown clothing made him nearly imperceptible in the gathering gloom. Arnold would never term him handsome, but he now viewed this enigmatic little Alfar as his savior, and thanked divine providence that he had arrived in time.

"Fear not, I have brought the elixir," he finished, handing Arnold a small opaque bottle. Arnold took the flask, but hesitated, remembering the particularly vile taste of the potion within. In that moment, however, he felt the rage begin within his breast, still faint, but bringing the promise of terror to come. He hesitated



no longer, and, bringing the vial to his lips, hastily swallowed the contents.

The rage subsided immediately, before even the grotesque after-taste had fled his senses. Arnold smiled a slow and satisfied smile as he sank slowly into darkness.

"How long will he be out this time, Gadfly?" asked the tall cloaked figure that emerged from the forest several moments later.

"About a day and a half, as you requested lord," replied the small fellow. "...and I have a name... it's Bradford."

"You are nothing but a small stinging insect to me, Gadfly," replied the tall, almost skeletally thin figure in its dark cloak. "...and you would do well to remember that should I ever cease to appreciate your sting, you will be exterminated with but a moment's thought. Now, bring your fellows and take this human refuse to its chamber. There is work to be done this night."

Arnold awoke in his room, knowing instinctively that something was wrong. He glanced at the window of his bedroom and knew the answer to his unease. The moon shone fully through the lattice of his unglazed window. Close to panic, his eyes swept the room quickly, searching for an answer he knew he would not find. As he began to rise from the bed, however, his small friend's voice intruded from beside his pallet.

"Fear not, m'lord, I knew that the moon's power would shorten the respite offered by the elixir. I have prepared another, and have it here for you." A small vial was held in the outstretched hand of Arnold's strange benefactor.

Greedily, in terror, Arnold seized the vial, prised open its top, and gulped down its contents in a swallow. With great relief he felt his rage lessening, his surroundings blurring. As his senses fled, however, he heard the small man relate a brief message.

"It is unfortunate that you managed to escape your quarters before I was able to replenish your supply... but then... the best laid plans...."

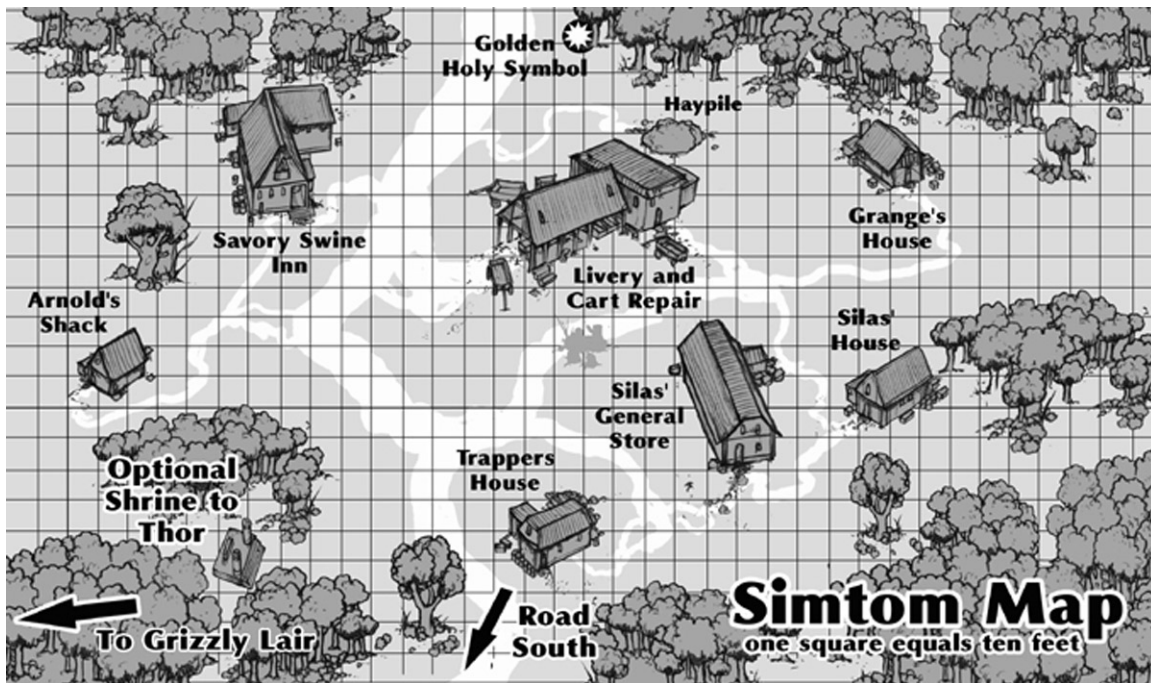
FORWARD TO THE LEJEND MASTER

Fear not, noble Lejend Master, Moon Slaves is not a typical werewolf tale, and, in fact, it has little to do with werewolves. The story of this adventure is one of intrigue, betrayal, and nefarious activity. Within its bounds plots lie within plots, and very little is as originally appears... but it is all nicely packaged so as to be playable in one or two gaming sessions of three to four hours each.

What follows is an explanation of that which is really occurring in the little community of Simton, and this information should not be relayed to the players of this adventure other than in piecemeal fashion, and of course, only as they use their wits to discover the truth. As the players ascertain the truth of the mystery, there will be a need for hard blows and stealthy plans, but a well-rounded group of Avatars will be required to properly solve the mystery of Moon Slaves, and to rescue the town of Simton and its people.

For those starting campaigns, Simton lies on the southern bank of the Danhood River, in the Monyar Forest, some 28 miles southeast of Byvac. It is normally a resting point for travelers and merchants both on and off the Danhood that are headed towards Lyris, Kossally, and the Kingdoms that border the eastern Middle Seas, an area that prospers from the commerce of the slave trade.

Unbeknownst to Arnold, a small and vicious group of Ulfs is operating in the area, culling the merchant traffic as it passes



through Simton of a portion of its passing travelers, and selling these unfortunates into slavery downriver. They hide the missing merchants behind the rumors of a local werewolf, and have set up poor Arnold to play the patsy for their crimes.

Arnold believes that he is a vicious murdering werewolf, unable to control his animal desires. He relies on a small male Alfar, a “Gnome”, that first explained his memory lapses to him in a manner that he could understand. The little “Gnome” has no name that Arnold is aware of, but he brings him a strong drug that nullifies the beast within his breast at the rising of the full moon.

What Arnold does not realize is that the “Gnome” has been drugging him from the beginning, first by placing a drug inducing rage and hallucinations in his food clandestinely, and later by offering Arnold another drug as a means for escaping his supposed lycanthropy. Several livestock murders were staged in order to cement Arnold’s belief in his own guilt, and Arnold is slipped a dose of the first drug, then sent into comatose slumber by administration of the second, any time that the Ulfs wish more of the travelers through Simton to “all prey to the werewolf”.

This ruse has the inhabitants of Simton looking for an answer to their werewolf problem, and leaves them oblivious to the slave smuggling ring of the Ulfs.

Not all of the townspeople are innocent either, but we shall explore the full cast of players in this nefarious charade as our adventure develops. It is recommended that the Lejend Master read through the entire adventure before play, and that he familiarize himself with all of the various Non-Avatar Characters before they are encountered by the players as the tableau unfolds.

Items written in bold face type should be read aloud to the players. Text that is written in standard script is for the eyes of the Lejend Master alone.

INTRODUCTION TO THE PLAYERS

It is late afternoon on a typical sunny summer day as you travel southeast through the Archduchy of Temare. The road has been smooth and broad, and you have not hurried your pace, for no urgency drives you towards your destination. A small but inviting

thorp proffered itself just as you began to tire, and so you find yourself seated at the local tavern (The Savory Swine) enjoying a fine if moderate supper as the day draws towards its close. It is slightly more than an hour before sunset.

