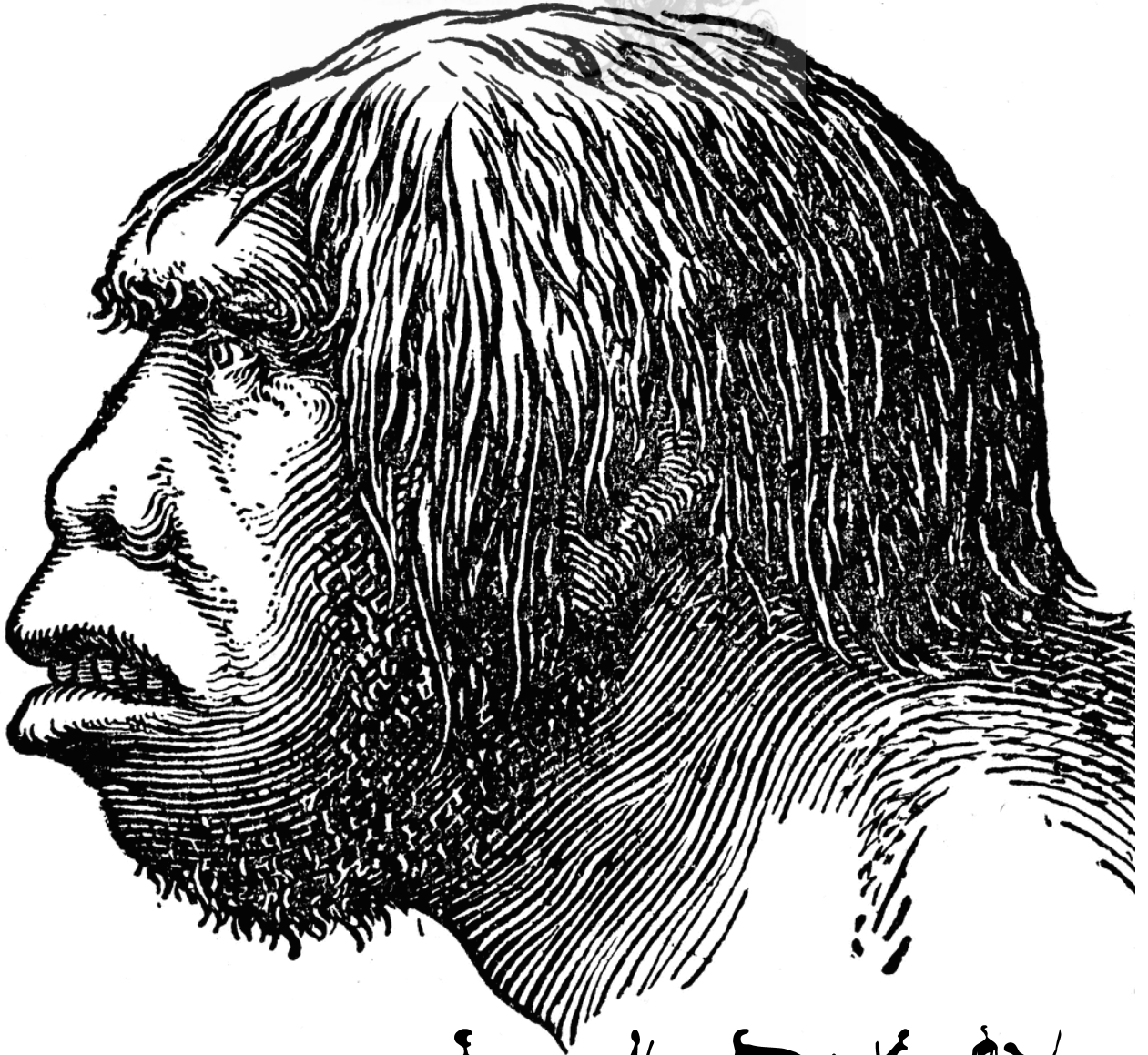


THE TRIBE OF OGG AND THE GIFT OF SUSS



BY DANIEL BISHOP



A DCC RPG FUNNEL ADVENTURE SUITABLE FOR 12-16 0-LEVEL CAVE-DWELLING CHARACTERS

CREDITS

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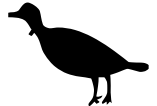
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INTRODUCTION

Flush with excitement with my newest love, ***Dungeon Crawl Classics***, I began to purchase and read as many Appendix N titles and authors as possible. This included the early works of Robert E. Howard and Edgar Rice Burroughs' *The Eternal Savage*, Caspek, and Pellucidar novels (longtime favorite authors in any event). When I discovered the Manly Wade Wellman "Hok the Mighty" cycle, it became perfectly clear that DCC needed an adventure about cavemen.

This was in those earliest of days, when I had one or two adventures out via Purple Duck Games, was asked to submit to Mystic Bull's *In the Prison of the Squid Sorcerer*, and had several patrons under my belt due to Dragon Hoard's *Angels, Daemons, & Beings Between*. In fact, the adventure was first mentioned on the Goodman Games forums on 2 October 2012, described as "a 0-level funnel where the PCs are cave dwellers who investigate a crashed spaceship.... an intentional nod to Manley Wade Wellman's Hok the Mighty stories, as well as Edgar Rice Burrough's [sic] Pellucidar and Caspak novels and *The Eternal Lover*, with just a dash of Andre Norton."

Funding for *In the Prison of the Squid Sorcerer* fell through, but Mystic Bull's Paul Wolfe and I decided to plow ahead with the project. It was well on its way to completion when Goodman Games announced Michael Curtis' excellent adventure, *Frozen in Time*. Discussions with Joseph Goodman put our project on hold – itself frozen in time! – until now.

A complete guide to creating prehistoric characters is found in **Appendix 1**, with additional materials in further appendixes. If the judge prefers, an alternate method for creating primitive characters can be found in *Frozen in Time* (Goodman Games); judges should note that the method in *Frozen in Time* produces more "advanced" primitives than the method in *The Tribe of Ogg and the Gift of Suss*. *Frozen in Time* produces Neolithic people who have contact with more advanced societies; the method in this module is firmly fantasy Old Stone Age. Clever judges can easily find ways to use both modules as compliments to each other.

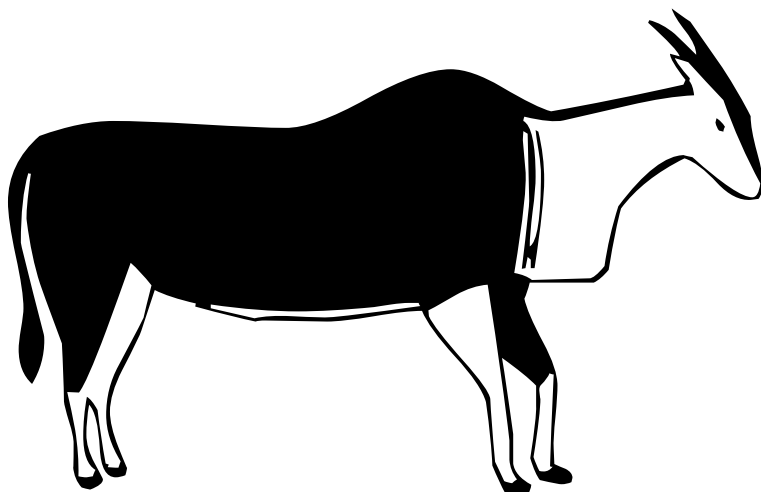


ADVENTURE SUMMARY

Suss, the Bright One, has sent a gift to the Tribe of Ogg – with a great screaming cry, a shard of the sun has splintered off and come hurling to the earth north of the Dread Forest. There it landed with a noise like many thunderbolts, making the earth shake like a horse shivering flies from its skin. For three days and three nights, there was a great light and a smoke. Then the bravest of the Tribe of Ogg came forth to determine just what Suss had sent. The characters are this party of brave cave-dwellers.

