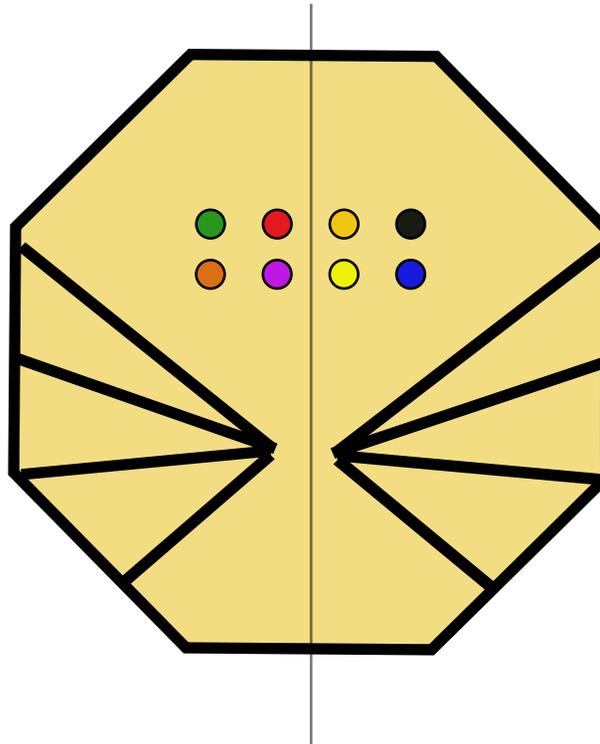
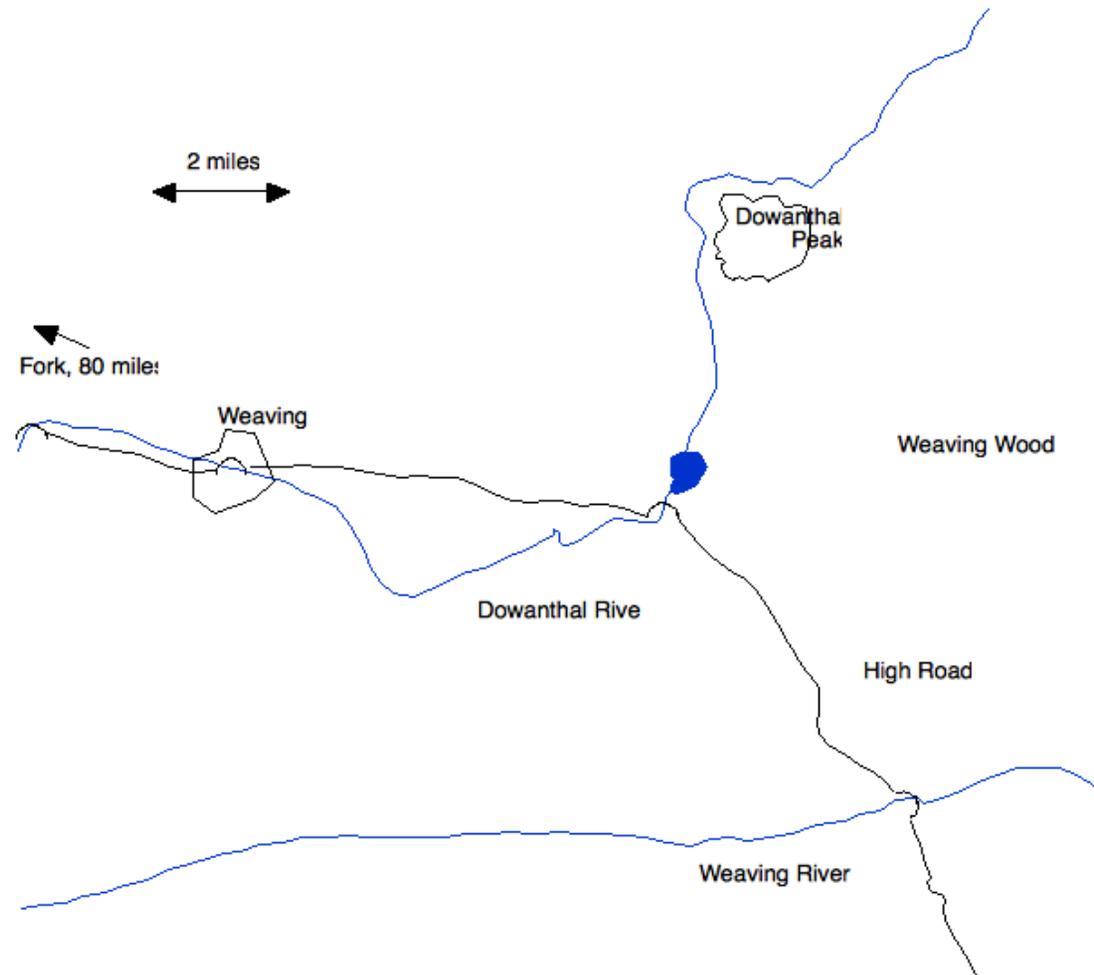


Dowanthal Peak



The High Road



The High Road has several small towns and villages along it, and it crosses occasional rivers.

Wandering Encounters

The High Road

When traveling the Low Road (the Leather Road), the Old Road, and the High Road encounters occur about 20% of the time every 24 hours. For Halfling, Elf, and Dwarf, and travelers encounters, see *Medium Groups*. On the Low and Old Road encounters with “Caravan” are really with “Merchant”.

Main Table

01-45	Civilized Peoples	45%	80-86	bridge over stream	7%
46-74	Natural Encounters	29%	87-92	extra hot/cold (d6 days)	6%
75-91	Animal	17%	93-96	ghost village	4%
92-96	Humanoid Creatures	5%	97	human skeleton	1%
97-00	Fantastic Creatures	4%	98	part of animal skeleton	1%
			99	remains of travelers	1%
			00	unmarked tomb	1%

Civilized Peoples

01-40	Caravan (d20+10)	40%
41-60	Merchants (d6)	20%
61-79	Travelers (d6)	19%
80-93	Brigands (d4)	14%
94-98	Inn and village (d60+4)	5%
99-00	Masquerade	2%

Masquerade

01-40	Werewolf (1)	40%
41-65	Apparitions (d6)	25%
66-80	Vampire (1)	15%
81-94	Phantasms (d2)	14%
95-00	Deities (1d2)	6%

Humanoid Creatures

01-60	Goblins (1d20)	60%
61-90	Orcs (1d2)	30%
91-00	Yeti (1d3)	10%

Natural Encounters

01-28	light storm (d100 hours)	28%
29-45	swarm/flock	17%
46-59	unbridged stream	14%
60-70	heavy storm (d40 hours)	11%
71-79	fog (d20 yards visibility)	9%

Animals

01-11	Deer (d20)	11%
12-20	Squirrels (d20)	9%
21-29	Wolves (1d8)	9%
30-36	Stags (d3)	7%
37-42	Owls (d4)	6%
43-47	Badgers (d4)	5%
48-52	Dogs (d4)	5%
53-57	Rats (d20)	5%
58-62	Skunks (d6)	5%
63-67	Snakes	5%
68-71	Black Widows (d8)	4%
72-74	Bats (d40)	3%
75-77	Bobcats (d2)	3%
78-80	Horses (d6)	3%
81-83	Ravens (d6)	3%
84-85	Bull (1)	2%
86-87	Cattle (d20)	2%
88-89	Eagles (d3)	2%
90-91	Goats (2d10)	2%
92-93	Rams (d3)	2%
94-95	Weasels (d2)	2%
96-97	Wolverines (1d2)	2%
98	Bear (1)	1%
99	Cougar (1)	1%
00	Pheasants (d20)	1%

Snakes

01-51	Garters (d6)	51%
52-71	Blue Racers (d4)	20%
72-85	Watersnakes (d20)	14%
86-94	Copperheads (d8)	9%
95-99	Rattlers (d4)	5%
00	Huge snake (1)	1%

Fantastic Creatures

01-20	Large Spiders (d3)	20%
21-36	Apparitions (d100)	16%
37-47	Pegasi (d2)	11%
48-57	Brownies (d20)	10%
58-67	Gryphon (1)	10%
68-76	Unicorns (d3)	9%
77-83	Pixies (d20)	7%
84-89	Deep Forest Fantastic Creature	6%
90-95	Poltergeist (1)	6%
96-98	Ghoul (d4)	3%
99-00	Dryad (1)	2%

4—Dowanthal Peak

Offroad

Encounter 10% of the time every 24 hours.