The tavern is a modest one, with good if uninspiring wine, and usually serving an evening repast of a hearty stew made from wild game, with fresh herbs, roots, and mushrooms with plenty of crusty bread to go with it. Several townspeople sit at tables near you, talking in low and friendly tones, and three young lads run from table to table replenishing food and wine. A short and stout woman stands behind the tavern’s counter with a stern but friendly face, and what could only be her husband makes an occasional appearance from a backroom that, by the smell of it, is the kitchen. The only cloud hanging over this otherwise typically rustic scene is a single customer that sits alone in the corner, obviously miserable over his untouched plate of food.

The patrons at The Savory Swine, it being named for the excellent roast wild boar it often serves to customers, are several, both local folk and travelers stopping here along their way. They are here described in some detail hereafter so that when they are approached by anyone in the Avatar party the Lejend Master will have information at hand:

Sylvester Mulhaven: Health 45, Precision 50, Speed 9; **Abilities:** Commerce 50, Evaluation 40, Pantology 30, Pretense 30, Weapons 20. **Attack:** Long dagger at 30 Weapons score for 1-20 Harm; **Defense:** 3 for half cloth garment.

This is the middle-aged, rather pinch-faced and sour-looking man that runs the local General Store. His plump form and expensive garments of silk show that he is quite wealthy, and Sylvester is never averse to showing that off in public, making a habit of so doing whenever possible. If questioned or engaged in conversation, he knows of the local werewolf tales, and believes them wholeheartedly, insofar as anyone asking is concerned. In truth, Sylvester works with the local Ulfs, providing them intelligence as to the arrival of merchant caravans in Simton. Sylvester will do his utmost to cast suspicion on Arnold, the miserable customer that sits alone in the corner of the tavern, claiming that the only reason the town does not drive Arnold from the village is because

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there is scant proof of his supposed guilt. If pressed on the matter of why he does not see justice done on behalf of the town, perhaps confronting the “werewolf” personally, Sylvester will claim cowardice. Sylvester will offer to give the Avatar party some incredible deals at his general store, and will be particularly nosey as to the Abilities and Orders of the Avatar party, asking pointed questions in that regard if given the chance. Sylvester’s servant, a small man with tan skin, will say nothing if questioned or greeted by the Avatars, instead looking towards Sylvester for direction. Sylvester will reply on his behalf that, “Wily doesn’t say much, do you Willy?” Avatars that make a (-15% bonus to the roll) check against Learning, Rustic, Scrutiny, Urbane, or other applicable (LM’s discretion) Ability will note that the servant is either a Dunnie, or at least partially of Dunnie blood.

Arnold Slocum: Health 20, Precision 25, Speed 11; **Abilities:** Pantology 50, Rustic 40, Hunt 30, Weapons 25; **Attack:** Heavy knife for 3-20 at score 25; **Defense:** 0.

This is the miserable man sitting alone in the corner and not eating. He normally has rather handsome features, but now he is drawn and worried. Avatars will find him to be meek and withdrawn, saying little about himself other than that he carves wooden figures and toys for the children of the area in order to make his living. Arnold is fearful of confessing his supposed guilt as a werewolf, as the normal means for expiating a werewolf involves a public burning at the stake. If pressed for information, Arnold will politely excuse himself and make his way to his own home as rapidly as possible, barring the door from within.

Larl and Phillip Edmunds: Health 54 and 50, Precision 50 and 53, Speed 12 and 13; **Abilities:** Archery 50 and 55, Hunt 50 and 45, Ranging 35 and 30, Rustic 30, Weapons 30, Unarmed Combat 20 each; **Attack:** Crossbow for 3-20 +5 at score 68 and 73 close range, belt axe for 2-20 at score 42—when attacking unarmed; 3 x hand for 1-4 +4 or 2 x foot for 1-6 +4; **Defense:** 2 for Unarmed Combat Ability.

These two are local hunters and fur trappers that work the forest to the north of town. One look at their woodsmen’s garb of brown and green shows that. They do not believe that Arnold is guilty and will claim that they no longer trap the woods to the south of Simton as they have seen a family of huge brown bears prowling just west of the road leading south. They are convinced that it is the bears that are responsible for the murdered livestock and the disappearance of traveling merchants. Arnold, they feel, is simply too meek to defend himself against the accusations of some of the other townsfolk. Should the Avatars ask the brothers to escort them to the lair of the brown bears, the pair will politely refuse, imparting that the courage required for such an act is beyond their means. An Ilf also sits with the two trappers, a rather attractive female Ilf.

Leah Oveleaf: Health 55, Precision 42, Speed 13 (AEPs: 56); **Abilities:** Enchantment 55, Arcana 45, Weapons 40, Hunt 35, Stealth 30, Rustic 30, Pantology 25, Archery 20; **Attack:** Light bow for 1-20 +2 at score 47 close range, 42 otherwise and long dagger for 1-20 at score 52; **Defense:** 6 for full light leather armor.

This Alfar female clad in green and gray garb suitable for a male, topped by russet-hued leather, is a highly attractive Ilf and a Magician (11th) Rank member of the Mage Order. Leah is remarkable in her intellectual capacity and the variety of her Abilities. She believes neither the rumors of the brown bears or of a lycanthrope,

but has been invited to dinner by Sylvester, who is paying for the meal. (She normally eats privately). Leah lives in an isolated cottage the forest outside of Simton, although she visits regularly for supplies and to barter the rare herbs she gleans from the Monyar Forest. She will agree to accompany the Avatar party, for a fee of \$200 per day, should they decide to investigate the rumored lair of the brown bears. Larl will be quite upset should she make this offer, for he fancies Leah, and he will make his displeasure known loudly, be looking for a fist-fight.

She carries a short bow, a quiver of 12 arrows, and a dagger. Leah wears custom leather armor that provides her with 6 points of armor protection but does not slow her Speed.

Leah knows the following extraordinary activations: Disrupt Power, Unexplained Noise, Cloak In Shadows, and Flame Gout.

Granger Helverson: Health 65, Precision 58, Speed 13; **Abilities:** Hunt 58, Weapons 50, Archery 44, Rustic 38, Ranging 17, Pantology 40. **Attack:** Strong bow for 3-20 +4 at score 74 close range, 64 medium, 54 otherwise, axe for 4-20 at score 55; **Defense:** 8 for full leather armor.

This average-sized man in his late 30s with leathery complexion and rugged face is a full member of the Forester Order (he knows the Order’s recognition signs) that runs the local Livery and Cart Repair. He is an honest fellow of simple wants, hardworking and forthright in his views. He is suspicious of Arnold, and believes that indeed he might be a werewolf, but is hesitant of accusing the man unfairly. Granger lost two mules to the depredations of the “werewolf” however, and is certain, as a Forester, that no natural beast killed his stock. As no attacks have been directed at the animals in his care for some time, however, he is loath to pursue the matter further. His shop is full of carts and wheels for repair at this time (business is good) and he has little time for anything else.

He dislikes Sylvester, thinking him crude, pretentious, and grandiose. Sitting with him is a merchant who regularly visits this tiny community, Silver Masterson, and two of his guards.

Kurt Mannerheim: Health 44, Precision 38, Speed 10; **Abilities:** Commerce 50, Weapons 65, Evaluation 40, Waterfaring 35, Physique 30, Scrutiny 25, Waylaying 20. Archery 10; **Attack:** Hand catapult for 1-20 +1 at score 86 close range 66 otherwise, cutting sword for 6-20 +3 at score 75; **Defense:** 9 for full leather armor.

This merchant is a big robust man of middle age who hails from Itherland and is not a bad person at heart. He will reluctantly admit to having supported himself through river piracy in his youth, although he will immediately claim to have become a fully legitimate businessman should this confession be wrung from him either through persuasion of the copious application of free wine. Kurt Mannerheim knows nothing of the werewolf rumors, but is confident that he and his guards can protect his two-wagon caravan from any threats the road might offer.

Guards Herman and Jurgen: Both have identical statistics: Health 30, Precision 35, Speed 9; **Attack:** Crossbow for 3-20, battle axe for 7-20 +2 Harm bonus for Physique Ability at score 40; **Defense:** 8 for full leather armor.