The adventure is divided into three broad sections. In the first section, The Hunting Plain, the cave dwellers travel across a wide plain toward the Dread Forest. The second section, The Dread Forest, deals with their encounters crossing that expanse of dark woodland. Finally, in The Gift of Suss, they explore a crashed spaceship and, perhaps, find a way into another world through a gate made by its failing hyperdrive.

At the end of this adventure, players are rewarded with surviving characters which are unique in the campaign world. Until, of course, the judge creates a new cave-dweller funnel – perhaps in a “Lost World” area or at the hollow center of the campaign world!



ADVENTURE START

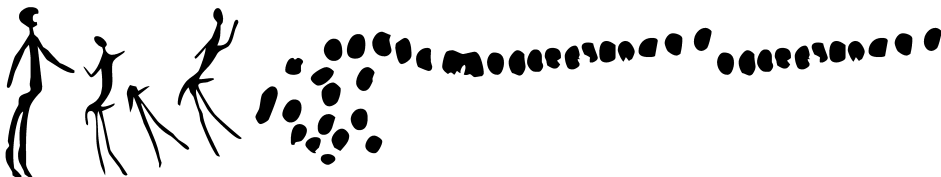
During the long era before the dawn of history, the Tribe of Ogg lived in warm, dry caves. To the south, the great water was a source of fish and mussels. To the north, there ranged a wide plain, upon which horses, deer, and the great aurochs dwelt in teeming numbers. Beyond the plain, the Dread Forest was a place of fear. There dwell other, sub-human hominids that eat the flesh of men, as well as all of the creatures that darkness, superstition, and primitive minds can devise.

You are members of the Tribe of Ogg, and into that wood you must go.

Three days ago, a splinter of the sun fell to earth with a great howl and a wind. It smote the land with a sound of many thunders. The earth jumped and shook. Fire burned bright from where it fell, and great clouds of smoke made the place visible from the caves. Three nights and three days, the sun-splinter burned where it had fallen, within the Dread Forest.

Then Sev, the shaman, spoke. This sun-splinter was surely a Gift from Suss, the Bright One, Who Dwells in the Sky and Lights the Day. It was Sev's word that Suss surely made the Gift fall where He did so that only the brave could claim it. Therefore, a party of those who would be thought mighty has assembled to seek the Gift of Suss.

Your group is that party. You begin at the edge of the great plain, where the hunters seek their game. The end of your quest is still marked by a thin finger of smoke, away north, within the borders of the Dread Forest. Your fellows cheer you on, but even Old Ogg, called Ogg the Strong in the days of his youth, will not step beneath the shadow of that dark wood.



RUNNING CAVEFOLK



The characters in this adventure are cave dwellers of the Old Stone Age. One thing that might help your players get into the mood is to enforce a rule that they can only use one-syllable words to speak to each other, at least until they encounter Ussa-La at **Area 2-7** or the Gift of Suss itself.

One way to enforce this is to dock 1 point of Luck per extra syllable uttered (the player can decide which of his 0-level crew the Luck comes from). Once a player has spent Luck for his characters to know a polysyllabic word, they can use that word without spending any more Luck.

When the PCs' minds expand, and the characters can start speaking like the people playing them usually do, it will feel like a true gift!

THE HUNTING PLAIN

This section consists of three brief “warm-up” encounters. They help set the scene, reinforcing the prehistoric fauna of the adventure. The first encounter also foreshadows the strangeness that is to come.

It is assumed that the characters make their way directly across the plain toward the Gift of Suss. If they meander, the judge may include additional encounters, and/or have the characters bypass the listed encounters, as desired.



As you cross the great plain, you can see a jumbled pile of

1-1 THE CAVE LION PRIZE

rocks off to the west. As you glance in that direction, you can see a cave lion dragging something towards the rocky mound. From the way it is moving, your sharp eyes can tell that it is wounded.

The jumbled pile of stones has formed a break-down cave, filled with hundreds of bones, which is the den of this cave lion. The cave lion discovered a wounded survivor from the Gift of Suss wandering upon the plain. Although the lion slew the survivor,



he was himself wounded in the process with an energy weapon, and is dying from internal injuries. It is still willing and able to fight, however – it knows that it is dying, and will not flee an encounter.

If the PCs are able to defeat the cave lion, they will gain an early opportunity to examine one of the aliens from the Gift of Suss – a reddish humanoid wearing ragged clothing made of unfamiliar silvery hides (synthetic textiles). It has a high forehead and

DYING CAVE LION

Init +5; Atk bite +3 melee (1d8) or claw +1 melee (1d4); AC 10; HD 5d6; hp 8; MV 40'; Act 2d20; SV Fort -4, Ref -2, Will +4; AL N. These statistics represent the cave lion in its current condition.

enormous golden lidless eyes. Each hand has seven fingers, including two opposable thumbs, and each booted foot has six toes. It has a belt and holster (*a small leather bag of some sort, with a large and*

obvious hole in the bottom), but the energy weapon it once bore has been lost upon the plain.



1-2 NIGHT OF THE HYAENODONS

It takes more than a day to cross the great plain. You are able to

find an area where there is clean water to camp. Tracks in the mud show that many creatures of the plains make use of this watering hole – aurochs, great deer, cave lions, and even the mighty mammoth. There are a few trees for shelter far enough back from the water that they have not been trampled, but close enough to reach the moisture with their roots.

Let the group determine how they will fortify their position, if they will light a fire (there is enough deadfall for a modest one), and what watches they will post, if any.

At about 2:00 in the morning, a pack of six hyaenodons approaches their campsite. If the group has a fire going, the hyaenodons spend 1d7+2 rounds around the periphery of the light, building up their courage before attacking. The judge must determine the effects of other precautions accordingly. If the group has taken no precautions, they awake to a rude surprise indeed, as they are attacked in their sleep!

A hyaenodon is a wolf-like creature, predator and scavenger, that lives on the great plain. These resemble modern hyenas



standing 4' tall at the shoulder, with enormously powerful jaws and neck muscles. If a hyaenodon succeeds in a bite attack, it does not let go, but instead pulls its victim off to kill and devour at its leisure. It requires a DC 14 Strength check to prevent the animal from pulling its victim away, and a DC 20 Strength check to actually get free from the locked jaws.



If the hyaenodons succeed in getting at least three victims away before being driven off, they will return every 1d3 hours until 8:00, seeking more victims. The hyaenodons are quite capable of smelling out their prey, so changing camp sites is of no benefit. The sun rises at 7:30, so there is a chance that the party will be on the move when the last attack occurs. They can be driven off by failing a Morale check when the first is slain, when more than half their number are slain, or when successfully attacked using fire.



The judge may grant experience for a single encounter, or for a group of encounters (in the case of multiple hyaenodon raids) as he

SIX HYAENODONS
Init +4; Atk bite +2 melee (1d5); AC 10; HD 2d8; hp 14, 10, 8, 8, 7, 7; MV 40'; Act 1d20; SP grip and drag; SV Fort +3, Ref +1, Will +2; AL N.

or she sees fit. Depending upon the precautions that the party takes, this encounter may well result in a TPK. If so, so be it; the judge is encouraged to play the hyaenodons as the remorseless killers that they are. Appendix N cave dwellers live in a brutal, dangerous world. In the case of a TPK, the judge can simply restart the adventure at Encounter 1-3.



If all but one of the hyaenodons is slain, that one will trail after the remaining PCs – if not attacked, and if fed, it can be befriended by one of the PCs as a sort of special “pet”. If there is more than one PC that might gain this honor, the hyaenodon befriends the one with the highest Luck score.



