

Undiscovered Q&A

updates adventures

Issue #2
September, 2002

Raiders in Disguise

An adventure for 4 to 6 characters of levels 2 to 4.

Breaking the Ice

Part 2 of a three-part adventure. For 4 to 8 characters of levels 3 to 6.

Gwydion's Library

Learn about the mysteries of the Astman Jungle.

Of Tests and Deals

A desert duster and a barbaric human face the world together.

SAMPLE

New Spells:

- Soften Stone
- Lightning Ball
- Acid Storm
- Levitate
- Entangle
- Bend Light
- Chaos Orb
- Metallic Dragon Hide
- Acute Insight
- And Many More!



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UNDISCOVERED QUESTS & ADVENTURES

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Raiders in Disguise

By Adam D. Theriault

Introduction

Raiders in Disguise is a low level adventure designed for *Undiscovered: The Quest for Adventure*. It is an introductory level adventure, suitable for 4 to 6 characters of 2nd to 4th level; characters should be at the Novice level in one or more of their skills.

Read or paraphrase the information provided in the shaded boxes to the players. Other information is for the AG and is to be given to the players only when they ask specific questions or perform specific actions.

When running a pre-made adventure, it is always wise to read over the entire adventure before playing it in order to understand all its nuances. If the combat situations seem too difficult for the characters, decrease the number of opponents and/or their character levels. Likewise, if this adventure is used for higher level characters, increase the number of opponents and their character levels. The adventure is meant to challenge the characters, not to be a cake-walk for them nor become their doom.

Information concerning the Empire of Vrod and the monsters included in this adventure is provided in Part 3 of the complete rulebook of *Undiscovered: The Quest for Adventure*. Maps are provided throughout this adventure. New spells and monsters are provided at the end of this adventure.

To keep up-to-date on the details of the World of Arkas, the Empire of Vrod, and the Undiscovered game in general, visit our website: <http://www.eilfin.com/>

Adventure Guide Background

A small, out of the way hamlet on the border of the Plainlands and the Highlands, in the Empire of Vrod, has recently been attacked by trolls, or so the inhabitants thought. Actually, it was a goblin sorcerer and his groundling lackeys that took over the village. Using a few of his spells, the sorcerer was able to make the groundlings look like trolls, to better scare the villagers away. With a large band of trolls running into the village, the villagers did indeed flee, leaving most of their possessions behind.

In the process of the raid, a young lad did not make it out of the village. The boy's father returned to the village to save his son, but was never seen again. Hale, the father, discovered the ruse for what it was. He found his son, and was taking him out of the village to tell the others what was going on. But on his way out, the goblin sorcerer discovered him and attacked. Hale was taken captive, along with his boy, and they are now being held in a makeshift prison. All the other villagers fear to return to the village; none know if the boy or his father are still alive.

Many of the families banded together and are now travelling south along the road to Nubra. None of them want to risk heading back into the village to search for the boy and his father, for fear of their own lives. They have opted to leave their homes and belongings to the trolls, and start their life anew when they reach Nubra. Hale's wife, Bethany, does not accept the fact that her husband and son are dead. She has begged the people of her village to help her to overcome all odds and find her husband and son. Though they feel for her, the villagers will not risk themselves or their family members to help her. The elder of the village plans to appeal to the town guard in Nubra, telling them of the village's plight. Nubra should, at that point, send for aid from nearby towns, and send a party north to the hamlet to eradicate the trolls. This, however, is not enough to appease Bethany, whose family is back at the village.

Introducing the Characters

The character's should be on the road, in order for them to encounter the villagers. They could be on their way to some place else, or even in the middle of performing another quest. If the characters are not in the area, modify the location of the hamlet to suit the area where the characters are travelling. Various locations in the Empire of Vrod can suit this situation, as could other areas throughout the world of Arkas.