Tam and Sheila Bromsen: Health 30 and 28, Precision 20 and 18; Speed 9 and 11; **Abilities:** Commerce 30 each, Pantology 35 each, Physique 30 and 10, Rustic 40 each, Weapons 20 and 18. **Attack:** Tam, club for 1-20 +4 at 20; Sheila long dagger 1-20 +1 at

score 28; **Defense:** Tam 4 for half cloth garment and Sheila 0.

These two individuals are the proprietors of the tavern. Tam and Sheila are both of sturdy peasant stock, large boned and husky. Both dress in rustic clothing, Tam in brown leather knee breeks with an unbleached linen shirt, a red vest, with a leather apron over them; Sheila wears a long blue skirt, unbleached linen blouse, and a gray smock over those garments. They also believe that Arnold is a werewolf, but he is also an old friend so they say nothing incriminating. They state that they will not refuse to serve Arnold, but that they have otherwise put some distance between themselves and Arnold. They feel pity for, and to some extent fear of, Arnold.

The Lejend Master should allow the Avatars to converse with the patrons at The Savory Swine for as long as they desire. Should they choose to stay at the tavern that evening, their room will cost \$20 per person in the party to share a common room with enough beds for all. Their evening will pass without event, although they will find the entire town locked up tightly once the sun has set. (The Lejend Master may choose to allow them to explore the buildings of the town that evening after sunset, but should adjust the descriptions provided to account for the inhabitants, already frightened by tales of werewolves, bears, and disappearing merchants, to be somewhat restive, to say the least, when awakened by surprise by uncalled for intrusion by the party. It is likely that many will take violent offense to this intrusion, and should combat follow home invasion, the party is likely to make outlaws of themselves. Any Avatar with Chivalry Rustic, or Urbane, Ability will automatically recognize this risk should clandestine nighttime investigation be suggested by one of the players.) The Lejend Master may then allow the Avatars to explore the town as they wish the next morning. Actions outside of town will refer them to the following encounters:

Should the party decide to proceed out of town, following the road to the south, or should they choose to camp outside of the tavern, proceed to encounter #1, An Ambush on the Road.

Should the party wish to investigate the brown bears, proceed to encounter #2, The Giant Bear.

Should they travel north, inform them that such is the direction from which they approached Simton....

Optional Encounter

As previously mentioned, smaller parties or those not particularly well-equipped for this adventure, might require a bit of help in order to defeat the plot of the Ulf. At the Lejend Master's discretion, a Shrine to Thor may be added to this adventure. The shrine has only two inhabitants, an Ecclesiastic Order Non-Avatar Character dedicated Thor, and his faithful wolf-dog, Molin-jir (Molly for short). Should the Lejend Master feel that the party will require the assistance of these two, the following introductory encounter should occur before the party actually reaches Simton, when they are a mere 100 yards from the hamlet proper. Read aloud the following description:

Your party is tired, and well prepared for the gentle ministrations commonly found at the more rural taverns of this region. A small hamlet lies before you, sporting just such a one. As you gaze fondly at its worn oak clapboards, however, a glint of gold catches your eye from a tree near the left side of the road.

If the Avatars proceed into Simton, return to the Introduction to the Players, if they decide to investigate, continue:

As you approach the tree, you can see that the 'glint' is

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actually a golden medalion hanging on a leather thong. The icon it displays is that of a raven with a thunderbolt in its claws above a reversed "T" shape.

Should there be an ecclesiast in the party, or any with Arcana, Chivalry, Learning, Pantology, Theurgy, or Urbane Ability add:

It is obviously a holy symbol of the Tenoric Pantheon and the god Thor.

Should an Avatar further possess Evaluation or Commerce add also:

It is actually a rather cheap trinket, and is

plainly only gold plated. It's value is in the realm of \$20-\$40.

The holy symbol may be easily retrieved from its resting place, and will become significant only when the Avatars later encounter Wilhelm the Theurge later at the shrine of Thor. The Lejend Master should thoroughly read the section on Wilhem, and the shrine before proceeding, and only then proceed with the Introduction to the Players. Should the Avatars make inquiries in town, all of the folk of Simton are familiar with Wilhelm, and the symbols of his deity, and will direct the party to the shrine. Wilhelm is a solitary man, and for the purposes of this adventure, will always be found at the shrine of Thor unless the party convinces him to help them.

ENCOUNTERS IN SIMTON

The Savory Swine Tavern

The occupants of this fine establishment have already been described, and the Lejend Master and provided with Abilities and statistics. As in all such cases, the Lejend Master is free to alter such information at will. The tavern is a 2-story building of timber and plaster set on a fieldstone foundation. The personal apartment of the owners, the kitchen, and common room with bar are located on the ground floor, and boarding rooms (six) on the first floor. There are both a root and a wine cellar beneath the building.

Livery and Cart Repair

Should the Avatars arrive here during the day, they will find two riding horse, two draft horses, and three mules in the fenced area of this establishment, and Granger Helverson working tirelessly within on a heavy 4-wheeled merchants wain (he is putting a new rear axle on it). The horses and mules may be purchased from him as per the guidelines set out within the rules (price-wise). He will deal in a friendly manner with the Avatars, but will be unable to impart any further information than that which they might have gleaned the previous evening at the tavern (although the Lejend Master should impart this information at this time if the Avatars failed to question him at the previously while at the tavern).

Grange is also tanning on the side of his building the hides of



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the two mules killed. Any Avatar with Hunt, Nomadic, Ranging, Rustic, or Savagery will automatically recognize that the wounds in the hides were not made by animals of any kind. Those making successful checks against Chivalry, Hunt, Nomadic, Ranging, Savagery, or Weapons Ability will note that the marks are made, not by fangs, but by well-placed spear thrusts. Describe the scene to the players:

You are looking at a two-story wooden structure, little more than an oversized barn with heavy timber posts. You see that there is an attached fenced livestock area. Hammering noises and occasional curses come from within the building. The fenced area contains several equines: two saddle horses, two rather large draft horses, and two mules. A sign over the open door to the building reads simply, "Livery and Cart Repair".

Note: if the Avatars are investigating this building at night, the main building will be locked up tight, the animals inside. The hides, however, are tacked to the side of the building and will be available for inspection although a penalty of 25% should be added to any ability check while investigating the hides due to the lack of visibility at night. In addition, Granger will be at his house, sleeping.

Granger's House

This building, while not large, shows that Granger is fairly successful at his craft. Describe it to the players thus:

This is a wooden cottage, probably a mid-sized house, standing before you. It is of professional, if not expensive, construction, with fully-glazed windows and three stone steps leading to its front door. A strand of steel wire connects the peak of this house's roof to the livery building some twenty feet away.

Should the Avatars find a means of gaining entry, continue.

The cottage has but three rooms: a large front sitting room with a fireplace and upholstered furnishings, a kitchen with a brick fireplace and oven, table and two chairs and a wash basin with its own water pump, and a comfortable bedroom area.

The Lejend Master may add common items (carpets, wall decorations, cooking and eating utensils, etc.) to this dwelling as he sees fit, but Granger keeps his wealth hidden behind a loose brick in the large fireplace. Should the Avatar party discover this cache (through the use of Scrutiny, Stealing or Tricks Ability) the removal of the brick will cause the wire connecting the house to the livery to vibrate, thus alerting Granger that he has intruders in his house. He will then enter with an axe and demand that the Avatars return his property and leave immediately. Should they decide to attack:

Granger Helverson: Health 65, Precision 58, Speed 13; **Abilities:** Hunt 58, Weapons 50, Archery 44, Rustic 38, Ranging 17, Pantology 40; **Attack:** Strong bow for 3-20 +4 at score 74 close range, 64 medium, 54 otherwise, axe for 4-20 at score 55; **Defense:** 8 for full leather armor.

It is possible in this circumstance that Grange will surprise the party, giving him one ABC of free action (one free attack).

Should the party attack Grange, they will immediately become suspect by all of the other members of the town as the cause of the recent disappearances, and the Lejend Master should provide them with an all-town battle that should give them a resounding beating if not the loss of their lives or liberty. Such a decimation of the town will undoubtedly also earn the Avatars several points of disrepute.