You are perhaps an hour away from the Dread Forest when you

see another group of cave dwellers, heading in the same direction as you are. They are about 100 yards away. From their look, they are of the Tribe of Koh, which worships Tahor the Thunderer, Lord of Lightnings – a people that you are sometimes in conflict with, and sometimes at peace.

1-3 PEOPLE OF KOH

These people are also investigating the Gift of Suss...although





they call it the Gift of Tahor. If the PCs have suffered attrition already, the number of cave dwellers here is exactly that needed to bolster their ranks. If not, there are 8 cave dwellers of the People of Koh.

Using these cave dwellers as extra PCs is, of course, dependent upon peaceful relations between the Tribes of Ogg and Koh. Unless the PCs attack, friendly relations certainly occur. If the PCs do decide to attack the People of Koh, or they need no replacement PCs, use the following statistics for the combat; otherwise, let the players generate these characters as individuals. Each member of the Tribe of Koh that is slain has one piece of random equipment.

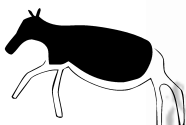
If friendly relations occur, but the players need no replacement PCs, the Tribe of Koh also enters the Dread Forest in search of the Gift. The judge has three options here, and should select the one which best meets the needs of his or her game. The judge may also roll randomly to determine what occurs, or use portions of each option in whatever mix he or she deems most suitable.



Option 1: The party from Tribe of Koh wanders elsewhere, and is never seen again (alive) by the PCs. The judge may choose to sprinkle dead members of this party in other encounter areas, to indicate what happened to them.

Option 2: The party from the Tribe of Koh wanders elsewhere, but meets the PCs again later. The remaining Koh tribesmen can be used as replacement PCs.

Option 3: The party from the Tribe of Koh beats the PCs to the Gift, or arrives right after them, and fights them for possession of the crashed spaceship in the name of their god.



THE DREAD FOREST

The Dread Forest lies in a declivity beyond the plain. As you scramble down the slope, the air gets warmer and thicker. The trees are covered in vines, and brightly-colored birds flit from branch to branch. There is a great deal of fruit in the trees, but they do not look easy to climb despite the draping vines. Everything here is very different than the lands of Ogg, and you discover that you cannot see very far among the trees, nor does any path move in a straight line.



Once within the Dread Forest, characters can no longer see the line of smoke that shows where the Gift of Suss lies. They only know that it is generally north of the location where they entered. The forest is a maze of twisting pathways, and where the characters choose to go determines what they encounter.

Climbing the trees is hazardous, although only a DC 10 Climb check is required. This is because there is a 1 in 3 chance that the vines in the tree climbed have a unique property that hinders climbing in some way. Roll 1d6 and consult the following chart. If a climber falls, the first 10’ do not count towards distance fallen as leaf mould absorbs some of the impact of landing.

1D6		VINE HAZARD
1	Ants: The vines are hollow, and are home to a colony of stinging ants. When the character has climbed 1d12 feet, the vines come alive behind him, causing 1 point of damage to a random physical ability each round that the character remains in the tree. Further Climb checks are DC 20.	
2	Thorns: The vines have hidden thorns, which increase the difficulty of climbing to DC 15.	
3	Poisonous Thorns: The vines have hidden thorns, as above, but they also exude a paralytic poison. The climber must make a DC 5 Fort save for every 5’ climbed, or lose control of his muscles and fall. Paralysis lasts 1d7	
4	Sticky Vines: The vine oozes a sticky sap that may capture a creature climbing within them. Every 5’, the climber must make a Strength check. This starts at DC 5, but the DC increases by 2 for every 5’ climbed, as the effects of the sap accumulate. If the check fails, the climber is stuck in place, and the DC increases by 5 to get free. Failure by 5 or more indicates that the climber cannot get free without help. Tendrils from the vines then	
5	Ribbon Snake: A poisonous serpent hides among the vines. It has a 5 in 6 chance of gaining surprise. Init +4; Atk bite +2 melee (1 plus poison); AC 7; HD 1 hp; MV 30’; Act 1d20; SP poison (Fort DC 12 or die); SV Fort -4, Ref +3, Will +0; AL N.	



It is not expected than any group has more than a few of the listed encounters, but a group that thoroughly explores the Dread Forest encounter areas is likely to be 1st level by the time the Gift of Suss is discovered, if they manage to survive. This in turn will aid in the survivability of the last section.

If characters choose to leave the paths, they move at only one quarter their normal speed through the thick underbrush and dense forest. If they come near an encounter area, any creatures listed therein can move toward them. Creatures used to the forest move at half speed or full speed therein, depending upon their nature and the judge's discretion. In addition, the judge may roll 1d12 for every hour spent off the trail, and consult the following chart.

1D12	RANDOM ENCOUNTER
1-6	No encounter
7-8	Game Trail: A game trail is discovered that leads directly to the nearest path from the next closest path; PCs can move at half speed along this trail. It is made by (1-4) wild pigs, (5-6) deer, or (7) something even the hunters cannot identify.
9	1d3 Wild pigs: Init +2; Atk bite +0 melee (1d4); AC 8; HD 1d6; hp 4 each; MV 40'; Act 1d20; SP fight for 1d3 rounds after slain; SV Fort +4, Ref +0, Will +3; AL N. Wild pigs are aggressive, and will fight as often as they will flee.
10	1d3+1 Deer: Init +4; Atk antlers +0 melee (1d3) or hooves +1 melee (1); AC 9; HD 1d8; hp 5 each; MV 50'; Act 1d16; SV Fort +1, Ref +4, Will -3; AL N. Deer are shy, and are easily panicked into flight.
11	1 Wild Cat: Init +2; Atk bite +2 melee (1d6) or claws +3 melee (1d2); AC 11; HD 3d6; hp 9; MV 40'; or swim 40'; Act 2d20; SP surprise 4 in 6; SV Fort +2, Ref +6, Will +2; AL N. This wild cat is a small relative of the smilodon, about the size of a lynx. If it is slain, it cannot be encountered again.
12	1 Giant Constrictor Serpent: Init +4; Atk bite +10 melee (1d6 + constrict); AC 18; HD 5d8; hp 22; MV 30'; Act 1d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL N. Once located, this snake does not move far, especially if it has eaten someone. If left alone after it has fed, it will leave others alone as well. If it is slain, it cannot be encountered again.

There are two forms of sub-humans that inhabit the Dread Forest.

THE FOREST SUBHUMANS

The **gnarl-gnarls** are short, being roughly 4 feet high, squat, and muscular. Their bodies are covered with thick orange-brown fur, and they do not wear clothing. Their canines are pronounced, and they eat their own dead, and whatever else they can capture – including other humanoids. They have a language of their own, and the sound of it is where their name comes from.

GNARL GNARLS



The **ooloi** are even shorter, being of halfling size, with long arms and legs, and having prehensile tails. They have a light golden-brown fur, and are tree-dwellers, being able to brachiate with ease among the lofty forest giants – they automatically recognize and avoid the hazards of the vine. The ooloi make platforms and nests very high in the branches, where they are safe from the gnarl-gnarls and the Father of Pigs, if not all predators of the forest. They live in dread of these creatures. The ooloi can speak

OOLOI



to the common language of the cavemen, having observed it in the past, and can translate the language of the gnarl-gnarls as well.

If the party suffers heavy attrition, the judge may allow ooloi to bolster their ranks. **Appendix 2** describes how to make ooloi characters, and gives the complete class progression for the ooloi.