Main Table

01-34	Natural Encounters	34%
35-66	Animal	32%
67-81	Humanoid Creatures	15%
82-91	Civilized Peoples	10%
92-00	Fantastic Creatures	9%

Civilized Peoples

01-26	Farmers (d6)	26%
27-39	Halfings (d20)	13%
40-52	Small Village (d50+5)	13%
53-64	Brigands (d4)	12%
65-76	Elves (d20)	12%
77-83	Dwarves (d20)	7%
84-90	Hermit (1)	7%
91-94	Travelers (d12)	4%
95-97	Masquerade	3%
98-00	Multi-race brigands (d6+1)	3%

Masquerade

01-40	Werewolf (1)	40%
41-55	Apparitions (1d4)	15%
56-70	Werebear (1)	15%
71-78	Phantoms (d6)	8%
79-85	Dryads (d6)	7%
86-91	Phantasm (1)	6%
92-95	Wererats (d4)	4%
96-98	Vampires (d4)	3%
99	Alamen	1%
00	Deities (1d2)	1%

Humanoid Creatures

01-60	Goblins (d20)	60%
61-90	Orcs (d20)	30%
91-96	Ogres (d4)	6%
97-98	Trolls (d3)	2%
99-00	Yeti (1d3)	2%

Natural Encounters

01-21	light storm (d20 hours)	21%
22-39	swarm/flock	18%
40-55	stream in path	16%
56-70	lake or pond	15%
71-79	fog (d20 yards visibility)	9%
80-87	heavy storm (d40 hours)	8%
88-91	extra hot/cold (d4 days)	4%
92-95	remains of small settlement	4%
96-97	Celtic ruin	2%
98	human skeleton	1%
99	part of animal skeleton	1%
00	unmarked tomb	1%

Animals

01-11	Deer (d20)	11%
12-20	Squirrels (d20)	9%
21-29	Wolves (1d10)	9%
30-36	Stags (d3)	7%
37-42	Owls (d4)	6%
67-72	Black Widows (d8)	6%
43-47	Badgers (d8)	5%
52-56	Rats (d20)	5%
57-61	Skunks (d6)	5%
62-66	Snakes	5%
48-51	Dogs (d8)	4%
73-75	Bats (d40)	3%
76-78	Bobcats (d2)	3%
79-81	Horses (d4)	3%
82-84	Ravens (d6)	3%
85-86	Bull (1)	2%
88-89	Eagles (d6)	2%
90-91	Goats (2d10)	2%
92-93	Rams (d3)	2%
94-95	Weasels (d2)	2%
96-97	Wolverines (1d4)	2%
87	Cattle (d20)	1%

98	Bear (d2)	1%
99	Cougar (1)	1%
00	Pheasants (d20)	1%

Snakes

01-51	Garters (d6)	51%
52-71	Blue Racers (d4)	20%
72-85	Watersnakes (d20)	14%
86-94	Copperheads (d8)	9%
95-99	Rattlers (d4)	5%
00	Huge snake (1)	1%

Fantastic Creatures

01-16	Faerifolk	16%
17-30	Large Spiders (d4)	14%
31-40	Giant Spiders (d8)	10%
41-49	Hippogriffs (d2)	9%
50-57	Pegasi (d2)	8%
58-65	Wererats (d20)	8%
66-72	Undead	7%
73-79	Unicorns (d3)	7%
80-86	Werebear (1)	7%
87-91	Deep Forest encounter	5%
92-96	Gryphon (1)	5%
97-98	Underground Creature	2%
99	Demons	1%
00	Dragon	1%

Faerifolk

01-40	Brownies (d20)	40%
41-60	Dryads (d20)	20%
61-71	Naiads (d10)	11%
72-81	Satyrs (d20)	10%
82-90	Petraids (d6)	9%
91-95	Centaur (d6)	5%
96-99	Pixies (d20)	4%
00	Treeherders (1d3)	1%

Demons

01-38	Screeching Bats (1d8)	38%
39-70	Strigae (1d20)	32%
71-90	Perytons (1d6)	20%
91-98	Blood Puddles (1d6)	8%
99-00	Gargoyles (1d2)	2%

Undead

01-25	Apparition (1)	25%
26-42	Phantoms	17%
43-56	Phantasm (1)	14%
57-68	Werewolves (d8)	12%
69-79	Revenant (1)	11%
80-88	Vampires (d6)	9%
89-96	Ghouls (d20)	8%
97-00	Skeletons (d20)	4%

Underground Creature

01-26	Sakmat (1d12)	26%
27-44	Oruat (d6)	18%
45-61	Tentamort (1)	17%
62-77	Karuat (2d4)	16%
78-92	Giant Cucumbers (1d2)	15%
93-99	Trolls (1d4)	7%
00	Beaked Sweepers (1d2)	1%

Dragon

01-29	Fire Dragons (1d2)	29%
30-55	Forest Dragon (1)	26%
56-81	Water Dragons (1d2)	26%
82-96	Storm Dragons (1d2)	15%
97-98	Alamen	2%
99	Absoloth	1%
00	Erikenian	1%

The Weaving Wood

The High Road passes through the Weaving Wood just outside of Weaving. The rule of thumb for travelers is that once Dowanthal Peak is visible, do not stop until you come to the Weaving Well.

Dowanthal Peak rises out of the forest before you. The tall rock's craggy and bare face stands as an eternal marker: here, and no further, is the edge of civilization. Soon the High Road turns west toward Weaving. Already, the wood grows thicker, deeper, a canopy of leaves and branches forms above. Shafts of light shine through the trees, illuminating golden dust against the forest green.

The main road veers slowly off to the west from here, but the Wood has other ideas. It is going to partially block the road west and open the road to Dowanthal Peak. It will open the road all the way to the base of the peak if they go that far, but anyone who has traveled this route before will recognize that the path has changed before that.

The Peak is about three miles up the road from where they should have turned. The bridge over Dowanthal River on the west side of town is six miles from the town.

However, before they get far enough to notice anything wrong, one or more of them will see a scrap of blue cloth stuck to a tree branch at about eye level. It's a nice long strip, torn from something else. A clothing roll would identify it as probably from the hem of a dress.

If they climb the peak to look around, a perception roll (very easy) is required to see the smoke from Weaving. The town itself is not visible.

The rest of the Weaving Wood is basically "The Wandering Trees". The Mission at encounter area 10 is now Dowanthal Peak instead. From the peak one can see above the forest. However, nothing is visible of the Druid complex. At night strange lights can be seen in the battlegrounds at encounter area 2 and 5. These are the corpse-lights of the invaders.

History

The legend is that several hundred years ago (400? 500? it changes) a great Christian army drove the Druids from West Highland, and the Weaving Wood was their last temple. In fact, the battle in Weaving Wood is much older, dating to Ancient times, pre-cataclysm.

One of the goblin armies descended into the wood looking for treasure, renewing the legend of the Weaving Wood. The army never returned.

Dowanthal peak in the northwest of the Weaving Wood was once an Underground outpost of the Sakmat. On January 3rd, the underground entrance to the temple was restored, and a small band of Sakmat came up to restore the temple. They drove out the goblins and orcs that used to live in the lower caverns, but left Elgin the Ogre. On January 7th, the goblins began to raid local farms near the peak, culminating in the locals tracking them down and killing them after the goblins killed the Bindersons.

Encounters

Wood Elves become Pixies?

Kobolds become ghosts of the invaders?

There should be a place, perhaps a well, in the Wood where those who partake will be given a dream of the ground cracking beneath them, and the abyss showing through. Great roots ravel around the cracks and draw them together, but they eventually fail and the world explodes.

The Great Ash

The Great Ash is in pain; it's roots are holding the world together. The cataclysm ("a few moments ago") was the world almost falling apart.

"I can see much, and mend many broken paths. My roots run deep. Yet the future is ever closed to me."

"There is only one world, but there are many branches."

"My roots run deep, yet I am but a twig of the world ash."