Arnold's Shack

Tucked away down a disused lane behind the tavern is the abode where Arnold cowers from the accusations of the townsfolk of Simton. Should the party find its way here, describe Arnold's shack:

Before you is a ramshackle construction no more than 15 feet on a side, its need for repairs obvious. Only its door appears to be in good condition, and is in fact reinforced with several makeshift iron bands that appear as though they might once have protected the wheels of a wagon or similar device. This building has but one unglazed window that is covered by a lattice of stout wood, its shutters open.

Unless it is mealtime, Arnold will be here, hiding in his shack with the door closed, although smoke from his meager grate will be seen exiting the short clay pot chimney attached to the roof. A simple knock on the door will receive no reply, although repeated will eventually cause Arnold to respond:

"Go away! I have a crossbow in here!"

Only a successful check against Chivalry, Minstrelsy, Pretense, Tricks, Urbane, or Waylaying will persuade Arnold to open his door. He will talk through his door to the Avatars, but will avoid the topic of his being a werewolf. A successful check at this juncture against Chivalry, Learning, Minstrelsy, Pretense, or Urbane will get Arnold to confess his fears concerning his condition. The Lejend Master may add bonuses or penalties to these skill checks as he sees fit, but with the understanding that Arnold is currently terrified that someone from the town, or hired by the townspeople, will murder him. If persuaded, he will relate:

1) Arnold fears that he is truly a werewolf.

2) He has managed to keep his lycanthropy under control with the help of a strange Gnome whose name he does not know. This Alfar brings him an elixir which allows him to ride out the full moon in an unconscious state.

3) He will tell the Avatars of the clearing in the forest wherein he rendezvous with the Gnome, but only if they promise not to endanger his supply of the elixir.

Arnold will by no means accompany the party as he will fear that they plan to kill him in a clandestine manner. Should the party wish to investigate the clearing in the forest where Arnold meets the "Gnome", skip to the final section of this adventure, The Lair of the Ulf's. Should the party manage to force entry into Arnold's shack, this will drive him insane with terror, and the Avatar party will either have to kill him (easily done), or he will escape screaming into the woods. Other than small wood-working tools and a score of small wooden figures and toys in various stages of being carved, there is nothing of value in Arnold's shack. The carvings have an approximate value of \$125.

Sylvester's General Store

Nearly as large as the Savory Swine Tavern, Sylvester's General Store is the most impressive building in town, and is open from an hour after sunrise until an hour before sundown every day. As the party approaches describe it thus:

A large structure rises before you. This one-story building measures a bit over 50 feet in length, and with a depth of at least 30 feet. Its front is covered in marble façade, and its windows are both glazed and leaded. A large bronze plaque above the door reads, "Sylvester's General Store". The front double doors are open, inviting you to enter.

Should any of the party possess commerce or Evaluation Ability add:

This is probably this most opulent rural general store you have seen in all of your travels, limited as those travels might be. It strikes you as somewhat strange.

Once the party has entered, continue:

Shelves line the outer walls of the large commercial front portion of the place, and displays of merchandise surround the rest of the floor area except for the exact center of the store. Mundane articles of all types lie on these shelves, in a variety you have never seen rivaled. The center of the store is occupied by a 10-foot square counter, behind which, in a large and opulently over-stuffed chair sits Sylvester himself. You now notice that Sylvester is a rather large man, well over six feet in height, and would also cut a rather imposing figure if he did not weigh something over 300 pounds. As it is, it is plain that Sylvester has been too frequently at the board.

A smallish man with tan-colored skin is working in the back of the shop dusting off some of the merchandise.

Should any of the Avatars make a successful check against Scrutiny Ability (at a bonus of -20% to the roll) or Pantology (standard roll), or simply inquire whether or not the items appear dusty, add:

Many of the items on the shelves are quite dusty.

Should any of the Avatars make a successful check against Commerce or Evaluation Ability (at a bonus of -20% to the roll) add:

The dust on the items in this shop indicates that the items have been here for some time... you wonder what Sylvester sells that earns him his obvious wealth.

Sylvester will offer some good deals to the visiting Avatars, in hopes of allaying any suspicions they might have of him. Any materials listed in the general listing of the rules will be made available to the Avatars here at 75% of their listed value. Should the party not have spoken with Sylvester previously, he will relate only that information that he would have at the Savory Swine Tavern (see above).

Sylvester' House

Sylvester enjoys a standard of living that is obviously beyond the means of the average general store proprietor, and this will be obvious to the Avatars as they approach his residence (which is hidden from view from the road behind the general store). Describe it to the players:

You behold a large stone structure, well-built and generously landscaped, standing before you. It is nearly 40 feet wide and probably more than 30 feet in depth. Its glazed and leaded windows reveal that this structure, although built of stone, is not for defense. With a start you realize that this could only be the residence of Sylvester Mulhaven, the well-to-do owner of the General Store. Its front door is made from oak reinforced with iron bands, and it is tightly closed.

Entry can be gained to Sylvester's house either by breaking a window, or by an Avatar making a successful check against Stealing while trying to pick the lock on the front door. There are several rooms in the two-story structure, as well as a full wine cellar. On the ground floor is a parlor, office and study, dining room, and a kitchen. Above are a sitting room and three bedrooms.

Should the Avatars loot the place they will discover:

- 1) Silver candlesticks, 10, each worth \$300
- 2) Gold statuettes, six, each worth \$2,500
- 3) Silver tableware worth \$900
- 4) Silver goblets, eight, each worth \$400

The Lejend Master may add any other mundane items he would like, but of course of the finest quality. More importantly, a careful check of the wine cellar by any Avatar with Mechanics, Scrutiny, Tricks or Stealing will reveal a trapdoor that leads to a secret passage. This secret passage leads to area #5 of the final section of this adventure, The Lair of the Ulfs.

Trappers House

This building is more of a log-cabin than a finished dwelling but is of sturdy construction. Given the trade of its occupants, however, the Avatar party should smell it as soon as they sight it. Describe it to them thus:

Before you stands a 20-by-20-foot-square log cabin with a stone chimney. Its heavy wooden door is shut fast, although it has several windows through which you can hear the sounds of human speech. What strikes you most however is the smell. While not overpowering, this cabin definitely emanates the stench of death.

Should any of the Avatars ask what is being said within the cabin reply:

You hear the following: "Boy look at the size of this one!" And then a different voice replies, "Yeah, he won't be eating any more corn!" Considerable laughter follows, and then all is quiet.

The cabin belongs to the Edmunds brothers, and they are currently skinning raccoons. They will reply if the door is knocked, and will deal with the Avatars in a civil manner, imparting the same knowledge they would have at the tavern, unless they went off with Leah, the Ilf, in which case Larl will be rude and surly! If the party surprises the brothers, however, they will immediately defend themselves against supposed attack as they are nervous wary due to the recent disappearances from town.

Edmunds Brothers, Larl and Phillip: Health 44 and 50, Precision 50 and 53, Speed 12 and 13; **Abilities:** Archery 50 and 55, Hunt 50 and 45, Ranging 35 and 30, Rustic 30, Weapons 30, Unarmed Combat 20 each; **Attack:** Crossbow for 3-20 +5 at score 68 and 73 close range, belt axe for 2-20 at score 42—when attacking unarmed; 3 x hand for 1-4 +4 or 2 x foot for 1-6 +4; **Defense:** 2 for Unarmed Combat Ability

If the Avatars do not return the attacks of the brothers for one full ABC, the brothers will cease fighting and apologize for jumping to conclusions. Should the party kill the brothers, they will be shunned by the rest of the town and should earn point of Disrepute. The furs stored in the cabin (that are fully prepared) are worth \$900-\$1,400 to the right buyer, a trader dealing in furs and pelts.

Once the Avatars leave the confines of Simton proper, they are faced with several choices: They may continue down the road to the south (turn to Encounter Area #1, The Ambush on the Road), they may decide to investigate the reportedly lair of brown bears (turn to Encounter Area #2, The Giant Bear) or they may either follow the secret passage from Sylvester's house, or decide to investigate the clearing where Arnold meets the small man, in which case you should proceed to the final section of this adventure, The Lair of the Ulfs.