ENCOUNTERS IN THE DREAD FOREST

2-1 THE FATHER OF PIGS

You hear a grunting noise as the path twists ahead

of you. (Pause and allow the players to declare actions.) As you come around the corner, you see what must surely be the largest boar in existence – nearly as tall as a man and maybe twice as heavy. Its back bristles with coarse fur, and its enormous tusks



nearly hide its tiny red eyes. It is rooting about the body of what appears to be a human or humanoid body.

The Dread Forest is home to the Father of Pigs, an enormous boar that stands shoulder-high on a man and weighs 500 lbs. It terrorizes the subhuman creatures of the forest. If the PCs manage to slay the beast, the ooloi will

regard them as heroes. If the PCs manage to drive off or

FATHER OF PIGS

Init +4; Atk bite +2 melee (1d6); AC 12; HD 4d6; hp 12; MV 40'; Act 2d20; SP fight for 1d5 rounds after slain; SV Fort +8, Ref +2, Will +6; AL N.

otherwise escape the beast without killing it, the judge should have the Father of Pigs attack them at random times throughout the adventure until it is slain.

The creature that the Father of Pigs is consuming is one of the gnarl-gnarls. A club lies in the underbrush nearby, and is easily found if the PCs search the area. Examination of the Father of Pigs after it is slain shows hundreds of scars and dozens of broken fire-hardened slender wooden spear points embedded in its hide (ooloi javelins).



2-2 GNARL-GNARL ATTACK

Suddenly, six humanoid figures crash out of the brush – brown-orange

furred sub-humans shorter than true men, but with burly chests and knotted muscles visible even through their thick fur. Their

SIX GNARL-GNARL SCOUTS

Init -1; Atk club +0 melee (1d4+2); AC 11; HD 1d8+2; hp 6, 5, 5, 4, 4; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C.

skulls are thick and low-browed. They brandish clubs, but seem to own nothing else. From their fanged mouths come the

sounds of speech, but not true speech – they seem to be saying “gnarl gnarl gnarl”.

These gnarl-gnarl scouts attack by surprise, unless the character with the highest Luck manages to roll 1d20 under his Luck. They burst through the bushes, intent on capturing PCs to eat. They cannot be negotiated with, but they can be frightened off through attrition – when half their number are killed, the remainder flee (dropping their clubs 50% of the time).

From up above you, you see a flash of a golden-brown

2-3 FACES IN THE TREES

body – it seems to be a monkey half the size of a man. As it turns its almost human-looking face towards you, you realize that it is not alone. There are perhaps a dozen of the creatures moving through the trees. Their bodies are half-hidden by the foliage as they move, but you catch enough glimpses to realize that they are armed with some form of short, light spear! Clearly, they are creatures of some intelligence.



These creatures are ooloi. Depending upon how the PCs deal with the ooloi in their first encounter, the ooloi may be of great help, or be banes to the PCs’ further exploration. The ooloi know the Forest of Dread very well, although they do not use the surface routes enough to know which leads most directly to the Gift of Suss.



If the PCs make a show a friendship, the ooloi can warn them of the dangers of the forest. Because they are most careful about them, they will warn first about the Father of Pigs and the gnarl-gnarls. Other dangers are transient, or so often and easily dealt with by the arboreal ooloi, that they will not immediately think of them unless specifically asked.



They describe the Gift as “A great stone that fell from the sky’s blue dome, shining like a piece of the sun...It fell to the north, shaking all the wood, and burned for a time like a tree

So long as the ooloi remain friendly to the PCs, the judge may allow players to use ooloi as replacement characters. See **Appendix 2** for more information.

struck by lightning. We do not go there now, for the trees have all fallen down, and the paths through their branches are no more.”

If the PCs are hostile to the ooloi, or indifferent, but do not engage in combat, the creatures follow their movements from up

in the trees for some time before moving off. If they observe the PCs slaying the Father of Pigs or gnarl-gnarls, the ooloi may make friendly overtures.

TWELVE OOLOI

Init +2; Atk javelin +0 melee or ranged (1d6); AC 10; HD 1d4; hp 3 each; MV 20' or climb 30'; Act 1d20; SP Brachiate; SV Fort +0, Ref +0, Will +0; AL N.

If the PCs actually attack the ooloi, each of the ooloi will cast its javelin, and then flee into the upper trees. Thereafter, the judge may have 1d3 javelin

attacks occur at any moment he chooses, and there is a 1 in 10 chance of such an attack occurring during any other encounter in the forest. Once they have made their attacks, the ooloi disappear into the forest....until the next attack.

The judge should carefully consider attempts by the PCs to make amends if they attack the ooloi. If no ooloi are killed, making them neutral should not be overly difficult. If ooloi are slain, though, they are implacable until the actual killers also feed the roots of the trees.

2-4 SURVIVORS OF A LONG-PAST AGE

Three lizards
crouch on a

high branch. They leap down toward you, spreading leathery wings to a four-foot span, and screeching through long pointed beaks. Their long tails whip like grass in the wind, each tail ending in a diamond-like growth of flesh.



In real life, no pterodactyls survived to encounter human beings, but this is a staple of Appendix N fiction regarding cave dwellers. These three creatures are *dimorphodon*-type pterosaurs, and

THREE DIMORPHODONS

Init +3; Atk bite +0 melee (1d3); AC 12; HD 1d6; hp 6, 4, 3; MV 10' or fly 40'; Act 1d20; SV Fort -2, Ref +1, Will -4; AL N.

their mouths are alive with sharp needle-like teeth. Perhaps they are the last survivors from a population that endured through the

ages, or perhaps they were brought forward by the Gift's malfunctioning hyperdrive. Either way, they attack the PCs furiously.



If any is slain, roll a morale check for the others. There is a 1 in 6 chances that survivors will return if a wounded character is left unattended.

A creature appears on the trail ahead of you

2-5 BEING FROM ANOTHER WORLD

unlike anything you have ever seen – six-legged, sharp clawed, and possessing eight compound eyes. Its jaws slaver with thick, ropy saliva over sharp tooth-like ridges in a parrot-like beak. It is larger than a cave lion, though sorely wounded and dragging its two rearward legs on the left side. Its hairless purple skin is burned in places down to the muscle, and its flanks are clotted with cracked sores seeping green blood and yellow pus. A jagged piece of metal is embedded in its left flank.



This creature is an alien

“hound” – a semi-feral creature used by the aliens that crashed on the Gift of Suss. It was wounded and burned in the crash, and escaped into the forest. It has no fear of death, and attacks until slain if the PCs take

WOUNDED JARNATH

Init +4; Atk bite +3 melee (1d8) or claw +6 melee (1d4); AC 12; HD 6d8; hp 30 (currently 8); MV 50' (currently 20'); Act 2d20; SP excellent sense of smell, all-around vision, infravision 60'; SV Fort +4 (currently +0), Ref +2 (currently -4), Will +4; AL N.

hostile action. If they do not, it turns and drags itself into the brush to die.

Some players may attempt to heal the “hound”. This is very much in keeping with Appendix N fiction, and should be rewarded if the PCs can figure out a way to overcome the problems at hand. First, the creature must be convinced that the PCs are not hostile – it is an alien being, and this is more difficult than merely offering it some food – or preventing it from attacking while they work. Some of the vine hazards, if known, may be of aid here. Second, they must remove the jagged chunk of metal. Doing this without causing an additional 2d6 damage requires a skill check at DC 10, and only a shaman’s assistant is considered to be trained. Finally, they must find a way to heal the creature. Depending upon the events up to this point, one or more characters might have received the XP needed to become a level 1 Cleric. Even if this is the case, the creature is considered to be “opposed” for all lay on hands checks due to its alien nature.



If the players discover a way around these problems, and are able to save the alien “hound”, they should be rewarded by having it become their companion. They will have earned it! If left on its own, the creature loses 1d3 hp every hour until it is dead.

The alien name for the “hound” is a “jarnath”.