"Some of the other branches I can sense. Others are beyond my sap."

"It is broken. It is old."

"Not older than me, but still unknown. It has a purpose, but its purpose is as broken as its blade."

"Yes. The world is unraveling, cracking across my roots. It almost broke apart completely a few moments ago, but I held together."

Why are there creatures here that are also in other worlds?

"They were always here, but they were not always always here. We are leaking at the seams."

Prophets of the Great Ash

Prophets of the Great Ash may call spirits of Prophet, Plant, Animal, Earth, Prophecy. Their holy symbol is a staff of ancient ash.

"You will find, ????, a gnarled staff. Take this in remembrance of me."

Weaving

The Weaving Well

A round, stone well sits to the right of a wide door on a two-story building. The sign out front announces “The Weaving Well” in both letters and signs. The stable doors are off to the left, and you can both smell and hear the horses inside. Smoke rises from the chimney and you can smell the warm scent of baking bread.

Townfolk and a few merchants mingle outside by the well. Men move in and out of the crowd, through the swinging doors of the inn and also from the street.

Weaving’s only full inn gets its name from the Wells family and from the well out front. I used *Wayfarer’s Rest* from Darkfuries Publishing’s *Inns and Taverns*, but there is no well inside nor is there a smithy attached to the building. That space is used for storage. I’m not too sure about Mary’s first husband being in the secret room either.

A wiry old man, with a neatly-trimmed beard and a gold earring in his left ear, greets you as you walk in. He has just stepped out from the kitchen on your right and sits at a table with some other people. He would be out of place here even without the earring, but the townfolk take little notice of him.

This is the Well’s owner, John Cover. The earring is magical, from a Viking hoard north of Pirate’s Cove. It gives him +2 defense.

Do not go out at night

The bar patrons seem happy enough, but they don’t move around as people do in other places; they stay in the bar or at the well and do not move into the rest of town or down the back alleys towards home. When people leave, they leave in threes, fours, or more.

A perception roll will tell a stranger that there seems to be some topic that does not come up.

Slow Service

Sometime in the evening, John and Mary discover that one of their twin daughters is missing.

If anyone is paying attention to John Cover and his wife Mary, they will see John call Mary over and whisper something in her ear. A successful Perception roll will reveal that it is something about “the slow kitchen service tonight.” Mary will go into the kitchen, and seconds later cry angrily for John. “John Cover, come here!” Anyone listening can hear:

Where's your sister?

John: "Lillian, where is Amelie?"

Lillian: "I'm not Lillian, dad."

John's answer will get the entire tavern's attention:

John: "I don't care who ye are girl, where's your sister?"

Lillian answers quietly enough that the tavern cannot hear her.

John: "Bevan Casady? She went outside and ye didn't speak up? Were ye dropped headfirst from the crow's nest? Stay here with your mother."

At the mention of the name Bevan Casady, a man at one of the tables puts his hand to his head and mutters, "Oh, shit." This is Bevan's dad, also named Bevan.

Bevan the Elder: "Ryan, Carlin, come on, we're going to get my son."

Collecting the search party

As Bevan says this, John strides purposefully into the inn.

Bevan the Elder: "We're on our way, John."

John: "Good. You three take the Smithside. Carlin, Eric, you come with me. Kyle, Sloan, and," (he looks around) "you, what's your name?" (he's talking to Alvin) "Go with them. You take the High Road." (then to Carlin and Guy) "We'll search the high side."

Everyone takes a spear or sword from beside the hallway as they leave.

Sinding the kids

About twenty minutes later, Alvin will hear.

"Get off the ground, I'm not going to hurt you. I'll leave that to your father. You, girl, you come with me. You too, boy."

Bevan the elder confronts Bevan the younger. He slaps him across the face.

"You do not bring any girl outside alone at night!"

"She wasn't alone, she was with me."

He belts the strapping kid across the face, knocking him to the ground. Then he grabs him by his shirt collar and drags him down the street.

“We’re going home. Now.”

John has his daughter firmly by the arm.

“Lillian, how many times do we have to tell you, you do not go out alone at night.”

“I’m not Lillian, and I wasn’t alone.”

“I don’t care who you are, you don’t go outside at night and I told you never to go to that alley.”

About the Missing

Afterwards, there will be free beer and more open discussion of the town’s recent problems.

There are five missing girls. Four are known missing.

Girl	Age	Weeks Gone	Parents	Wearing
Myrna	17	8	Ryan Sullivan	Blue
Vanessa	13	7	Nelson and Winnie Grover	White
Evelyn	15	3	Evan and Mary Curt	Brown
Aileen	14	2	Tom Sheehan	Blue
Riana	15	1	Brendan Carlyle	Green

There is a fifth girl missing that no one knows about: Brendan Carlyle’s daughter Riana. Brendan died trying to rescue her.

“She’s right, though, she wasn’t alone.”

“She’s taking after her old man.”

“I’ll cure her of that soon enough.”

“Why can’t they go into the back alley?”

“Hah! You get to the heart of the matter, don’t ye, lad? I met her mother in that alley, and I’ll be damned if they’re going to marry someone like me, right boys?”

“How many have disappeared?”

“Four. Right? Sullivan’s daughter was first; the stranger’s girl, down riverside, married Winnie Cooper, (Nelson Grover, took over Winnie’s father’s barrel shop); Tom Sheehan up by Shea’s Dell, his daughter Aileen was taken two weeks ago; and Evan Curt’s Evelyn three weeks ago.”

“We almost got Evelyn back. Whatever took her dragged her through the forest outside their farm (east, northeast). Then the trail vanished.”

“Flew away, that’s what.”

“Christ.”

If they show the scraps of cloth they found:

“Hell... Eric, didn’t Tom’s daughter have a blue dress on when she was taken? Where did you find this? Mary, come over here. Wasn’t Tom’s daughter wearing blue when she disappeared?”

“Yes, Aileen’s dress was blue, God bless her. We dyed it woad not two months before she disappeared.”

“That’s easily Aileen’s dress. Where did you find it?”

If they say a side road or spur, there is a momentary silence.

“There is no spur off the High Road there. That’s the Wood.”

“Were they all virgins?”

“Aye, I suppose they could have been. They were all young. With rascals like Bevan Casady about, it may be too much to ask, though.”

“Do you think it’s druids?”

“It’s something from the wood, that’s for sure.”

About the Wood

Travel into the wood

“People who go into the wood don’t return.”

“Aidan Collins went into the wood. He returned.”

“Aye, he returned. Moved his whole family into the town and never left his house again but to tear out any trees that grew around it.”

Recent problems?

“In mid-winter we had some problems with night-trolls, but they were disorganized and easily routed.”

“We lost Darren Binderson then. His farm was raided and his whole family killed. We found the goblins living in his farmhouse.”

“There were a few other raids, but we organized a defense and tracked them down every time they attacked.”

“Haven’t had a problem since.”

Dangers living near the wood?

“Leave the wood alone and the wood leaves us alone.”

“Aye, the wood remembers the axe that cuts it, but it remembers those who do not as well.”

“The wood is a safe border. We get more trouble from the north than we do from the east.”

“Nothing goes through the wood. Not even night trolls.”

The future

If the townsfolk know that this was a physical problem, John Cover will bring up the idea to build a wall around the town for defense. Perhaps a low wall, of stones, just to make it difficult for intruders to escape carrying large items such as people.

Dowanthal Peak

The word “Dowanthal” comes from the Celtic: *domhain-thall* for *beyond deep* or *ultra deep* or *deep root* (where *domhain* is deep) and *damhan-allaidh* for *spider* (literally, “fierce/barbarous little deer, where *damhan* is deer). Pronounce *domhain-thall* doe-wahn thahl. Pronounce *damhan-allaidh* as dah-wahn ah-lay-yih.

Unless the Wood cooperates, it will be easiest to approach Dowanthal Peak from the northwest. The Wood will still need to be navigated, but not as much of it: perhaps a mile of thick forest.

The base of the rocky outcropping is steep, and there are no paths until about 200 feet up. An agility roll is required at a penalty of 1 (object size is 100 feet). A failure indicates a dangerous fall: d6 points for the first hundred feet, and 2d6 points for the second hundred feet.