Essentials

The Shrine of Thor (Optional)

If you have decided that the Avatar party requires a helping hand to defeat the Ulf's, this shrine is the sacred devotional home of their potential benefactor: Wilhelm, Theurge of Thor. The Shrine is a modest affair, built entirely from native fieldstones and mortar, and it is partially hidden by underbrush and trees that grow quite closely to the road near its location. Avatars not specifically looking for this shrine will miss this place until they pass within thirty feet of it. In any event, once it has been discovered by the party, describe it to them:

A small but well built stone building stands before you. Its square entryway portion stands a mere 14 feet in height, and proudly displays a carved wooden icon of a reversed "T" shape, the hammer of Thor at rest. The wooden structure behind it is a scant 14 feet in depth, and perhaps 12 feet in width. As you stare at its architecture, a human wearing a heavy leather robe bound at the waist by a broad leather belt holding a hammer walks forth from the entrance, his palms upraised.

"I am Wilhelm, a humble penitent who speaks of the greatness that is Thor. How may I be of service to worthy travelers?"

Wilhelm, a true devotee of Thor, values hard work, honesty, and honor above all. He will search for these qualities amidst the Avatars, and will respond favorably should they be present to any degree.

Should the party present Wilhelm with the holy symbol found hanging from the tree, he will agree wholeheartedly to help them in their explorations, valuing this sign of the party's honor above all. He will ask to accompany them in their explorations, asking only that, should he be of service, the party remember the blessings of Thor.

Should the party treat with him honorably, but NOT return the medallion, Wilhelm will still be disposed to help them, but will demand that they honor Thor should he (Wilhelm) prove useful to their explorations.

Should the party treat Wilhelm shabbily, or attempt to deceive him, Wilhelm will follow the party in secret, doing his best to save them if they are ambushed, and then leaving them to their own means after a haughty and highly self-righteous speech concerning honor. Wilhelm's help in this instance will occur, at the Lejend Master's discretion, either once the Avatars are captured (Wilhelm will free them), during the ambush (Wilhelm will virtually charge to the rescue), or as the Avatars enter the Ulf's cavern should neither of these situations arise (alerting them to the presence of the Troll Guardians and killing the guardian Troll in Area #2).

Wilhelm, Human Mage Order (Priest, 8th Rank): Health: 68, Precision: 46, Speed: 13 (adjusted 12), AEPs 52; **Abilities:** Theurgy 85, Scrutiny 75, Physique 65, Learning 55, Weapons 45, Rustic 35, Ranging 25; **Attack:** Battle hammer: 6-20 shock Harm, range 2, speed 6, Precision bonus 10 (to hit 55) and +6 Harm for Physique; **Defense:** 14; +6 shielding ring vs. three opponents and 8 for full leather armor,

Activations Known:

Invocation of Service: Order Invocation: Extreme,
Aegis: Rite: Major
Restore Body: Rite: Major
Save from Evil: Rite: Major
Summon Guardian: Rite: Major
Summon Protector: Rite: Major
Armor of Faith: Very Minimal
Health Benison: Moderate Power

Nullify Burns: Moderate Power
Nullify Toxins: Moderate Power
Nullify Traumas: Moderate Power
Uphold Faithful: Extreme Power

General Powers:

Banish Sickness: Good
Cleanse: Low Moderate
Exterminate Insect Pests: Very Minimal
Exterminate Internal Parasites: Moderate
Undo Activation: Major
Undo Petrification: Major

Tactics: Wilhelm will spend a full two minutes preparing Invocation of Service (12 AEPs) and activating a Summon Protector (10 AEPs) Rite so that a Protecting Minion will appear and enter the battle against the Ulfs with him. However as soon as the Protecting Minion appears he will have it activate Armor of Faith (2 AEPs) on itself, Wilhelm (5 AEPs), Molly (5 AEPs), and up to seven Avatars (5 AEPs each to 25 maximum). Note that this will increase the protection of each individual by 2 points, for 22 attacks (44 Health points saved thus). When all are thus additionally armored, Wilhelm will assail the Ulfs, and the Protecting Minion will lead the way for him into combat.

Protecting Minion A spirit taking form as a human with the following statistics: Health 77 Precision 111 Speed 12 (48 AEPs); **Abilities** Evaluation 111, Pretense 111, Ranging 11, 1Hunt 77, Minstrelsy 77, Stealth 77, Weapons 77, Theurgy (any Service Order Power) 48 and devotional object with 24 AEPs

Arms: Supernatural hafted hook (1-10 penetration, range 2, speed 3, +20, +9-12 Harm, the added 9-12 Harm bypassing all protection).

Armor: 17 (19 with Armor of Faith); supernatural full leather armor for 12 and supernatural buckler (Warding Palm targe for 5) against all attacks.

Invulnerabilities: Any and all fear, leeching of Base Rating points, and possession.

The Protecting Minion will stay within the theurgist and watch and defend him with weapon and shield any and all who are destructive, and/or malign in regards to the deity the minion serves, and who are opposed to and have or would substantially harm him. The Guardian Minion will remain material and perform thus for one hour time for each seven AEPs expended by the theurgist at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

Molly the Wolf-dog: Health 50, Precision 60, Speed 17; **Attack:** Bite for 1-12 +8 penetration Harm; **Defense:** 7; 5 natural +2 added by Armor of Faith Power); **Special:** This animal is a nonesuch, a huge wolf-hound cross that is nearly as large as a pony and weighs in the neighborhood of 200 pounds. If it leaps and scores a 6 or less on its attack roll the opponent it has struck thus is born over, the animal has locked its jaws on the opponent's throat, and next ABC it inflicts maximum Harm of 20 automatically, this also bypassing all protection of the victim.

Encounter Area #1: The Ambush on the Road

If the Avatars are proceeding southwards down the road during the day, the Lejend Master should allow the Ulf's but one round of surprise, after which Initiative should be rolled to determine the order of combat. (Note that Avatars with Hunt, Ranging, Stealth, or Waylaying Ability might also be able to counter-attack on the first, "surprise" round). Should the party be attacked while camping outside of town in the evening, only the person on watch (should a watch have been set) will be able to reply after the first ABC (surprise ABC) and all other players will need to make a check against their current Health statistic to see if they have awakened. The Lejend Master should also note that no Avatar will be sleeping either with a weapon other than a knife or dagger, or in armor other than cloth or leather. Donning armor takes too long to be a consideration in the case of immediate attack, of course.

Once the party has proceeded a quarter mile or more south of Simton, they will be attacked from carefully prepared positions by a party of Ulfs intent on their capture so as to be sold as slaves who have been alerted by Sylvester.

Ulfs (2-6, LM's decision based on the Avatar party's strength): Health 71-90, Precision 71-90, Speed 16-18, Use the lower limits if the party is relatively weak, and work up from there for stronger Avatars. Only a large party of very tough Avatars should be confronted by upper-limit Ulfs; **Attack:** The Ulfs will first attack by casting large, weighted nets and then by clubbing the Avatars with large clubs. Avatars caught beneath the nets may avoid being trapped by rolling 3 x their Speed Base Rating or less, or by rolling just their Speed Base Rating if caught unawares. As the Ulfs hope to capture their quarry alive, each time one of their attacks with a club is successful, the Avatar may avoid becoming unconscious by rolling an avoidance based on their Health Base rating or less. Failure to avoid indicates that the Avatar has been knocked unconscious and will remain so for d20 minutes of time. Ulfs attack twice per ABC and have variable Harm addition of 3-12 per attack. **Defense:** Moderate preternatural Protection and armor provide these Ulfs with 13 points of armor protection.

If captured, the Lejend Master may take two different course, at his discretion:

1) He may sell the Avatar party into slavery to a benevolent master who, seeing their plight, will free them, telling them the general route to return to Simton wherein they might reap vengeance on their enslavers. The benefactor will, of course, expect to be repaid for the cost of his newly freed 'slaves', plus considerable additional coin in gratitude. Note that the Avatars will be bereft of both equipment and valuables in this case.