Raiders in Disguise is the first of two adventures in Issue #2. This dungeon-type adventure is based in a town where the characters must rescue a boy and their father from some monstrous invaders who have been digging tunnels underneath the town. A full map of the town is provided with this adventure.

Regular Change

Soften Stone	Cost = 32	Level	Area	Range	Duration	Effect
Initiative = 3 Description: With this spell, you are able to soften the element of earth, such as stones and hard-packed dirt. Cast upon the ground, you create a pool of mud-like material. Cast upon a stone structure, the softened area will react to gravity and fall to the ground, creating a hole or perhaps collapsing the entire structure. Creatures caught within a softened area have a chance equal to their Agility – 25 to move 1 foot per round. A failed roll means they were unable to move. Their chance to free themselves from the softened area before it hardens depends on where they were located in the area, how large the area is, and how long the spell lasts. Beings who are caught within the hardened earth must be dug out to become free. While trapped, a creature's Agility is reduced to 1. After Effects: The area that was softened appears glossy for one week.	Initiate	10' cubed	50'	3 minutes	Turn earth and stone to mud	
	Novice	15' cubed		6 minutes		
	Adept	20' cubed		9 minutes		
	Expert	25' cubed		12 minutes		
	Master	30' cubed		15 minutes		

Greater Change

Transmogrify Other Humanoid	Cost = 66	Level	Area	Range	Duration	Effect
Escape = Spirit – 20 (none) Initiative = 6 Description: When cast at a target, you can choose to turn that being into any form of 1st, 2nd, or 3rd level animal (not mystical creatures). The spell can only be cast on intelligent humanoids. They will retain their Intelligence and Life Points in their new form, but otherwise they will have only the benefits of the animal.	Initiate	1 target	100'	20 minutes	Change people into other beings	
	Novice			40 minutes		
	Adept			60 minutes		
	Expert			80 minutes		
	Master			100 minutes		

Coven of Destruction

Lesser Destruction

Lightning Ball	Cost = 21	Level	Area	Range	Duration	Damage
Escape = Agility – 10 (for none) Initiative = 2 Description: You create a small ball of electrical energy which you can hurl at a target. If the target is aware of the lightning ball, he/she can attempt to dodge out of its path. The lightning ball will not change course to follow a target.	Initiate	1 target	50'	Instant	1d8 + 4	
	Novice				1d8 + 8	
	Adept				1d8 + 12	
	Expert				1d8 + 16	
	Master				1d8 + 20	

Regular Destruction

Ray of Force	Cost = 63	Level	Area	Range	Duration	Damage
Escape = None Initiative = 5 Description: A ray of force streaks from your hands towards the target. The ray appears only as a shimmering in the air. When the ray strikes the target, a blast of sound emanates and the target is knocked backwards. It takes half a round (12 segments) to recover from the strike.	Initiate	1 target	100'	Instant	2d8 + 6	
	Novice	1 target			2d8 + 12	
	Adept	2 targets			2d8 + 18	
	Expert	2 targets			2d8 + 24	
	Master	3 targets			2d8 + 30	

A number of spells have been provided in this issue, such as the ones described above. For each of the 6 covens of magic, in Undiscovered: The Quest for Adventure, we have provided 3 spells. Each coven has a new lesser, regular, and greater level spell.

We have included a town map, complete with full descriptions of marked locations. There are descriptions of the entire demographics of the town as well, which includes the population and the percentage of each race living here. Some townsfolk are even described, giving you a base to create some special NPCs. What's best is that this town can be easily ported to any fantasy game!

and half-elf children were raised. This was a great scandal when it happened, in the late 2900's, but is readily accepted nowadays. Other inter-racial marriages consisted of dwarves and humans. These still occur, but are mostly kept secret from the majority of the town, as both humans and dwarves generally shun half-dwarven children. They are considered unnatural, as they are unable to reproduce. Even so, they are usually loved and cared for by their parents.