The easiest way to get up is around the back. It has more than enough handholds, and anyone skilled in mountain-climbing will find it “a snap” to traverse it (+8) and can even assist others in traversing it (for whom it will be “very easy” or +4). Without assistance, the difficulty is “workable” (+1). Each section is a 20-minute climb.

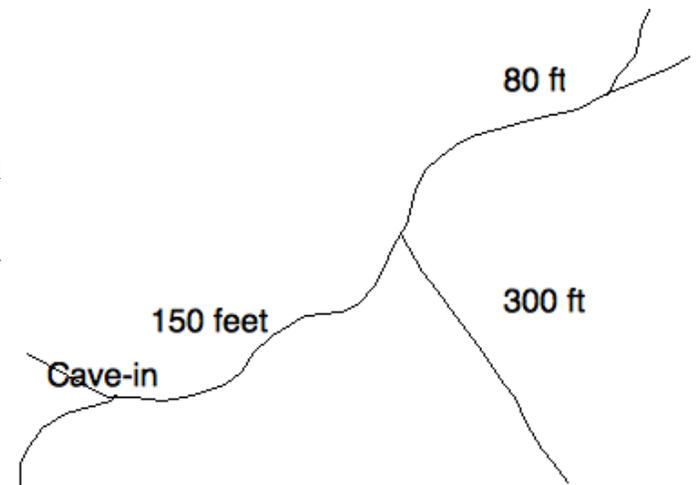
From the front, those skilled in mountain-climbing will find it “very easy”, those they help will find it “easy”, and those without assistance or skill will find it a normal difficulty (no change). Here, each section is a 30-minute climb.

The Caverns

There are eight major caverns on Dowanthal Peak. There are quite a few cracks in the rocks. There is, however, a usable shelf winding up the peak. Occasionally climbers will need to stop over deep chasms or clamber over outcroppings.

These caverns are formed by slabs of rocks jutting into one another. They will have easy paths only insofar as dirt has fallen into the cracks. At any time, a good strong movement could cause dirt to funnel out between the slabs, making movement more difficult. Generally, the caverns are ten to twenty feet high, and the passageways are from six to ten feet high (and slanted one way or another).

The only wandering encounters likely to be encountered on the peak are the ogre, the great lizard, hobgoblins (very rarely), or sakmat. All will only go out at night.



Cavern 1

Empty, dark, and dusty, this open passageway smells of old dirt, a faint with of soot, colored with a tint of rot.

On entering the passage, it widens into a large cavern, with slanted sides like a hard stone roof. The cavern is an easy 30 yards radius, though irregularly-shaped fingers lead off into darkness.

The keen eye will note that the scratchings on the walls, the long-dead firepit towards the front, and some of the garbage in the edges, all indicate that there were goblins here once. The goblins appear to have left several months ago, perhaps somewhere between six and three months past. They may have left quickly.

The goblins have spread into the wild, deserting their orc masters. Most of them were killed by the villagers of Weaving in late January.

This cavern is generally safe from sinkholes.

Cavern 2

As you approach the gaping black maw, you can smell the stench of the dead.

Inside the cavern, the stench is stronger, but not as overpowering as it might have been a few months ago. There are goblin and hobgoblin bodies scattered throughout the wide cavern, some with tatters of flesh still hanging from their bones. Insects crawl about the dead. Broken spears stick out of the bodies.

This irregular cavern is probably forty or more yards in radius.

This cavern shows signs of having been lived in, much like cavern 1. It includes a firepit towards the front, but the smell is overpowered by the bodies.

There are also six goblin and three hobgoblin bodies. Searching the cavern will reveal stuff that could barely be called treasure: d12 shillings, 2d10 pennies and 2d20 half-pennies, (Black Stag as well as Crosspoint), up to a total of fifteen shillings, thirty pennies, and fifty-five half-pennies.

A search of the bodies will also reveal a strange hand (Sakmat) wearing a green *Ring of Walking* tucked just beneath a goblin who was grabbing for it when he, too, was killed by a spear half broken in its back.

The Sakmat defeated the orcs and goblins here and took the surviving orcs prisoner. The spears, if examined, are made of sharpened obsidian and an unknown wood. The Sakmat hand was sliced by an orc sword. The Sakmat body was carried away, but the hand remained.

Cavern 3

Depending on how noisy they are, and if they come here during the day or night, the great lizard may or may not be awake or even there. At night, there is a 25% chance of finding it in its lair but it will be awake 80% of the time. During the day it will be in its lair 95% of the time (sometimes it gets stuck out in the wood), but will usually (75%) be sleeping.

The passage smells rank, perhaps faintly of old urine and rotting flesh. As your eyes adjust to the darkness within, you gradually see lidless eyes staring back at you. There is a huge form behind those eyes, crouched in one of the near corners of the cavern, perhaps ten yards away from you in the void.

It is a huge lizard, it must be taller than a man, unmoving in the corner. Its bulbous, scaly head lifts up and the white eyes rise. The monstrous lizard rears back on its hind legs and roars like a screeching bear. Its head nearly reaches the ten-foot-high ceiling of the cavern as it does so.

Up from the underground is a Great Lizard. It has recently taken residence here now that access to the underground has been restored.

Great Lizard (Fantastic: 6; Move: 12; Survival: 28; Attacks: Bite; Defense: +5; Damage: 1d8)

The Great Lizard has no treasure except for a chime lost by a sakmat that the lizard recently ate. This is a *chime of sakm* attuned to the temple. The sakmat's bones are in a far corner among other bones that the lizard has licked clean.

In the back of this cavern is a wide hole leading up and down, deep into the earth. Once they travel into the wide hole, they will find paths leading up and down, connecting other passages that lead into the mountain. There is a connection to cavern 7's long passage also. It could be used by skilled climbers to climb up to the northeast shaft near room 8 of the temple, or to the bridge in cavern 7. It should be possible to get to any of the shafts, but it will also be easy to get lost.

Cavern 4

The entrance is thin and angular, tipped slightly to one side. Dusty shafts of light shine in the entrance.

Your steps echo dully from the dirt across this thin, irregular cavern.

This cavern has always been empty, but diligent searching will uncover evidence that goblins occasionally visited it.

Cavern 5

Elgin (hard 'g') the Ogre is a bit dumb, but is still a formidable opponent. Elgin will be in this cave 90% of the time during the day, and will be sleeping 65% of the time. At night, he will be in the cave 50% of the time, and will be sleeping 10% of the time.

The bones scattered to either side of this dark opening testify to the dangers within. Within the pile are humans and goblin bones, and stranger bones as well. Flies buzz about the entrance, and wander bloatedly in and out of whatever lies beyond. The air smells of old meat.

Inside, the smell of aging meat assaults you as you begin to see shapes like humans and animals hanging in the air. Flies buzz around them and crawl on their gaping jaws.

A giant, misshapen human-like creature steps out of the darkness and turns its wart-covered head and looks at you (or jumps out of the shadows). It grunts like a boar, and with its yellow taloned hands grabs a club and something else, and raises the club towards you.

“Who... are... you?” it yells.

Elgin has a rock in his hand as well as a club, and will throw the rock at the weakest or least armored character at the first provocation. The rock is basically a thrown club, d6 damage (he’s a big guy), range 3, fire actions 2. He has a pile of rocks easily within reach near the door and another pile about ten yards down, dropping fire actions to 1.

Elgin will be d20 yards from the characters when they walk in. If he has heard them first, he will act accordingly; he likes brawls but does not wish to die. If he chooses to fight as soon as they walk in, he will try to get close to the entrance so as to surprise them and avoid missile fire.

Ogre (Fantastic: 5; Move: 12; Survival: 26; Attacks: Club at +1; Defense: +4 (Leather); Damage: 1d6+2)

There are five bodies hanging upside down from Elgin’s A-frame poles. Two are men. One is a hobgoblin. One is a wild boar. One is a deer.

This cave is about thirty yards in diameter, with different levels as the slabs lie on top of each other and push each other about. Elgin also has a firepit, with a spit across it and chunks of meat on the spit.

Elgin keeps his treasure in the back of the cave, in one alcove.

Elgin is aware of the ointment in the chest, but not aware that it is magical. He didn’t like the taste of the person (human) he took it from, so has not used it. He thinks it is a perfume of some kind, and will be willing to sell it and the chest it came in.