As the characters approach this location, they can smell woodfires. If they approach cautiously, they can spy upon the gnarl-gnarls without being seen, as the creatures are intent upon their feast. If they simply blunder in, the gnarl-gnarls will not pursue survivors far, and those who fall are added to the feast.

2-6 FEASTING GNARL-GNARLS

The forest before you opens into a large

clearing, wherein several great cooking fires are being used to roast meat on spits. You can see that human-like beings are being roasted, but there is something not quite human about them. A heap of silvery skins lies near one of the fires. A heap of reddish-skinned man-things lies stripped not far away, ready for the fires. The feasters and the cooks are short, squat, and covered with orange-brown fur. There are at least fifty of them.



FIFTY-FOUR GNARL-GNARLS

Init -2; Atk club +0 melee (1d4+2); AC 10; HD 1d8+2; hp 4 each; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -3; AL C.

The gnarl-gnarls are feasting here upon the aliens that crashed in the Gift. There are 54 of the subhuman creatures here, but they are intent

upon their feast, and have posted no sentries. Wise players will not seek to engage them. Each of the gnarl-gnarls is armed with a club. There are a dozen aliens here for the feast, and a dozen silvery jumpsuits in various damaged states are the only treasure.

2-7 WOMAN FROM ANOTHER WORLD

Your eye is caught by a

flash of silver in the bushes. Crouching there is a woman with bright crimson skin and dark hair. A small bent silver stick is in her hand.



This is Ussa-La of Umbaros, the First Officer of the *Solar Bequest*, and daughter of the Padusar of the City of Visaba of the Green Canals. She has crimson skin, lidless golden eyes,

black hair, and seven digits on her hands (with two opposable thumbs on each hand). She has six toes on each foot. Despite her physical differences from stock humans, she is a very beautiful woman.

Ussa-La wears a jumpsuit made of a silvery synthetic material and carries a stunner. A stunner is a pistol-like weapon that shoots a greenish-white ray up to 30 feet, bypassing armour (but not AC bonuses due to shield or agility). A creature hit must make a DC 15 Fort save or be stunned and helpless for

1d6+6 minutes. This is a powerful weapon, but there is only enough charge remaining for 10 shots before the stunner is depleted. A character who examines the stunner for the first time, without instruction, must succeed in a DC 5 Intelligence check or shoot him or herself.

Ussa-La is capable of generating a minor telepathic field that allows her to swiftly learn the languages of those she is in physical contact with. In return, those who share her mind for this brief period gain a mental image of Umbaros – a lush world of strange creatures, flying craft, and shining cities. They see the Palace of the Padusar in the City of Green Canals, whereupon lazy pleasure barges sail, and know that to this city the wealth of many star systems comes. Yet the Umbarosians are not mere



USSA-LA, SPACE PRINCESS

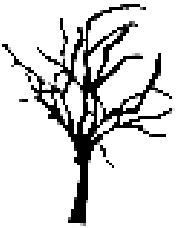
Init +1; Atk dagger +0 (dmg 1d4) or stunner +1 ranged (bypasses armor [but not shields or agility]; DC 15 Fort save or be stunned and helpless for 1d6+6 minutes; 10 shots remaining); AC 11; HD 1d6+1; hp5; MV 30'; Act 1d20; SP thief skills as lvl 1 Lawful thief, telepathic field, stunner; SV Fort +1, Ref +2, Will +2; AL L. See **Appendix 6**.

Appendix 6 is a character sheet for Ussa-La, in the event that the judge wishes to allow her to be played as a PC. Apart from her physical differences, and her telepathic aptitude for languages, she is considered to be human. If more than one player wishes to take the role of Ussa-La, it is recommended that the judge allow a high roll of the dice to decide – all interested parties roll 2d6, rerolling ties, until a winner emerges.

technicians or merchants – although the *Solar Bequest* was on a peaceful mission of exploration, warriors are honoured upon the distant world from which Ussa-La has come.

Ussa-La is a potential boon for the PCs. She knows the general layout of the *Solar Bequest*, and can sketch it out for the PCs. She comprehends the problem with the hyperdrive, and can explain it to the PCs after experiencing the first interdimensional wave. She is also aware of how many of the various devices found aboard the starship work. Although Ussa-La came from the Gift, she has become lost in the woods, and does not know the fastest route to it.

2-8 THE SIGN OF TAHOR



From the blue sky, there is a peal of thunder, and a great dead tree is struck by a bolt from the heavens. Amber arcs of electricity run crackling along its branches, and up and down its trunk. They grow dimmer, flickering in and out of sight, before they fade away entirely. Seconds later, the old wood explodes into shards as numerous as the stars in the sky.

Is this caused by the instability of the Gift's hyperdrive, or is it a sign from Tahor the Thunderer? None can say, but those who have already pledged themselves to the worship of Tahor gain a permanent +1 bonus to Luck for witnessing the sight.

1d5 minutes after the lightning strikes, a party of six gnarl-gnarls arrives to investigate. If the PCs are still here, they will attack. If not, they will pick up the PC's trail,

2-9 THE SIGN OF SUSS



As the path comes out of a turn, you see ahead of you a breath-taking sight. A swath of forest, 100 yards across and nearly a mile long has been broken, flattened, and burned by the power of the Gift, some object that Suss threw from the sky. The edges of the clearing are still smoldering from Suss's mighty heat...in some places, there are still open flames. In the distance, you can see a crater in which something large glints brightly in the sun – surely this is the Gift itself!

Those who have already pledged themselves to the worship of Suss gain a permanent +1 bonus to Luck for witnessing this awesome display of the Bright One's power. In addition, they permanently gain +1 hit point.

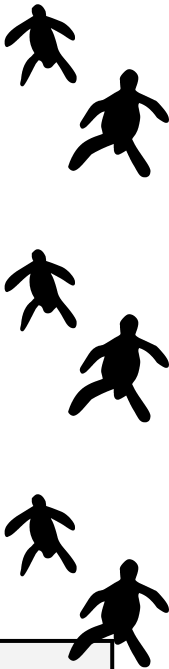
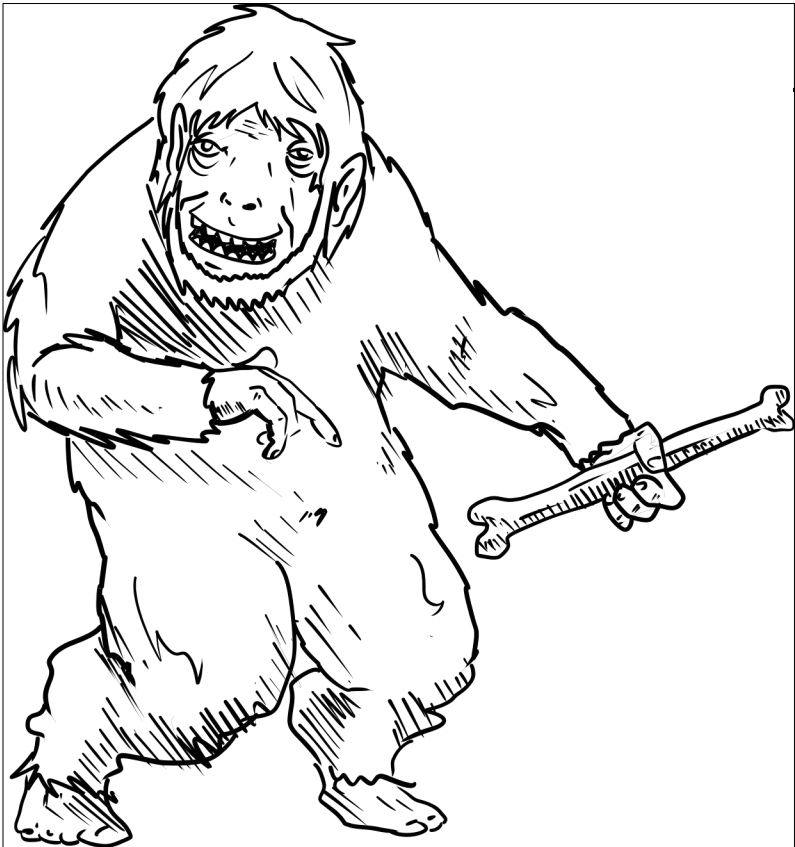
When the PCs are half-way to the Gift of Suss, a large group of gnarl-gnarls emerges from the trail behind them. These sub-

humans are intended as a driving force, ensuring that the PCs enter the Gift and explore it. The characters are in little actual danger unless they turn and fight. If the PCs have ranged weapons, there is nothing wrong with letting them pick off a gnarl-gnarl or two, but if large numbers of gnarl-gnarls are killed in this manner, the judge may have other groups of 2d10 gnarl-gnarls appear at the treeline from any direction.