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2) The Lejend Master might decide to imprison the party in the Ulf's holding cells (area #2 in the final section of this adventure, The Lair of the Ulf's) but again the party would naturally be bereft of any equipment and valuables.

Should the party defeat the Ulf's, any Avatar with Hunt or Ranging Ability should be able to track with ease the raiding party back to the clearing of The Giant Bear... and the Lejend Master should proceed to that encounter. If none of the party members possess Hunt or Ranging, the Ilf-maiden, Leah Overleaf is also able to track the path of the raiders, even should this tracking occur the following day. She might be, at the discretion of the LM, persuaded to perform this service...

The Ulf's are each wearing jewelry valued at about \$11,000-\$20,000 per Ulf, although they carry none of their other personal possessions, saving weapons, while on a raid.

Encounter Area #2: The Giant Bear

This Giant Bear is an illusion of sight and sound cast by the leader of the Ulf Slave Ring, an Ulf Savant named Maximaz. The area of the illusion is sparsely wooded without actually being a clearing, and lies some fifty yards closer to the road than does the clearing in which Arnold meets the "Gnome" (see the final section of this adventure, The Ulf's Lair). Still, the area of the illusion is nearly a mile northwest of the road.

The illusion was cast (at a great expense of AEPs) by Maximaz using the Hrunji's Horrific Beast activation. It is permanent, and lasts about one hour before it cycles and repeats itself. The illusion is made to frighten away any casual explorers, thus protecting the secret entrance to the lair of the Ulf's that lies not 100 yards northwest of the illusion.

As the Avatars approach this area, whether guided by the Ilf-maiden Leah, or having discovered it on their own, or by following the trail of their would-be ambushers, read aloud:

The trees begin to thin about 20 yards ahead of you, and you can make out some faint growling noises.

Some movement is barely perceptible between the trees in the direction from which the noises seem to emanate.

Should any of the Avatars have Hunt, Nomadic, Ranging, or Savagery Ability, and sensitive hearing, or simply make a successful check against their Ability, add:

The growls sound like those of a large bear.

As the Avatars approach to within 50 yards of the illusion, add this description:

You can now see what is creating the growling sound. A massive bear, measuring more than 18 feet in height and probably weighing no less than a two tons is scratching its claws against a massive oak tree, destroying the tree in the process. You would not have thought prior to this that such a freak of nature was possible!



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If the party approaches to attack, a second illusion will be activated, this being of the bear turning and charging to attack the party. All Avatars attacking should then make an Avoidance Roll at 4 x their Speed Base Rating, or else fall victim to the attack as though it were actual.

(The 'bear' hits automatically with both a paw attack for 9-20 Harm +10 Shock Harm and a crushing hug for 13-16 Harm.) Avatars moving forward but claiming disbelief (and again, this illusion has sound as well as visual components) may also make an Avoidance Roll at 4 x their Speed base rating in order to confirm that the bear is merely an illusion.

Should the Ilf-maiden Leah accompany the party, she will immediately recognize that the bear is an illusion, and will offer to 'defeat the bear' should the party promise to reward her with \$1,000 or more in coin. She will then activate without failure a Disrupt Power and the illusion will fade.

Should the party study the bear for more than an hour, any Avatar making a successful check against Hunt, Ranging, Scrutiny, or Tricks will recognize immediately that the tree the bear has destroying has somehow repaired itself! Further viewing of the scene will reveal that the bear is repeating all of its former actions, and that something is obviously amiss. If any of the team mentions "illusion," they will all recognize that is what is at work. Once the party has defeated the illusionary bear, Arnold's clearing, and the cave mouth behind it will become visible. Proceed to the final section of this adventure, The Ulf's Lair.

THE ULF'S LAIR

Area #1, Arnold's Clearing

Whether the Avatars approach this area while investigating the clearing where Arnold meets the "Gnome", or after they have defeated the illusionary bear, they will wind up in Arnold's clearing. Once they have arrived, describe it to them thus:

This forest glen is calm and tranquil, cool and inviting. Small creatures occasionally scampered through the undergrowth, or through the overhanging branches of the surrounding sycamores and oaks. Surrounded by bushes at the point farthest from you of the glen, you can just make out the dark mouth of a cave opening, nearly hidden by the trees and undergrowth.

If any of the party members are of Ilf stock, or make a successful check against Hunt, Ranging, or Scrutiny, add:

Some sound amidst those of the glen seems out of place... heavier, more substantial, and less natural to the surroundings.

A second successful check, at a bonus of -10% to the roll will have you add:

You have spotted the source of the disturbance. A small person, perhaps three feet in height, is attempting to hide behind some bushes at the edge of the clearing. He looks something like an Alfar, a Gnome.

The "Gnome" is actually a Dunny that works for the Ulfs. Any Avatar with Learning or Scrutiny Ability that successfully checks against one or the other will immediately note the race of this individual. Other Avatars inquiring about the "Gnome"

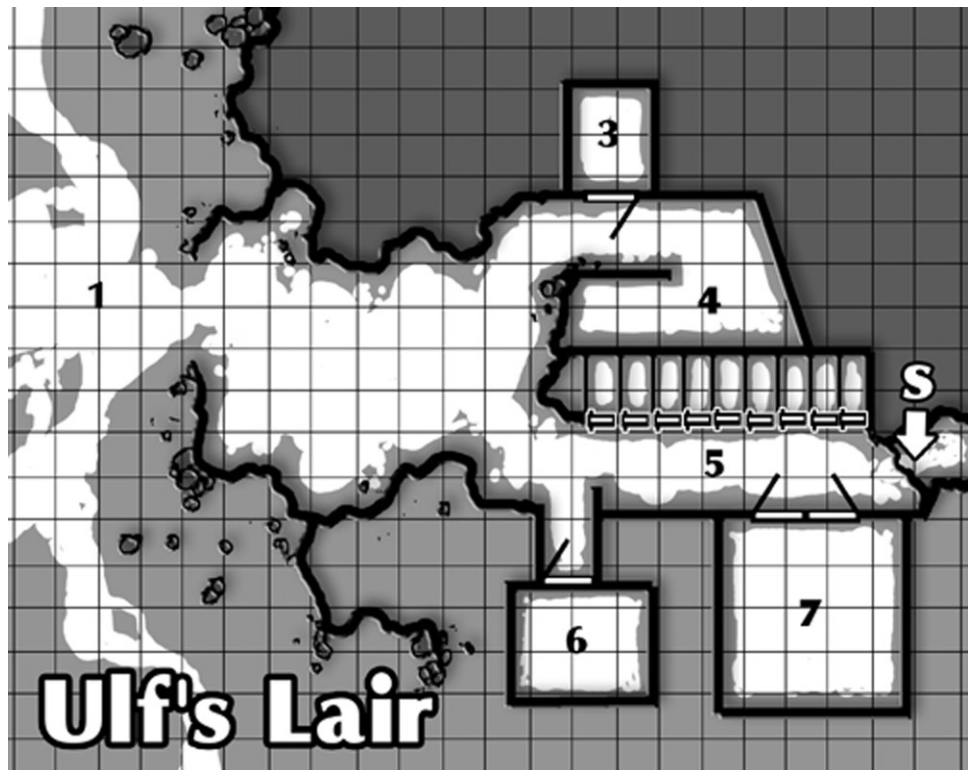
should be told that he is a particularly ugly specimen and nothing more. The Dunny will attempt to escape once he knows the Avatars have spotted him, running to the cave mouth to warn the Ulfs. If injured, especially by missile fire, by the party before he can escape (on the first ABC of combat) but not killed, he will surrender. Should the party accept his surrender, he will relate to them the following:

"There are Trolls in there. I can lure the Trolls out and away by telling them a tale of a rich party of wanderers ripe for the taking coming down the road, but the Master Troll will stay put. If I agree to do this, you must swear you will steal into the cave and kill the master while the others are gone. I also want, beg, you to retrieve a small bronze statuette that is shaped like a human's hand from the master's hoard for me, please. You may of course keep the rest of the treasure."