“Smelly stuff, like humans wear. The human tasted good. High quality. Sell to you for...” and then whatever they have that he wants.

Beyond Elgin’s boulder is his treasure room. They will need a combined strength of 20 to move it, using Elgin’s lever.

A small pile of gem-studded goblets, gold dishes, and pouches lie next to a small chest of dark wood. Off to the side, leather and cloth clothes are stacked in a pile.

There are: nine gem-studded silver goblets worth ten pounds each, five gold-plated dishes worth five pounds each; three small leather pouches embroidered with flower designs, worth seven shillings each.

16—Dowanthal Peak

Next to the pouches is an ancient belt with a buckle of finely-wrought silver, worth 100 pounds. It has a very fine design of crawling spiders.

There is a chest made of wood and well varnished. In the chest is a vial of 3 uses of *oil of clear portal*. A gold locket with a simple octagonal symbol on it with marks coming out the bottom. The catch opens to reveal an octagonal purple gemstone. Worth 10 pounds.

One of the two men hanging on the A-frame is Brendan Carlisle. Elgin has recently feasted on this local farmer who tracked his kidnapped daughter up the mountains. Brendan Carlisle was a bit of a hermit, and no one knows his daughter was taken (or that he died). Brendan's *rope of climbing*, *Beathachord*, is among the leather armor and clothes piled next to Elgin's treasure horde.

Cavern 6

The entrance is thin and angular, tipped slightly to one side. Dusty shafts of light shine in the entrance.

Your steps echo dully from the dirt across this thin, irregular cavern.

This cavern has always been empty, but diligent searching will uncover evidence that goblins occasionally visited it.

Cavern 7

This cavern is roughly shaped as if it had walls, vertical with angles where they meet, and with three slanted passageways leading off into the darkness on the far sides.

There are eight roughly even sides to this cavern: it is octagonal.

This cavern was carved into an octagonal shape from its original. It is rough, but clearly hand-worked. The middle passage is even more clearly worked, leading straight into the mountain. It still retains its crevices in the walls, floor, and ceiling, however.

The left passage goes three quarters of a mile northeast and down to the northeast side of the mountain. It also connects with cavern 3's central shaft about 600 yards in, where a fifty-yard bridge spans the great chasm.

The right passage fades out about fifteen yards down.

About 40 yards into the middle passage, and ten yards from the vertical end, there is a huge trapdoor spider in a crevice that slants into the floor towards the right wall. It will attack any non-sakmat.

A gigantic dark thing jumps out of the floor like a ghost and leaps straight towards you.

Huge spider (Animal: 2; Move: 10; Survival: 8; Attacks: Bite; Defense: +1; Damage: 1d3; Special Attacks: poison)

The huge spider has poison strength 2, which does d3 points damage per round. It will try to drag any small creature, or any creature that falls, back into its lair.

Within the spider's lair are several goblin skeletons, lots of animal skeletons, an elf skeleton. Among the old rusted helmets, swords, and spearheads, there is an ancient, dried elven longbow, and an ancient, dried quiver with seven magical *elven arrows*.

The end of the middle passage is actually a two-yard-thick door. The octagonal chime will cause it to slide open if chimed within ten yards of the door. There is also a lever on the other (inner) side that will open it also.

The secret door is not magical.

Cavern 8

This cavern is roughly octagonal in shape with three slanted passageways leading off on the far sides.

You can hear scuttling coming from all around you.

Every corner and angle in the ceiling is covered in webs. Large bulbous things skitter about in the darkness several feet above you.

This is an old escape route and secret meeting place for the Sakmat. There are seventeen large spiders in the main portion of this cavern, living on the corners of the ceiling and the high parts of the slanted walls. Like cavern 7, this was carved into its shape.

Large spiders (Animal: 1; Move: 10; Attacks: Bite; Defense: +2; Damage: 1; Special Attacks: poison)

These are spiders the size of a small house cat. The poison is strength 1, doing d2 points damage per round. If any non-sakmat enter the main area, 1d6 of these spiders will jump from the ceiling and swing down to attack.

If they have no bright lights and they go near passage three, they will notice a slight glow coming from the end. This is the receiving end of the teleportation mirror in Piakulus's cave.

Sakmat Outpost

The Temple

The floors of the corridors and the rooms are of a gold-colored stone with fine black webbing running through them like a spider's web. The walls are all stained a specific color, which will be mentioned in the room description, and have the symbol of Sakm on them.

This area is being restored. This is evident if they look: the coloring is being brightened in some rooms, and cracks in the rock are being filled.

Doors

All doors and walls have the symbol of Sakm on them. All doors have gemmed eyes. The doors are usually locked; one of the gems will have a keyhole behind it. It will be the eye corresponding to the door's location. Doors are eight feet high and six feet wide (each section three feet

wide). Unless otherwise noted, doors open into rooms.

Sakmat prophets and warrior leaders all carry keys to the doors. The purple gem inside the Sakmat locket (Cavern 5) is also a key. The doors may be picked as normal.

Doors do not have handles on either side. The Sakmat can grab onto flat surfaces and pull, just as they do to walk on walls and ceilings. This makes it somewhat difficult for other creatures to open the doors from the inside (from the outside, they need only push). If they have something thin and strong, they can wedge that between the doors and try to pry them open; they might also, if they have a small person with strong fingers, put them into the empty, non-key holes and pull. This may require an agility roll or a strength roll, depending on the person, their size, and how they try it.

On secret doors, the eyes will not have gems; one or more of them will need to be slid to the left. Incorrect combinations are reset after ten seconds.

The gems on the doors are always the same colors, from top left to bottom right:

(1) green (emerald), (2) red (ruby), (3) gold (topaz), and (4) black (obsidian) on the top row;
(5) orange (opal), (6) purple (amethyst), (7) yellow (sapphire), and (8) blue (sapphire) on the bottom.

The doors are thick metal; attempts to listen beyond them are at a penalty of two.

Walls

All walls in rooms that do not have doors will have the same design as the doors, but the eyes will not be gemmed. This includes secret doors. The combination of secret doors is simple enough: it is the number of the wall that contains the secret door(s) in that room. Those eyes must be slid to the left.

Walls in hallways are curved outwards. The center of the walls (six feet up) are about a foot inwards. They are smooth, natural stone. The hallways are six feet (bottom and top) to eight feet (middle) wide.

Ceilings and Floors

The ceilings in the halls are twelve feethigh. The ceilings in the rooms are twenty feet, unless otherwise mentioned.

Floors and ceilings of all rooms and halls are colored gold, with fine black tracery running through them.

Shafts

There are three shafts near room 8. These shafts are as wide as the corridor eleven feet long where possible (the one in the corner is only as long as the corridor is wide, because it is in the corner) and just over twenty yards tall, hewn sheer from the mountain's rock. They lead down to the temple's heart. Any of the Sakmat can use them to quickly get to the heart of the temple.

Alert

If the sakmat are alerted to the presence of intruders, the orcs will be all sent to the entrance room (even if the intruders are already past the entrance room). The sakmat warriors will either patrol to find the intruders, or move to the stomach to guard the prisoners, depending on what the priests decide.

Most likely, they will try to fortify the entrance room:

One of the orc leaders will lead four orcs, and be in the entrance room. One of the four orcs will keep an eye out on the bridge, which will be kept ajar; on seeing intruders, the lookout will go back in and the door will remain slightly ajar; each orc will ready a spear for throwing and have their normal weapon handy. They know not to leave the room to attack.

The non-secret door will be slightly ajar, and behind it four Sakmat warriors who can rush in if need be. One sakmat acolyte will likely be on the ceiling ready to offer divine assistance.

Depending on how strong they think the opposition is, they might bring more orcs and Sakmat, or they might have only a small watch which is expected to warn the others through the secret door as soon as intruders arrive.

The Bridge and Stairs

Stone stairs descend several yards to an arched bridge. The bridge must be about fifteen or twenty yards to its center, and spans a bottomless chasm. On each side, partially-stepped paths lead further into the abyss.

When they reach the midpoint of the bridge (or wherever their light reaches the other side) they will see the temple doors.