Although the goal is to drive the PCs to the final section of the adventure, rather than to kill them, foolishness is its own reward. If the players demand to have their characters face down the gnarl-gnarl horde, let them! The initial group of gnarl-gnarls contains 30 members, and up to 30 more can join in the encounter. If the players determine a means to defeat 60 gnarl-gnarls, let ingenuity be its own reward as well. They will deserve the victory!

THIRTY TO SIXTY GNARL—

Init -2; Atk club +0 melee (1d4+2); AC 10; HD 1d8+2; hp 4 each; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -3; AL C.



THE GIFT OF SUSS

Ahead you can see it – the Gift of Suss! The Bright One threw it so hard from the heavens that it has uprooted great trees, and lies buried in the earth. It is made of a bright blue-green metal, scarred and pitted by the fires of Suss’s mighty hands. What you can see looks almost like some form of cave, although the entrance to it is cut in a perfect square. Did Suss wish the Tribe of Ogg to dwell herein? Is it a shrine to the Bright One? Surely, whatever it may be, it is worth exploring!

3-1 ENTRY TO THE GIFT

The five-foot square hole gives way to a strangely regular cave – the most regular structure you have ever seen! It is perhaps 15 feet deep and 25 feet across. The walls are made of some flat hard material, shiny as river stones, and scorched near the entrance. Detritus of dirt and vegetation has spilled in from outside. Although regular, the entire area cants slightly off-level, to the far wall. You can see two slightly depressed areas, one directly ahead of you, and one to the left. Each is five feet square, from the floor to about three feet from the ceiling.

Anyone searching the detritus around the entry will discover a damaged stunner (see **Area 2-7**). This stunner has potentially unlimited charges, but if it is used and a natural “1” is rolled, ignore the normal fumble result, as the weapon explodes! The character using it takes 2d4 damage, and must make a DC 10 Fort save or lose the hand that fired the weapon.

The “depressed areas” are doors to **Areas 2** and **3**. When a character approaches them, they slide away to the right with a soft “swush” noise. The door to **3-2** opens only half way, requiring characters to squeeze into a 2½’ opening. The opening to the ship itself was once a door similar to this, but it is jammed fully open due to internal damage.

3-2 SHIP LOCKER

The door to this area begins to open with a soft “swush” when approached, but there follows a horrible screech of metal-on-metal, and the mechanism slows, coming to a halt when the door is only half open. A character must squeeze into this space to enter – and burly characters must make a DC 10 Agility check to do so. The judge is encouraged to remind the PCs of the

gnarl-gnarls approaching outside, and the possibility of their coming while one or more characters are trapped in this room.

The space beyond the strange panel is smaller than the other – perhaps fifteen feet wide by 10 feet deep. To your right, you can see two idol-like constructions, purple in hue, humanoid but with exceptionally large, round heads whose faces are some shining gold substance – perhaps representations of the sun-god Suss himself. Directly in front of you, strange twisted sticks are growing out of the wall.

The two “idols” are environmental survival suits, which require a DC 12 skill check to put on correctly. This check is based on Intelligence; remember that cave dwellers will roll 1d10 rather than 1d20. Put on correctly, an environmental survival suit protects its wearer from any amount of cold or vacuum, up to 20 points of fire or heat damage, and supplies an air supply for up to 30 minutes (total). It grants a +1 bonus to AC and has a d8 fumble die. If a character wearing an environmental survival suit takes 10 or more points of damage, the suit is breached, and thereafter supplies only the armor bonus. It requires high magic or high technology to repair such a suit.

The “strange twisted sticks” are actually stun rifles locked (DC 10) into a rack on the wall. There are five such weapons here, each of which can fire a greenish-white ray 90 feet, causing any target hit to make a Fort save (DC 10) or be stunned and helpless for 2d6+6 minutes. A character who examines a stun rifle for the first time, without instruction, must succeed in a DC 5 Intelligence check or shoot him or herself. If a fumble with this weapon indicates that it breaks, even if it also indicates that it could somehow be repaired, it instead runs out of charge and is useless without a backup power pack. Without power, a stun rifle can nonetheless be used as a club.

Beyond the sliding panel, you can see a

3-3 MAIN HALLWAY

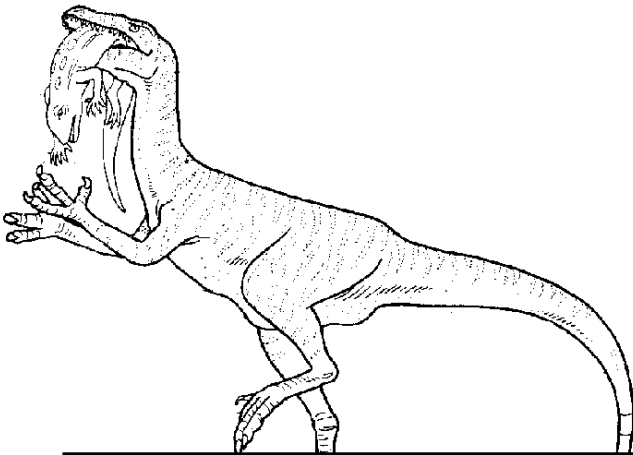
passage, lit by a soft pink light which has no obvious source. To the left, it goes maybe 20 feet and comes to an end with another square depression. To the right it goes perhaps 60 feet, also ending in a depression. There are three depressions on the far wall, the closest opposite the sliding panel, and two more on this wall, farther down the passage to the right. The floor is covered with an incredibly even moss-like red growth.

The red “moss” is carpeting. The door to **Area 4** will open with a soft “swush” if approached.

Two interdimensional waves occur when the PCs are in this hallway. The first occurs when the PCs pass the dotted line marked “A”, and the second occurs when the PCs pass the dotted line marked “B”.

If Ussa-La is with the party, she will know that these interdimensional waves are caused by the failing hyperdrive, which is still running. She first urges them to try the door to the west, which leads to the *Solar Bequest’s* engines. Unfortunately, when the ship crashed, this door was sealed by the ship’s main computer, and cannot be opened by any means available to the PCs. Ussa-La’s next suggestion is to shut the engines down from the pilot’s console in **Area 3-11**.

A—TEN MILLION YEARS B.C.



2D6 AND SIX COMPSOGNATHUS

Init +3; Atk bite +1 melee (1d3); AC 15; HD 1d6; hp 3 each; MV 30'; Act 1d20; SV Fort +0, Ref +4, Will -2; AL N.

As you move up the corridor, a wave of invisible force, like heat shimmering over hot rocks, washes over you. As the wave passes up the corridor, everything changes. The shining walls turn to dull stone. Depressions in the walls disappear, turning to cave mouths. Great vines festoon the walls, and ferns spring up from the now-green moss. Dragonflies larger than the span of two hands flit here and there among the vines. You can smell the odors of vegetable rot and boiling tar on the humid air.