Dunny, ordinary: Health 28, Precision 35, Speed 18; **Attack:** 2 x club for 1-20 +6 Harm; **Power:** Once per day cause hiccoughing in all individuals within a 10-foot radius, this penalizing all Ability use by the target subjects by 10, the penalty lasting for 4 ABCs of time; **Defense:** 8 for garments, speed, and Extraordinary energy.

The Dunny is as good as his word, and should the Avatars accept his proposal, he will lead the trolls from area#4, and the Ulf's from Area#7 off towards the road to ambush a phantom caravan of traders, after which he will make his way back to the Ulf's Lair 5 ABCs after the party has entered area#6, The Master's Chamber. All treasures will still reside in their respective areas, but no defenders will be present. The only drawback to the Dunny's plan is that the guardian Troll in area#2 will be left at his post, and any combat lasting longer than 3 ABCs with this horrendous guardian will awaken the Ulf Savant in area#6, who is, as the Dunny spoke, currently sleeping.

Obviously, none of this will occur if the Dunny is killed while trying to escape. As mentioned, he will not counter-attack, but will merely try to flee, always going last in the round, but succeeding if he is not Harmed by more than 14 points of Health, or his



surrender is not accepted, and if he is still alive at the beginning of the third ABC of combat.

Area #2, The Troll Guardian

When the party approaches to within 20 feet of the mouth of the cave, they will notice the Troll that stands guard within, although the dimness of the interior will prevent any further details from being discerned. Describe the troll to them thus:

As you approach the cave mouth, now a mere 20 feet ahead of you, you spy the form of a large Troll standing about 10 feet inside the entrance.

The Avatar party may be able to lure the Troll from his guard post using any number of inventive methods that would cause him (the troll) to investigate some disturbance that is close to the mouth of the cave, then sneaking in while the attention of the Troll is elsewhere. Should they decide to attack, the commotion of battle will arouse the other Troll guards (in area #4) and the Ulf Savant (in area #6) unless the troll has been defeated by the end of the third ABC of combat.

Troll Guardian (1): Health 75, Precision 40, Speed 7; **Attack:** Large spiked club for 3-20 +12 penetration/shock Harm; **Defense:** Heavy hides that provide 6 points of armor protection.

The guardian Troll carries a small vial that, if smashed upon the floor, will cause all within 20 feet of its point of impact to lose consciousness for 11-20 ABCs unless they make a successful Avoidance Roll versus 50% of their current Health score. This vial can be thrown up to 30 feet (greater range not being possible due to the lightness of the vial). If not used by the Troll and it is found in searching the dead guard, any Avatar with Alchemia Ability will immediately recognize this concoction as will any one that makes a successful check against Arcana, Enchantment, Learning, or Tricks Ability. Should this occur, any Avatar sniffing the vial will need to make their Avoidance Roll (as mentioned) or will fall unconscious to the cave floor with a 40% chance that the vial will immediately break! Should the vial not break, it and its contents will be recovered without further mishap. If this concoction is swallowed rather than inhaled, its effects last for 1-3 days! It is, in fact, the same 'elixir' that the Dunnie has been giving to Arnold.

Once the party has entered the cave, those unable to see in dim light will have difficulty seeing here, although any light source of non-directional nature (such as a torch on non-bullseye lantern) will more than likely alert the Trolls in area #4 that there are intruders, unless said Trolls have left on the false raid. Should the party defeat, or bypass the Troll, finish describing this area to them:

There is a rough cave with a ceiling height of 12 to 15 feet opening before you. It averages about 50 feet in width, and reaches to a depth of about 80 feet. At the rear of the cavern two tunnels, one to the north and one to the south, lead more deeply into the hillside.

Area #3, Arnold's False Room

Note: It is most likely that, should the party be proceeding without incredible stealth, and unless the Trolls from area #4 have left on the false raid, the Trolls from area #4 will be alerted and will attack the party in the hallway that leads to area #3 before they are able to explore it. Once the party has entered this room, regardless of how they managed it, describe it thus:

The door to this room is not locked, but is rather small. As you open it, an extremely strange sight appears before you. The room

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beyond looks exactly like the inside of a ramshackle hut or shack, right down to an obviously contrived but realistically created night time sky, complete with full moon, appearing through the faux hut's 'window'. A small cot with a straw mattress, a wooden box with a lid, and a stack of logs next to a mock-up fireplace appear to be the room's only furnishings.

The wooden box is unlocked. Should any of the Avatars open the box, add:

This box contains four small vials, exact replicas of the one that the Troll guarding the cave entry had.

This is the room where the Dunnie would feed Arnold his 'elixir' on those nights when they wanted to believe that he had awakened early and had again killed an innocent as a werewolf. The vials do contain four more doses of the sleeping concoction that was found on the Troll in area #1.

Area #4, Troll Quarters

Note: If the Dunnie was allowed to use his plan, no Trolls will be found in this area. If the Dunnie was allowed to escape, the Trolls in this area will be alert and ready for a fight. If the Avatars proceed down the hallway that leads to this area with anything less than extreme stealth, the Trolls will also be alerted. If however, the party manages to approach this area in a stealthy manner, and the Trolls are 'home', the party will surprise them with their arrival, and should be granted one free ABC of actions before the trolls react. As the party enters this area, and if the Trolls are not away on the false raid, describe it in these terms:

A horrific odor comes from this cave, and piles of rags and filthy furs litter the floor, interspersed with soiled leather bags of prodigious size. Their owners are also easily noticed: three large Trolls!

Lounging Trolls (3): Health 75, Precision 40, Speed 7; **Attack:** Large spiked clubs for 3-20 +12 penetration/shock Harm; **Defense:** Hides that provide 4 points of armor protection.

The troll's cave is fairly removed from the rest of the complex, and so any commotion caused here should have no effect on the other denizens of the lair (in areas #6 and #7). A thorough investigation of the lair will reveal the following valuables:

- 1) \$4,342 in mixed coinage found in two large sacks (40 pounds a piece).
- 2) A preternatural Dagger (+10% Precision/Weapons Ability Bonus and +6-8 Harm bonus) that the trolls appear to have used as an eating utensil.
- 3) A Luck Ring (providing 10 Luck points bonus to any Avatar with Luck Ability, or the Ability at 10 score should the Avatar not possess the Ability, but addition to the ring's conveyed Luck is not possible until the actual Ability is gained by the wearer).

Area# 5, The Holding Cells

Note: Should the Avatars never have discovered the secret passage in the cellar of Sylvester's House, they will confront him upon entering this area as Sylvester hopes to garner further gold by warning the Ulf Savant that the party is approaching his lair.

As the party enters this unlit area, describe it to them only should they have the ability to see in dim light, or if they have a light source with them.

The tunnel at the back of the cave proceeds for only 20 feet before becoming a regular passage some 30 feet in width. The north wall of this passage is lined with reinforced wooden doors

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with small, iron-barred windows in them, while the southern portion of the passage has a pair of double doors set into it to the east wall, and a 15-foot-wide passage leading 30 feet to a single large bronze door to the west.

If applicable, add:

At the far eastern wall of this passage a door stands open, and there, framed in the doorway, stands none other than Sylvester Mulhaven!

Sylvester will attempt to persuade the Avatars that he too has come to rescue the “Poor unfortunate prisoners,” but his protestations should be reasonably unconvincing in manner and argument (as portrayed by the LM) despite 30 Pretense Ability score, for he is disconcerted at meeting these dangerous adversaries without any Trolls or Ulfs to protect him. Truly, this man deserves death, and it is the noble Avatar party that will see fit to grant it to him!

Sylvester Mulhaven: Health 45, Precision 50, Speed 9; **Abilities:** Commerce (50), Evaluation (40), Pantology (30), Pretense (30), Weapons (20); **Attack:** Long dagger at 30 Weapons score for 1-20 Harm; **Defense:** 3 for half cloth garment.

If the party has approached the area with stealth, and they manage to kill Sylvester in two ABCs or less, the Ulf’s areas, #6 & #7 will be unaware that their lair has been invaded. It is possible for the Avatar party to rescue and release the prisoners held here and make good their escape through the secret passage in the far east wall of this area, emerging in Sylvester’s cellar.