On the other side of the bridge, stairs lead up to a hideous spider resting above a pair of metal doors, inscribed with gold. The doors hold an octagonal shape with lines drawn towards the bottom.

The Entrance Room (Multi-colored)

Four hanging balls of soft light illuminate eight walls, each of a different color. The shadows flicker off of (x) large, ugly human-like creatures. They yell guttural screams, push chairs back against the walls and leap, swords and spears in hand, to attack to you.

This room, as the only entrance from the upper world, has always been a guard room. It has a permanent *Steady Will* charm spirit on it, which protects those guarding the Sakmat Temple. It is at level five, for a bonus of 8 to saving rolls vs. mental effects.

Piakulus has eight *enthralled* orcs in his service. There will always be d4+2 on guard here. The others will be in room 4. Only one leader will be here, unless the place is on alert.

Orcs (Fantastic: 2; Move: 12; Survival: 2, 7, 7, 7, 8, 9; Attacks: short swords, maces, and spears; Defense: +3 (Leather); Damage: 1d6)

The orcs use a hodge-podge of weapons. Two of them (8, 9) are using spider-maces, three of them are using spears (2, 7, 7), and one of them is using a short sword (7).

20—Dowanthal Peak

Orc Leaders (Fantastic: 2; Move: 12; Survival: 13, 14; Attacks: long swords; Defense: +3 (Leather); Attack: +1; Damage: 1d8+1)

One of the orc leaders has a key that opens a crate in the guard room.

The walls are colored green, red, gold, black, orange, purple, yellow, and blue.

Combination: 2-7. (would be red-yellow if it had gems)

Room 1 (Gold)

In the center of this octagonal room, a 3-foot-high circular stone pedestal, embedded with a pulsating gold-hued stone. Four strange crystalline T-shaped extensions come out of the pedestal at an angle pointing upwards. The light from the golden stone shines gently upon the gold-hued walls, but provides little light otherwise.

(If their light can go across the room.) Each of the walls, like the walls in the room you came from, have that strange octagonal symbol on them. The wall ahead of you and all of the walls to your right contain doors, each with colored gems in the strange symbol.

There is no light here other than the pulsing stone. The stone is octagonal in shape. There are four t-shaped handles on the pedestal. This divine healing/hurting stone can be used by any one character once per day; if any character has already used it that day, all characters involved take damage. The *restore vitality* is at level 5, for a minimum of 5 points.

There is a scrap of homespun green cloth in wall 8 from Riana Carlyle, the druid girl.

Traps on secret doors. On either side of the secret doors (inside or outside) is a six-foot-square trap door. If the wrong sequence of buttons is pressed, the trap door will open to a ten foot pit. An evasion roll is required to avoid falling in, at a penalty of 2 for the person pressing the buttons. Anyone falling into the pit takes d6 damage; an evasion roll halves this.

Combination 5-6-7. **Trapped.** (would be orange-purple-yellow if it had gems)

Room 2 (Green)

Your lantern throws light into this dark green room. A huge agate-hued octagonal altar stands in the center of the room.

The agate color is actually that the altar is blood-stained.

The entire altar slides aside, revealing a large hole beneath it. For a moment you are surprised to see a gigantic spider in the hole. The spider immediately fades away and is gone, revealing three small brass coffers.

Phase spider. This giant spider can phase in and out of the ethereal. It can phase in on its action, attack 2 segments later, and then phase out 5 segments after that. Generally, someone waiting to attack it will have their round start when it phases in.

Phase Spider (Fantastic: 5; Move: 8; Survival: 20; Attacks: bite; Defense: +3; Damage: 1d6)

The phase spider has strength 3 poison, with an action time of 1 round and stun damage of d3 rounds each round.

Coffer 1: a small necklace with ten matched emeralds on a gold chain. This is a *necklace of strangulation*.

Coffer 2: The Belt of Walking. Without the knowledge of the magic, the belt and buckle is worth about 50 shillings.

Coffer 3: a bandolier of eight identical, thin daggers with spidery hilts swept back. These daggers are not magical, but are high quality. Their range is 4 and their bulk is 1.5. They are likely worth about thirty shillings each.

Combination: 6 (would be purple if it had gems)

Room 3 (Black)

The jet-black walls of this huge auditorium almost suck the light from your lantern away.

High up past the rows of seats on your (right or left) you can see the dim outline of a large, blocky shape, and something glittering upon it. Something silvery radiates from the shape.

If they climb up to the block shape, they will see that it is a throne.

This solid, high-backed chair is made of a richly brown, dark hardwood. Eight gems are embedded in the backrest, and the arms and sides contain dozens of smaller gems of various colors. Eight thin metal rods emanate from the backrest.

Moving the lowest arm on the left side (as seen by someone sitting in it) will open a hatch in the ceiling above the open area at the center of the room. A huge, sticky web of rope will fall from the ceiling. The rope is spongy, and gives easily on attempts to cut it—so that it appears not to cut. It does burn, but because of the sticky nature of the rope anyone caught in the web will lose 2d4 points damage before they can get free.

The larger gems (emerald, ruby, topaz, obsidian; opal, amethyst, yellow sapphire, blue sapphire) are worth 100 shillings each for the emerald, ruby, opal, and sapphires; 50 shillings for the topaz and amethyst; and 5 shillings for the obsidian. The smaller gems (64 of them) are worth d60 shillings each.

The auditorium has not been used by more than a dozen sakmat for over a century. It has 8 rows on each side.

Room 4 (Blue)

A single glowing orb throws the snarling, misshapen figures into sharp relief in this blue-tinted room. They jump up, throwing back chairs and tossing mugs and food to the floor, and take maces and spears to hand.

If the place has not been mobilized, the orcs that were not encountered in the entrance room will be encountered here.

The table is a slab of wood upon an overturned crate. A two-handled jug sits on the table amidst other food scraps and crude dice.

Beneath the crate is an iron chest with a thick iron lock. The key that the orc leader has is for this chest. The chest contains:

22—Dowanthal Peak

1. a gold-plated necklace with diamond-like (but glass) gems, from Pirate's Cove, worth 20 shillings;
2. four green bracelets of what the sword is made of, worth 1,000 shillings total or 200 shillings each;
3. a silver tiara with a large green sapphire from the Ancients, worth 1,000 shillings;
4. a leather pouch containing twenty small glass spheres—as for marbles, worth a shilling each.

The two-handled jug is the *Jug of Protection*.

There is a slip of paper with writing on it amidst the dice and food. It is in the script of the giant-kin, but the words are not of that language. There are five words; these are the activation words for the glass in the Red Room (5).

Combination: 3 (would be gold if it had gems)

Room 5 (Red)

Four glowing orbs throw a soft light onto shiny walls. The walls themselves are red and veined with black, but embedded into five of the walls are a smoky, translucent glass or stone going nearly from floor to ceiling.

A small multicolored octagon is carved into the floor in the center of the room.

The other three walls, including the one you came in, contain double doors.

These were once magical cells that could hold summoned demons, but today all that Piakulus can do is use it to view the prisoners in the stomach. Each piece of glass has a word written above it in the underground tongue, the names of revered priests of the Sakmat. The five names are: iaglorā (ⒸⓈⓉⓂⓈⓁⓈ), prkaese (ⓈⓁⓉⓂⓈ), kololaeg (ⓉⓈⓂⓈⓈⓈⓈ), mengör (•ⓂⓉⓈⓈ), and lopā (ⓂⓈⓈⓈⓈ).

If one (and only one) person stands in the octagon and speaks a word while facing that glass, the glass will clear and a prisoner will become visible.

The smoke curls in the glass and turns black. The blackness ripples like water, and the image of a young woman curled on the ground next to a small pillar of (green, black, blue, red, purple, orange, yellow) stone appears in the glass. Chains bind the woman's legs to the pillar.

The view is from the vantage point of the main altar, looking towards the smaller altars and walls. The glass is magical.

Room 6 (Purple)

The doors open away from you and into a dark, unlit room.

This wide octagonal room must be fifteen yards in diameter. Dim figures stand several yards to your (right or left). These giant metallic statues, their six arms out and up to the ceiling ten feet up, flank a long, curved shining black table, six feet high with several golden bands set with jewels.

The walls reflect a dark purple from your lights.

There are eight empty seats behind the semi-circular table.