Every door except that to the west becomes a dark cave opening; the

door to the west appears choked with stone. From the openings are Areas 1 and 4 come 1d6+3 compsognathus each. These are small dinosaurs, about the size of a large chicken, but they are deadly in numbers. Because these dinosaurs are relatively skittish, the judge should check morale when the first is injured, when half their number are slain, and each time that any additional saurian is slain after this number. If the characters

remain in the area, they return 2d6 rounds later with another 1d6+3 compsoognathus.

Remember to keep track of where combatants are, as another interdimensional wave occurs when a character passes the dotted line marked B.

A stronger wave of energy comes up from

the west – strong enough to push even a strong man a few steps eastward. The passage changes with the wave. The stone walls become regular once more, and you can see that they are composed of stones cut and fashioned to regular sizes. The open caves become regular arched doorways with wooden doors. Holders for torches appear at regular intervals along the walls, each holding a flickering torch burned about one quarter of the way down. The stone floor is carpeted with strewn green rushes, now turning brown.

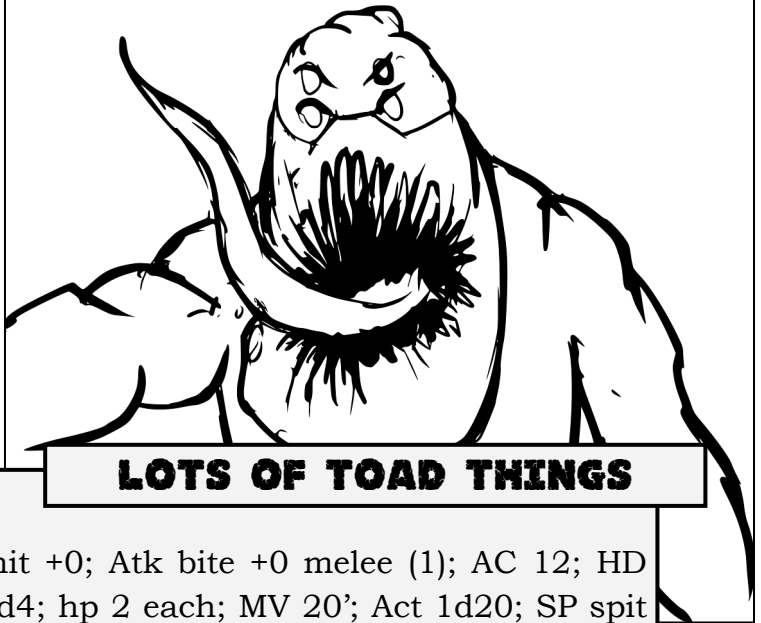
The door to the far west is locked and barred from the other side; the others may be opened normally.

Any remaining compsoognathus are transformed by the wave, becoming pale blueish-white toad- things, each about 2 feet high. Although toad-like, they are covered with a thin coating of cilia-like hair. They move with a hopping, lurching gait, and are utterly loathsome.

A toad-thing uses its action die to spit a glob of sticky

mucus up to 15'. Roll 1d6: (1-2) the mucus targets exposed skin, burning for 1d3 damage; (3-4) the mucus targets the victim's weapon, rendering it completely useless for 1d5 hours; (5) the mucus targets the victim's eyes, blinding him for 1d3 x 10 rounds; (6) the mucus targets the victim's face, creating a permanent blemish that reduces Personality by 1. Each of these effects can be negated by a DC 10 Reflex save. Toad-things can

B —WHICH WORLD?



LOTS OF TOAD THINGS

Init +0; Atk bite +0 melee (1); AC 12; HD 1d4; hp 2 each; MV 20'; Act 1d20; SP spit mucus, 1d4/DN for crits, can be Turned by Lawful cleric; SV Fort +1, Ref +6, Will +1; AL C.

be Turned by a Lawful cleric. They use 1d4/DN for critical hits.

Note that this description assumes that no interdimensional wave has yet occurred. The judge should modify the description based on wave events.

3-4 HOLD OF THE SHIP

This is a large area more than 15 feet deep and 35 feet

wide, filled with strange cylindrical and cubical wooden objects, as well as rolls of some form of amazingly fine furs or skins. Much has now fallen in a jumble, crammed up against the far wall. The air is suffused with a dim light and the air is noticeably cool.

The *Solar Bequest* was on a mission of peaceful exploration, and the hold contains crates of alien fruits, meats, and grain; barrels of alcohol and water; and bolts of fine cloth. The cloth was intended as trade goods, or for gifts to sapient species found on alien worlds. If the PCs spend any time searching here, they can uncover a small box containing 1d100+100 amber beads (each worth 1 sp).

3-5 LOUNGE

Note that this description assumes that only

interdimensional wave A has already occurred. The judge should modify the description based on other wave events.

This cavern is maybe 15 feet deep and twice as wide. There are several rocks within that look comfortable to sit upon, but the floor of the cave is filled with deep, bubbling tar. A lizard-like creature is caught in the tar, one long clawed arm upthrust, and one bulbous eye still visible. It is apparently dead, for it is unmoving. Its head bears a bony projection not unlike a thick horn.

This was an Umbarosian crewman, killed in the crash, and transformed by the first interdimensional wave. Any character so foolish as to enter this area must either leap from stone to stone (Agility DC 10) or risk getting trapped in the tar (Strength DC 15 each round). A character who misses an Agility check falls into the tar, and must make a DC 20 Strength check to get free. Any character trapped in the tar must succeed in three DC 20 Strength checks before he fails at three, or he is forever trapped, dying horribly as his flesh merges with the stone floor during the next interdimensional wave.

Note that this description assumes that interdimensional wave B is the last which has occurred. The judge should modify the description based on other wave events.

Beyond the door is a chamber nearly 20 feet square. Six wooden cots

3-6 CREW QUARTERS

with straw-stuffed mattresses are in this room, each mattress laid over a frame of tightly lashed ropes. There is a pitcher and a basin, pegs driven into the stone walls for cloaks and hats, and a chest at the foot of each bed. Beyond narrow windows in the far wall you can see well-farmed dale lands stretching to forested hills. As you look into the room you suddenly realize that you are thinking about concepts and ideas that, a scant hour ago, would be as strange to you as passage to another world.

The pitcher contains room temperature water. Each bed is made using 15 feet of rope.

If characters search the room, there is well-made clothing in all of the chests, of woven green cloth. There is a 10% chance that any such outfit will fit one of the characters (the highest Luck is fit first), and an additional 10% chance than any chest contains a helmet made to look like the head and beak of a hawk. Finally, there is a 1 in 20 chance that any chest will contain a needle pistol, which can fire needles at high velocity for 1d4 damage with a range of 50/100/200 feet. Each such pistol has 1d20+10 needles left within it. A skilled smith could make additional needles for 1 sp each.

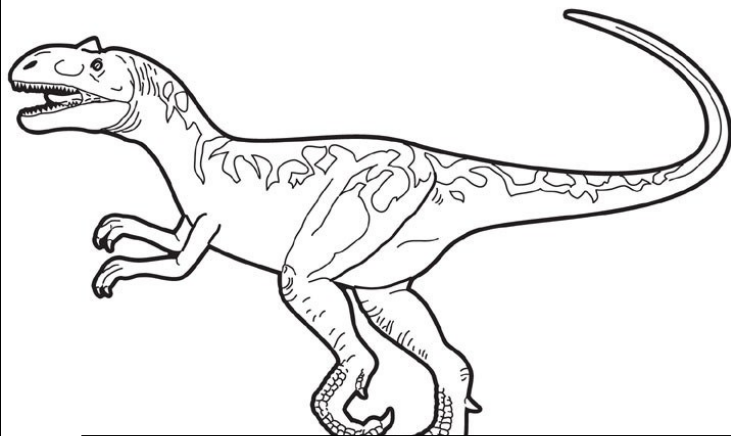
Note that this description assumes that only interdimensional wave A has already occurred. The judge should modify the description based on other wave events.