GROUPS, PEOPLE, AND PLACES OF INTEREST

Church of Luxing: This church is run by a human priest and a mesmar dracomensc priestess. It has two-dozen clergymen. The church is located in the same building that houses the town's Casino. Two arms of the building belong exclusively to the church while the remaining two arms are operated as gambling halls. The gambling halls are split into the Common Halls, which grant access to anyone who wishes to gamble, and the High Stakes Halls, which is frequented mainly by the wealthy and nobility. Both halls are owned and run by Ulen Sanspar.

Hall of Braachken: A deep dwarf rector and a land dwarf chaplain run this church. It has nearly 25 clergymen, all of whom are dwarves. The Hall of Braachken is located deep under Zutum Hill.

Shrine of Borack: This small shrine is upheld by a cave dweller muklag priest along with a dozen clergymen. The Shrine of Borack is located just inside Zutum Hill, near the entrance.

Shrine of Dinar: This shrine is run by a human priestess and has just over a dozen clergymen. It is located beside the market area of town.

Great Hall: The great hall is built into the top level underneath Zutum Hill and is the home of town meetings and court processions. There is a passageway from the great hall, leading to the dungeons. The Zutum dungeons are located beneath the Whitewater River, providing a damp and miserable environment for all wrongdoers.

Bran Dourheart: Bran, a land dwarf, is the mayor of Zutum. He lives in the bottom levels of Zutum Hill, just above the mine shafts; the area exclusive only to dwarves.

Barracks: There are three barracks in Zutum, each of which houses 30 guards and 3 commanding officers. One of the barracks is located near Castle Faldor, one is located by the gate to Zutum Hill, and the third is located under Zutum Hill, by the closed off mines that lead to where the Seekers once lived. Guards are grouped in tens (troops), with a commander in charge of each troop. The nine commanders report to the corporal of Zutum, Geldar the Lion. Geldar is a deep dwarf who resides in the bottom levels of Zutum Hill, beside Bran Dourheart.

Garrison: This complex houses the 50 soldiers who maintain the town's perimeter. They keep Zutum safe from the threat of monsters and raids. The garrison also controls two towers that have been built atop Zutum Hill. The guards in these two towers are rotated every 8 hours.

Shop of Diamonds: This is a jewel shop located beside the gambling halls, run by Miss Falwell (human), a professional in both appraising and gem cutting. Her competition is old man Benton (human), who has only half her skill and runs a little old shop beside the marketplace.

Silla Rockblaster: Silla is a female land dwarf known for her wondrous magic wielding powers. She is also a member of the elite who live under Zutum Hill. Her main adversary, Vicious Weckle, is a goblin sorcerer who lives on the outskirts of town. Both are well known throughout the town, and it is only time before more than an argument erupts between the two. Though she is a member of the elite of Zutum, Silla's skills are not on par with Weckle's. It is rumoured that Weckle may be more than what he appears, though none can imagine how the goblin could be anything other than a dirty, little goblin.

Llendel: This meluck dracomensc is the only sage in Zutum. Though his magical knowledge is not all that great, and his monster knowledge leaves to be desired, he is an excellent alchemist and has a beautiful alchemy laboratory in the back of his apothecary, where he sells potions, oils, medicines, and a variety of herbs.

Silver Trading Company: This trading company is owned and operated by the merchant's guild. The name originates from their first trade goods: silver. They now deal in all manner of goods travelling down the Whitewater River, and are the main trading partner to Nyalan. The merchant's guild is operated by a half dozen overseers and employs nearly forty of the town's merchants. Each merchant who is a member of the guild has an equal say in its operations. There is a slight disadvantage to many of the members, however, since eight of the forty merchants are from the Faldor family. The company has a set of private docks it uses for its own boats.

The second adventure in this issue, *Breaking the Ice*, is Part 2 of a 3-part series. Part 1 (*Trading Company Troubles*) can be found in Issue #1 and Part 3 (*Coming Full Circle*) will become available in Issue #3. Each piece of this series can be played as a lone adventure in a full gaming session, or as a complete series over several sessions.