The table is six feet high.

The headbands are gold, set with a single jewel in the center. Facing the judge's bench from the center of the room, the jewels are emerald, ruby, topaz, obsidian, orange opal, amethyst, yellow sapphire, blue sapphire. The emerald, ruby, opal, and sapphire headbands are worth 200 shillings each for their gold and gems. The topaz and amethyst headbands are worth 150 shillings each, and the obsidian headband is worth 100 shillings.

Only the topmost arm reaches the ceiling. The arms of the statues are “reflections”, that is, the arms face each other. Anyone walking between the statues triggers a sheet lightning discharge for 2d4 points (an Evasion roll halves damage). The arc travels from arm to arm three feet above the ground, and for the entire 7 feet remaining to the ceilings. It is possible to crawl beneath the discharge, however, this will still trigger the discharge so anyone standing will take damage. Non-living matter does not trigger the sheet lightning.

Anyone caught in the sheet lightning who is wearing a headband will not be damaged, but will be transported instantly to the lower level of the temple, appearing in the doorway to the spider den corresponding to the color of the jewel in their headband. They will appear facing the altar. If the character remains in the doorway for one minute, they will be transported back to the judicial chamber.

The sheet lightning trap is divine, not magical. The headbands are magical.

The doors are all locked.

Room 7 (Orange)

You push the doors open and into the darkness beyond. A bright orange, riddled with spidery veins, covers the walls, and strange shadows play across the room.

To your (right or left) gigantic insects are feeding upon each other. Six giant ant-like creatures are eating some other kind of insect, crawling all over each other, partially obstructing an open doorway. A soft light emanates from the doorway, casting shadows that crawl throughout the rest of the room.

On the three walls to your (left or right) are three tall wooden cabinets. (If their light goes across the room and they are coming from the east.) There is also a door on an angled wall across the room, on the wall adjacent to the open doorway.

The floor, walls, and ceiling are covered in cracks and gaping holes.

The ants will not generally bother anyone unless their feeding is disturbed. They will not follow anyone into the corridor to room 7A, as this leads them too far from their queen. A one-foot-wide crack running through the south wall leads to their queen and lair.

24—Dowanthal Peak

Six Giant Ants (Animal: 2; Move: 14; Survival: 7; Attacks: bite; Defense: +7; Damage: 1d6)

The cabinets contain strange tubers and other foodstuffs, utensils for Sakmat, and, if there is a prisoner, some of the prisoner's things (such as mistletoe for a Druid). Riana's brown leather pouch is here, and laid out next to it some dried mistletoe, a woad hair tie with a long raven feather sticking out of it, some small pig bones, a small bag of hemp seeds, a few mint leaves, and six shiny river pebbles; there was other stuff, but it was taken by the Orcs (a sandwich and other food items, mainly).

Combination: 7 (would be yellow if it had gems)

Room 7A

No garish colors guide you through this corridor. It is natural stone, softly lit by a single glowing orb. The door at the end is a three foot wide, six foot high oaken door banded in iron, barred with a thick wooden beam.

There may be a prisoner in the room.

Room 8 (Yellow)

Four glowing orbs hang from the ceiling and light this huge, twenty yard diameter octagonal room. In the center, a wide table with eight chairs stands empty. The walls are a pale yellow.

Walls 6 and 8 have hinged panels that work the same as the secret doors; their combinations are 6 (would be purple) and 8 (would be blue), respectively. When activated, a 3 by 6 foot section of the wall swings outward, revealing five shelves of books and papers. The books and papers are old, and crumble to dust and scraps on being pulled away.

This was formerly a conference room and library. The table is from the stone. The chairs are an old, hard wood. They are very old, however, and will not withstand extremely heavy work: they are at a penalty of two to item saving rolls.

Combination: 1 (would be green if it had gems)

The Red Den

You push the doors open to see reddish room, light by single glowing orb in the center of the ceiling. It casts a dim and bloody light across this chamber, whose floor is criss-crossed with a web of something covering a shadowed hole.

A giant red spider guards the red den. This is the main entrance to the stomach, and specially guarded and protected. Besides the red spider, a great net of rope covers a pit that is nearly as wide as the den itself.

Giant Spider (Fantastic: 6; Move: 14; Survival: 18; Attacks: bite; Defense: +4; Damage: 1d6; Poison: strength -2, d2 points damage)

Movement rates are halved for fully unencumbered characters, a third for normally encumbered characters.

The Stomach

Very softly lit by concentric circles of hanging phosphorescent fungi.

If they walk into any spider den while wearing a headband from the judicial chamber, they will be transported into the judicial chamber.

The stomach has fifty-foot ceilings arching upwards from the sides. The great altar in the center is twenty feet wide, golden and octagonal, and eight feet high. The smaller stone altars (10 feet across, four feet high) each represent a different color as marked. The doors are fifteen feet high and ten feet wide. Wall 1's door leads to the gold den.

The doors are metal and colored to match their altar. The doors are jammed wide open, because the only way to open them is with the chime that's been lost. The chime must be sounded within ten feet of a door to open it, and doors take ten seconds to open or close.

The altar orders are different as well. Clockwise:

Girl	Age	Weeks Gone	Altar
			Gold
Myrna Sullivan	17	8	Black
Vanessa Grover	13	7	Orange
Evelyn Curt	15	3	Purple
Aileen Sheehan	14	2	Yellow
Riana Carlyle	15	1	Blue
			Green
			Red

The girls have been dressed in flowing robes to match the color of their altar and door.

When captured, the girls are brought first to the auditorium, where they are dressed in their robes, then carried down to the stomach.

Riana

Riana is a second level prophet (Druid: Animal, Fire, Plant, Prophet, Weather). She has 5 calling points. She has one first level animal spirit and one second level plant spirit. If she manages to acquire some fresh mistletoe, she'll be able to manifest one of them.

Depending on how she discovers that her father is dead, she may freak out; she will also want to travel up north to lay him out to the sun in the Celtic lands.

Spider Tunnels: Diakulus's Lair

The two yard by one yard mirror of gold-tinted glass is encircled by a frame etched with crawling spiders. Looked at askance, they appear to

26—Dowanthal Peak

march around the glass, jumping off the edges into oblivion. The runes for “lenrito dai” (𐌆𐌗𐌆𐌇𐌇𐌆𐌆 𐌆𐌗𐌆) are written on the frame below the mirror. If any creature stands within three feet of the mirror and recites those runes, the mirror will shimmer and the creature may step through the mirror. They will be transported to cavern 8. The transport is only one way, and only one person may step through at a time. The mirror takes ten minutes to recharge, and has *unbreakable object* at level ten cast on it.

The words mean “you move me”.

There is also a book here, the Insect Ultramesh.

Pagoyat

A giant gold spider, the pet, protector, and servant of Piakulus, wanders the tunnels unless the Piakulus is readying for an attack. If the Sakmat are on alert, Pagoyat will be in Piakulus’s quarters off of the gold den, awaiting orders.

Giant Spider (Fantastic: 6; Move: 14; Survival: 32; Attacks: bite; Defense: +4; Damage: 2d4; Poison: strength 2, action time one minute, causes dizziness for one minute cumulative).

The dizziness of the spider causes a penalty of 4 to attack and defense. Should a dizzy character rest, they will sleep and not awaken until they throw the poison off.

Sakmat

You see huge, pale white, vaguely humanoid spider-like creatures. They have six arms, two legs, and eight eyes clustered where a human’s head would be. Several are scuttling about the walls like an insect.

Sakmat (Fantastic: 1; Move: 12; Attacks: Sword; Defense: +5; Damage: 1d3/1d3; Special Defenses: +2 vs. surprise; Moral Code: Ordered Evil)

Prophets

The prophets of Sakmat use a spider-shaped mace.

Twenty minutes in prayer to call on spirits. Then two minutes per spirit level to call on a spirit.

Spheres: Charm, Prophet, War, Death

Piakulus (𐌆𐌗𐌆𐌇𐌇𐌆𐌆)

A spider-like creature in gold fringe.

Piakulus is the “high priest” of these Sakmat. He is a fifth level prophet. He wears the *Gold Spider Amulet*, which grants him a bonus of 1 to defense.