When an Avatar approaches a cell door read the following aloud:

You look through the iron grillwork barring the small window in the door, see beyond a 10-foot wide, 20-foot deep cell hewn from the living rock. In it are two prisoners. They looked shocked to see your face looking in at them, begin begging you loudly to free them.

At this point the Avatar had better order the captives to be silent! Otherwise, their cries will cause all 18 prisoners to begin an uproar, bring the certain attention of any and all Ulfs in the complex. Assuming they are quieted, continue:

When the two captives realize the need for quiet, they manage to suppress their fearful joy. You check the other six prison doors, discover all seven of the cells are alike, and within them are locked a total of 18 people, 12 men and six women.

When an Avatar seeks to open the cell doors read aloud:

You see a massive key on a ring hanging on the wall at about 12-foot height above the floor. It is certainly the means of opening the locked cell doors, but how will you get it.

However the problem is solved, it shouldn’t be too difficult a matter. The Ulfs simply stretch up and lift the key ring off the peg on which it hangs using their club, toss it back on its peg when finished with it. A tall person using any pole of six-foot or greater length, a spear for example, will manage to dislodge the key ring when a successful roll against Precision is made.

The rescued prisoners will then doubtless help the Avatars by raising a party of mercenaries to wreak foul vengeance on the Ulfs. In addition, the rescued prisoners will provide the Avatars with a reward of \$5,000 each, and will sing their praises throughout the southern Monyar trade routes.

Area # 7, The Ulf Clan:

Note: if the Ulfs are off on the false raid, this room will be empty, but will still contain their belongings and treasure. If the party defeated the Ulfs during Encounter #1 An Ambush on the

Road, this room will also be empty. Should the Ulfs not be on the false raid, but the party have approached with stealth, allow the Avatars one free ABC of action before having the Ulfs retaliate in any way. Should they not have approached with stealth, the Ulfs will be prepared, and the Avatars will most likely get clobbered. As the party enters this room relate:

A sumptuously furnished room measuring 50 by 50 feet lies before you. Rich hangings adorn the walls, upholstered furniture is neatly arranged, and the floor has been covered in polished oak planks. Several large sacks and a wooden box are noticeable on a massive walnut table at the center of the room.

If the Ulfs are still present, add:

It is unfortunate that (2 to 6) large and horrific-looking Ulfs stand between you and this obvious booty.

Ulfs (2-6, LM’s decision based on the Avatar party’s strength); Health 71-90, Precision 71-90, Speed:16-18 Use the lower limits if the party is relatively weak, and work up from there for stronger Avatars. Only a large party of very tough Avatars should be confronted by upper-limit Ulfs; **Attack:** The Ulfs will first attack by casting large, weighted nets and then by clubbing the Avatars with large clubs. Avatars caught beneath the nets may avoid being trapped by rolling 3 x their Speed Base Rating or less, or by rolling just their Speed Base Rating if caught unawares. As the Ulfs hope to capture their quarry alive, each time one of their attacks with a club is successful, the Avatar may avoid becoming unconscious by rolling an avoidance based on their Health Base rating or less. Failure to avoid indicates that the Avatar has been knocked unconscious and will remain so for d20 minutes of time. Ulfs attack twice per ABC and have variable Harm addition of 3-12 per attack; **Defense:** Moderate preternatural Protection and armor provide these Ulfs with 13 points of armor protection.

If either the Ulfs are absent, or the party manages to defeat them in this room, a thorough search will reveal:

- 1) \$375,000 in various coinage stored in three large leather sacks (weighing 50 pounds each).
- 2) A one-ounce jar of Flame Relish
- 3) A bronze hoop Escape Hatch
- 4) An Indigo Egg of Injuring (Gareggy’s Energetic Egg)
- 5) A Shielding Ring (5 Protection for up to 3 opponents)
- 6) An ivory and gold box worth \$12,000 containing 8 rubies with a base value of \$25,000 each.

Area #6, The Master’s Chamber

Note: As this area is secluded, and given that the Avatars should be exploring the lair during daylight hours, only a severe lack of stealth on the part of the party will find the Ulf Savant awake when the party enters the room. If the party enters with stealth, there is a possibility that their entrance will also not awaken him, If they enter without stealth, they should still achieve surprise, and they should be allowed 1-3 ABCs of free action before the Ulf is allowed to respond in any manner. As they enter the room, describe it in this manner:

As you open the door, a 30-foot deep by 40-foot wide room spreads before you, its walls, floor and ceiling gleaming in polished oak. A giant four-poster bed occupies the far wall, and a large chest and dresser the east wall of this room. The bed appears to be occupied.

The Ulf Savant will be amazed at the audacity of the party, and his ego will allow no response other than attack. It will take him one ABS to spring from his bed and seize his ready swords.

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Ulf Savant (1): Health 65, Precision 85, Speed 21; **Attack:** 2 attacks with paired thrusting swords at 105 adjusted score, each hit causing 3-20 Harm plus 20 bonus Harm (for Physique, Savagery, and Tricks Abilities); **Defense:** 16 points of armor protection due to his clothing and a moderate preternatural energy that conveys protection against all forms of attack including Supernatural Harm.

If the fight is still going on after 5 ABCs, the Dunnie will appear and do his best to get one of the party members to open the chest within this room, saying that its contents will defeat the savant. If the savant has already been defeated, he will remind the Avatars that they have “a deal,” but will mysteriously disappear once the chest is approached.

The chest within this room is trapped. The trap may be detected by any Avatar with Mechanics, Stealing, or Tricks Ability. The trap can only be removed via successful check against one of these Abilities (at a bonus of -25 to the roll). If the trap is triggered it detonates with a stinging explosion causing 10-60 (6d10)

Harm to all within the room (half to those who make an Avoidance Roll at 3 x their Speed BR). Within the chest, whether or not it has exploded, the party will find:

- 1) A set of Banderlog Armbands
- 2) An silver and gold box containing 10 perfect pearls. The box is worth \$3,000, the pearls are worth \$25,000 each.
- 3) A cedar wood box containing \$60,000 large gold coins (120 one-ounce) of Arlondian mintage.
- 4) A Cloak of Invisibility
- 5) A Preternatural Longsword (+15% to precision bonus, and causing 6-8 points of Bonus Harm that is preternatural in nature, the bonus Harm always bypassing standard armor).
- 6) A diamond and sapphire ring worth \$30,000
- 7) 12 silver bars weighing 5 pounds each, worth \$800 each.

The Dunnie will disappear after he has convinced the party to open the chest, escaping to the surrounding woodlands to create more mischief in the future.

If the party has managed to rescue the prisoners, their fame will grow, and they will be handsomely rewarded by them. The town of Simton, especially will always welcome them.

If they further manage to kill the Ulf Savant, the rest of the clan (upon their return) will disperse, disheartened by the loss of their leader. They will travel to distant lands in search of clans to join, never bothering this particular region again.

If Sylvester has managed to survive, the townspeople will then know of his participation in the slavery ring, and will deal with him quite harshly. At the Lejend Master's discretion, Sylvester could plan revenge against the Avatar party from his refuge.

If the party killed Sylvester, the Lejend Master might decide that the townsfolk will give them Sylvester's property, or at least their pick of items from Sylvester's store. Again, the opportunities for further adventure due to reprisal by other slavers, business associates of Sylvester, or Ulfs intent on teaching upstart humans are endless, and are at the discretion of you, the Lejend Master.

Award for Success

Allowing the Dunnie to lure off the Trolls and Ulfs gains 50 General Merits for each Avatar. Should the party have refrained from attacking the Ulfs in area #6 (in the event that they are not off on the false raid) the Lejend Master should reward them for their good sense with an additional 100 Merits per Avatar. Rescuing the merchants should also net an extra 100 Merits per Avatar, and slaying the Ulf Savant adds 50 more General Merits per Avatar, all these awards being in addition to those standard ones given for regular play.

Each Avatar should receive 1 point of Repute for their freeing of the prisoners, plus 1 point for slaying the Ulf Savant.