Note: If Ulen sees the character examining the barrel, he will come over and distract them by offering the characters a taste of the wine. He will then rush the characters out as quickly as possible.

Characters inspecting the barrels in the northeast section will find ten barrels of Blood Hills wine, a barrel of Duerdal's Ale and three barrels of wine marked with the Silver Trading Company brand. This should tip off the players that something is wrong if they found the clerks entry that there are twelve Blood Hill wine barrels in the basement.

The Blue Icicles Thieves' Guild

The Blue Icicles are made up of fifteen members led by Ulen Sanspar, owner of the town's largest Casino. His second-in-command is a meluck dracomensc that goes only by the name of Dracos and who is very adept at spell casting and alchemy. Refer to the appendix for details on Ulen and Dracos. The rest of the guild is as follows and may be fully developed by the AG if he/she wishes to do so. In the case that the AG develops these characters, note that all junior thieves range in level from 3 to 9.

Derrin Velspet: Thug; male civilized human.
Jerid Longtooth: Thug; male barbaric human.
Simon Oronar: Thug; male civilized human.
Eris Helun: Thug; male civilized human.
Uric Kistoff: Thug; male civilized human.
Gonahar Longmane: Thug; male barbaric human.
Wyss Slatecutter: Thug; male land dwarf.
Boronir Ironheart: Thug; male deep dwarf.

Thug Notes: Some of these thugs will have been met during the adventure hook, and two are always on duty at the Casino.

Quiluen Featherfoot: Cutpurse; female wood alfar.
Nim Shonisith: Cutpurse; male plains duster.

Jena Rockflower: Burglar; female land dwarf.

Finious Foulhammer: Swindler; male land dwarf.

Silth: Assassin; male menim dracomensc.

The Blue Icicles keep a fairly low profile and will suspend different operations when things get a little too hot with the authorities. The casino provides a good place to lay low during these times.

Jungle

The jungle is tentatively controlled by the cherruve who live here. Their main focus is, of course, in Chaua, but there are numerous villages scattered throughout the jungle from which all humans must take care from approaching.

Humans and goblins also have numerous villages throughout the jungle. They move around more than the cherruves, however. Staying in a single location for too long is simply asking for trouble, as the cherruves constantly attack human sites to capture the humans and turn them into slaves and servants.

The only reprieve that humans and goblins can find from the cherruves is when it is known that there is a

werejaguar in the area. Werejaguars notoriously hunt down cherruves. Of course, werejaguars will kill any creature in their path, but they will often go out of their way to hunt down a cherruve.

There are numerous plants and animals in the jungles that produce poisons. Many humans living here cultivate these poisons and sell them to traders who travel up and down the jungle rivers. Most of these traders come from larger ships, anchored safely out in the Blood Sea awaiting the return of the smaller boats they send up river. Traders from the Plains of Vhaal are rare, as the plains dwellers from Vhaal try to keep their distance from the cherruves of the jungles.

DISEASES

The jungles and swamps are the home of many diseases that those not native to the area can become inflicted with. Following are a few of the main diseases that adventurers must be wary of, lest they become ill.

BREAK-BONE FEVER

General Information: Break-bone fever is normally passed to humans and other humanoid creatures through contact with certain plants within the jungle. The chances of catching this disease while travelling in tropical regions is 7% every week (a roll of 1 to 7 on the first of each week). These chances are reduced to 3% every week while in villages and cities. The risk increases by 3% (to 10%) when travelling in or near swamps or other stagnant water.

Disease Specifics: Fever symptoms develop within 3 to 12 (3d4) days after infection. Once the symptoms set in, a victim is unable to travel until the fever breaks. The victim experiences a sudden high fever (-5 Endurance), headache (-5 Intelligence), generalized weakness (-10 Strength), and intense muscle, joint, and lower back pain (-20 Agility and -20 Dexterity). There is a 50% chance that the victim will have a rash as well.