Piakulus (Fantastic: 1, Prophet: 5; Survival: 24; Move: 12; Attacks: Mace; Defense: +6; Damage: 1d6; Special Defenses: +2 vs. surprise, +1 vs. spirits, +1+2=+3 attack)

Calling Points: 15, +1 for Wisdom, for 16.

Piakulus will usually have:

5. (2) fourth level charm spirits (using Spiritual Hold or Enthrall)
6. (2) second level charm spirits (using Divine Sanctuary or Command)
7. (1) second level death spirit (using Infestation or Foul Air)
8. (1) first level war spirit (using Courage/Fear, Divine Favor, or Holy Weapon)
9. (1) first level death spirit (using Nauseate, Deplete Vitality, Darkness, or Vermin Call)
10. third level charm spirits sometimes used are: Steady Will.
11. first level charm spirits that could be used are: Courage (but this is also War).

If Piakulus is warned of impending attack, he may become a spider. The *Amulet* lets him change into a tiny spider once every hour. He also has a *Wand of True Darkness* in his things, but cannot use it. It can only be used by a sorcerer. He is saving it as a gift.

Piakulus can manifest spirits while in spider form, as long as they do not require special materials (the spider form is itself the holy symbol of the Sakmat). However, it does require conversational-level speaking, so victims will likely hear him. The spider form is small enough to have access to just about everywhere, even with doors closed. The place is not sealed as tight as that.

If Piakulus is killed, his acolytes will try to retrieve the *Amulet* immediately.

Piakulus is the only one that knows English. He has taught simple commands to the two acolytes: *go* and *sleep*. Command is generally better than fear, as it usually has no saving roll.

Yellow Acolyte

A spider-like creature in yellow bindings.

Yellow Acolyte is a 3rd level prophet.

Yellow Acolyte (Fantastic: 1, Prophet: 3; Survival: 16; Move: 12; Attacks: Mace; Defense: +6; Damage: 1d6; Special Defenses: +2 vs. surprise, +1 vs. spirits, +1+1=+2 attack)

Calling Points: 6

Yellow Acolyte will usually have:

12. (1) second level death spirit (using Infestation or Foul Air)
13. (1) second level charm spirit (using Divine Sanctuary or Command)
14. (2) first level death spirit (using Nauseate, Deplete Vitality, Darkness, or Vermin Call)
15. first level charm spirits that could be used are: Courage (but this is also War).

28—Dowanthal Peak

Orange Acolyte

A spider-like creature in orange bindings.

Orange Acolyte is a 2nd level prophet.

Orange Acolyte (Fantastic: 1, Prophet: 2; Survival: 14; Move: 12; Attacks: Mace; Defense: +6; Damage: 1d6; Special Defenses: +2 vs. surprise, +1 vs. spirits, +1+1=+2 attack)

Calling Points: 3

Orange Acolyte will usually have:

16. (1) second level charm spirits (using Divine Sanctuary or Command)
17. (1) first level war spirits (using Courage/Fear, Divine Favor, or Holy Weapon)
18. first level charm spirits that could be used are: Courage (but this is also War).

Warriors

There are ten Sakmat warriors. Each are Level 1, except for the team leader who is a level 2 warrior (in addition to being a Sakmat). Team Leader uses one shield and two swords.

They also use spears.

2nd Level Warrior (Fantastic: 1, Warrior 2; Survival: 18; Move: 12; Attacks: Sword; Defense: +7; Damage: 1d6; Special Defenses: +2 vs. surprise; Moral Code: Ordered Evil; Attack: +1+2=+3)

1st Level Warriors (Fantastic: 1, Warrior 1; Survival: 11; Move: 12; Attacks: Sword; Defense: +5 or 6 or 7; Damage: 1d6; Special Defenses: +2 vs. surprise; Moral Code: Ordered Evil; Attack: +1+1=+2)

Three of the 1st level warriors use no shield (one sword and two spears), three use one shield (one sword, one spear), and three use two shields (one spear).

The three that use two shields may be called on to protect an acolyte's escape.

Sakmat warriors which use two weapons have a penalty of one to attack; those that use three weapons have a penalty of two to attack.

Consider giving the team leader a magical sword?

The jug is imbued with divine power, however, it also has *unbreakable object* cast on it at sixth level, so it will detect as magical.

Necklace of Strangulation

The emeralds make this necklace extremely valuable. It can't be put over the head, it needs to be snapped behind the neck. It is worth 2,500 shillings on its own. However, on donning it, it will snap shut and, 1d4 minutes later begin strangling its wearer for 1 point per round. The character will also need to make standard hold breath rolls.

It may be removed by someone other than the person being choked by making a strength roll at a penalty of 7, with normal penalties for trying more than once. The penalty for the person wearing it trying this is 15.

It is magical.

Oil of Clear Portal

This vial of oil, with three uses left, is an application of the sixth-level spell *Clear Portal*. It is at the tenth level of effect. This means that it lasts 40 seconds and can affect a portal 10 feet in diameter.

Ring of Walking

Made from a translucent green stone of similar appearance to the Broken Sword's hilt, this ring is worth 200 shillings on its physical appearance and makeup alone. It is also a magical receptacle for the spell *Angular Path*. Activation requires speaking the word "tarantara" (᠘ᠰᠠᠸᠠᠷᠠᠨᠠᠷᠠᠲᠠ), which is inscribed in runes on the inside of the band. De-activation requires speaking the word backwards: "aratnarat" (ᠠᠷᠠᠲᠨᠠᠷᠠᠲ). There are but two charges left (de-activation does not require a charge).

The runes mean "like the wind".

The *Angular Path* lasts for 18 minutes, because it is sixth level.

Rope of Climbing

This has *Helpful Hemp* manifest upon it with a Celtic plant spirit at level 6. It is 24 yards long (or 72 feet). The rope can untie itself on command; it acts as a Lasso with a bonus of 3 to attack and a penalty of 3 to evasion rolls to avoid being capture by it. When looped and tossed to grab an outcropping or other means of climbing, success rolls are at a bonus of 12. It can increase in size to 38 yards (114 feet). It can hold 120% more weight than normal.

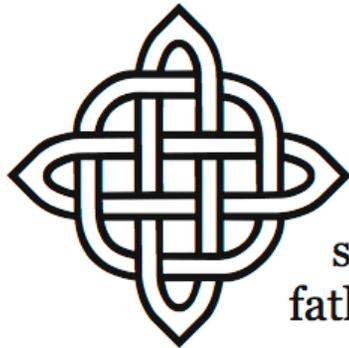
It weighs a sixth of what normal hemp rope weighs, so it has a bulk of 4.

It's command word is *Beathachord*. It was Brendan Carlisle's rope. Brendan's daughter Riana (among the kidnapped women) knows the command word.

Wand of True Darkness

This ebony wand is of an unknown wood, and engraved with images of a chain of spiders twisting around the wand. At the base of the wand are the runes for niaego ikaelo (᠋ᠨᠡᠰᠢᠭᠠ ᠢᠬᠠᠡᠯᠠ). If the runes are recited, a seventh level *Dead Night* is cast, on any target within seventy yards. It will last for 140 minutes, and cover a twelve yard radius. The runes mean “I create darkness.”

The wand has six charges remaining. Because it requires decision-making, only sorcerors will be able to use it. (Which, by the way, does not appear to be in any of the rules yet.)



Beathachord

Beathachord is a hemp rope with the permanent spirit manifestation *helpful hemp*. It was your father's rope. He must have carried it to Dowanthal.

Beathachord can lengthen 60%. It can untie itself. Knots must be tied manually, but once tied only come loose on command. When looped and tossed to grab an outcropping or hook, it almost always holds.

Command Word: Beathachord

Bulk: 4

Length: 24-38 yards

Loop bonus: 12

Lasso bonus: 3



Wand



Ebony wand made of an unknown wood, engraved with images of a chain of spiders twisting around the wand.

Buckle

𐌸 𐌱 𐌺

𐌺 𐌶 𐌸 𐌱 𐌺

A bronze buckle on a belt of strange leather. The buckle is octagonal, and is engraved with runes on the front and on the back.

Ring

𐌸 𐌶 𐌸 𐌶 𐌸 𐌶 𐌸 𐌶

A ring made from a translucent green stone.