Break-bone fever has a duration of 2 to 8 (2d4) days once it has set in.

Prevention: As this disease is based on contact with your skin, the chances of catching the disease can be reduced by covering yourself as much as possible. Although temperatures are extremely high, making full clothing extremely uncomfortable, the chances of catching this disease can be reduced to 2% per week by covering as much of your skin as possible. In swamps and other stagnant water, covering yourself and your clothing with oil will reduce the chance of contracting this disease to 4% per week.

LASSA FEVER

General Information: Lassa fever is a highly contagious viral infection that can cause severe or even fatal illness. It is unknown how the disease is transmitted, but if a victim is not isolated immediately, there is a 25% chance that all who come in contact with the victim will also become infected.

The chances of catching this disease while travelling in tropical regions is 2% every month (a roll of 1 or 2 on the first of each month).

In this issue, we have described another kingdom. This time, the history and demographics of the Astman Jungles is given. Not only have we given the demographical information, we have listed a few of the diseases that can be contracted by travelling through the jungle and swamps.

CHERRUVE

Level	3	Alignment	+1 to -8	Prevalence	Common	Diet	Omnivore
Type	Mystical	Habitat	Jungle/Swamp	Activity Cycle	Any	Society	Communal
Strength	10 + 4d10 (32)	Intelligence	50 + 4d10 (72)	Agility	50 + 5d10 (77)	Charm	20 + 4d10 (42)
Endurance	10 + 5d10 (37)	Spirit	30 + 5d10 (57)	Dexterity	20 + 4d10 (42)	Luck	—

Description: Cherruves are a snake people, having the body and tail of a snake with humanoid arms and faces. Their bodies are upright while their elongated tails are used to propel them forwards. They can grow to a height of 8 feet and their tails normally grow to a length equal to 1 1/2 times their height. They are not strong creatures, nor are they well learned in fighting skills, but their unnatural Agility and their quick minds makes them a formidable opponent. They are likewise a dangerous enemy during the night hours, as they are able to see clearly during the night for a range of 100 feet. They are unable to see it areas with no source of light, however.

They are unique creatures with their largest population living in the Astman Jungle and the Black Swamps of Kex. Though originally they did not live in buildings, they have since taken control of Astman and have hence created villages and cities in which they live in an assortment of houses. They have a distinct hatred for dusters of all kinds, though have not been known to actively search out and kill those beings.

Ecology: When not in their town and villages, cherruves travel in groups of up to 12 (2d6). They will not necessarily kill those who they encounter. Rather, they will disable them then take them back to their community to be used as slaves. Cherruves do not eat humanoid creatures of any kind, considering them to be dirty animals. Additionally, the snakes found throughout the jungle are held in reverence, as a symbol of their god. Cherruves do feast upon many other forms of wildlife found throughout the jungle, as well as many sorts of vegetation.

Combat: Though they are not well learned in martial combat, most cherruves who search through the jungles for new slaves do carry weapons with them. These are normally bludgeoning weapons, as they do not wish to kill potential slaves. Their main attack is a natural energy ray which they shoot from their eyes. The range, power, and frequency of this innate attack varies with the age of the cherruve. If this attack disables an opponent enough, the cherruve will then wrap the opponent in their tail to further weaken them before taking them back to their community as a slave. If the opponent has not succumbed to the cherruve at this time, they will proceed with their bludgeoning weapons. There are also a few cherruves who are skilled in psionics and spell casting, who sometimes travel with these groups. Priests are not usually encountered this way, however. They are generally only found in their temples.



Our final touch is a group of new monsters and wildlife that can be discovered in the Astman Jungles, such as the above detailed cherruve, a half-snake, half-humanoid creature that can shoot scintillating rays of energy from their eyes.