This cave is about 25 feet wide by 15 feet

3-7 QUARTERS OF THE CAPTAIN

deep, but the far wall appears to be nothing more than a curtain of vines, beyond which is a vast jungle filled with strange calls and even stranger creatures. You can see birds flying that appear to be half reptile. In the distance, an enormous neck raises above the treetops, terminating in a small head which crops leaves from the upper branches. As it gives a hooting call, it is joined by even more of the creatures – their bodies must be enormous!

Characters can pass through the far wall, but anyone remaining outside when the next interdimensional wave occurs is trapped in the late Jurassic period! The judge may deem them lost forever, or may create adventures within this new era, perhaps allowing the characters lost here to discover a way back to their



ONE CONFUSED ALLOSAAURUS

Init +3; Atk bite +6 melee (3d6); AC 15; HD 7d8; hp 27; MV 40'; Act 1d20; SV Fort +5, Ref +4, Will +0; AL N.

own time....or to a campaign world of the judge's choosing. In any event, an allosaurus haunts this area, and is sure to be encountered by PCs who wander far.

Note that this description assumes that interdimensional wave B is the last which has occurred. The judge should

modify the description based on other wave events.

3-8 QUARTERS OF USSA-LA

This chamber is about 25 feet wide by 15 feet deep, and is

clearly a lady's bedchamber. To the right is a canopied bed with a down-stuffed mattress. You can see a deep basin with a silver pitcher for water, a wardrobe, and a mirrored vanity. Narrow windows in the far wall look out upon a forested upland, where rivulets cascade down from among the hills. The walls are made of worked stone, and the paved floors strewn with fresh rushes. It is somewhat startling that you can understand what you are seeing, for these are not concepts arising from your youth among the cave dwellers!

The silver pitcher is worth 15 gp. Searching the vanity uncovers a silver necklace strung with green stones (75 gp), a golden bracelet shaped like twined flowers and vines (25 gp), and a jade pendant on a silver thread (35 gp).

If the PCs spend any real time in this room, dark colored, evil looking birds begin to arrive, landing on the window sills. After 2d4 rounds, enough birds have arrived to swarm into the room and attack! There are enough birds in the swarm to occupy a 10' x 10' area, and another swarm arrives every 10 rounds, for a maximum of 4 swarms. Leaving the room and closing the door is effective – the few birds that get out are easily dispatched, while others throw themselves bodily at the door.

An evil bird swarm automatically attacks anyone in its space. Anyone successfully attacked must make a DC 10 Fort save or take 1 point of Strength damage due to the poison these creatures carry. Swarms take half damage from any attack that is not an area effect.

AT LEAST FOUR EVIL BIRD SWARMS

Init +2; Atk swarming bites and claws +2 melee (1d3 plus poison); AC 12; HD 5d8; hp 20 each; MV fly 50'; Act special; SV Fort +1, Ref +6, Will +0; AL C.



Note that this description assumes that interdimensional wave B is the last which has occurred. The judge should modify the description based on other wave events.

The door opens into a chamber some 25 feet wide and 20 feet deep, richly decorated with wood paneling, well-made cushioned chairs, tables, rows of books on shelves, and fine art upon the walls. There is an oaken door ahead of you, as well as a door to your right and left.

3-4 FORWARD LOUNGE

C —SUNKEN RLYEH

You get no more than five feet into the room when another wave

passes down the corridor toward you – and this time it is accompanied by a physical wave of briny sea water! The light turns green, and all architecture changes to cyclopean blocks of immense green stone! Furnishings become nothing more than tangles of evil-looking seaweed. Where there were once doors, there are now only narrow spaces between immense greasy-looking blocks.

All characters are pushed a few feet by the wave; everyone must make a DC 10 Strength check or be pushed to the wall, suffering no damage, but having half their breath knocked from them if they fail a DC 10 Fort save.

All of the Gift is now flooded, and characters are deep beneath the sea. A character can hold his or her breath for a number of rounds equal to his Stamina score, and then must breathe. A character who breathes this water discovers that he does not drown, but instead permanently gains the ability to breathe salt water. However, he must do so at least once each month, or he will suffer 1 point of Stamina each day, which cannot be healed by non-magical means until after he again breathes salt water.

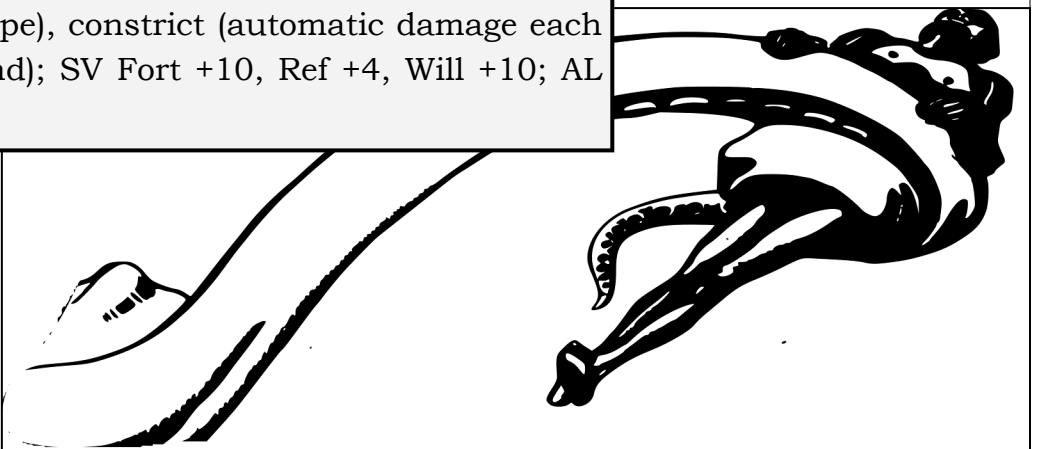
After 1d3 rounds, the following occurs:

From behind you in the corridor, a long, gelid tentacle reaches into the ship, its narrow length appearing as soft and translucent as a jellyfish's filmy body.

ONE GELID TENTACLE

Init +2; Atk grab +4 melee (1d3); AC 12; HD 8d12; hp 51; MV swim 50'; Act 1d20; SP grab (opposed check vs. Strength +8 to escape), constrict (automatic damage each round); SV Fort +10, Ref +4, Will +10; AL C.

The gelid tentacle seeks to grab an adventurer, crush him to death, and then pull him out of the



ship to devour. After any character is slain, the tentacle retreats, returning 2d6 rounds later. Only the death of all the adventurers, the defeat of the tentacle, or the next interdimensional shift will end this process.

If the gelid tentacle is defeated, a potion 1d4+2 feet is cut off, and writhes within the room for 2d4 rounds, while the rest is drawn back. Each round that it writhes, each character within 20' of it must make a DC 5 Reflex save or take 1 point of damage.

If a character who survives the touch of the touch of the gelid tentacle goes on to become a Cthulhu cultist, he immediately gains a permanent +1 bonus to Luck when swearing allegiance to the Dead Sleeper of R'lyeh. If such a character becomes a cleric of Cthulhu, he gains *chill touch* as a bonus 1st level cleric spell (failure can cause disapproval rather than misfire or corruption, as is normal for a cleric spell). This spell is cast with a -2 penalty to the spell check. These bonuses stack. If the character is a wizard or elf, he automatically gains *chill touch* as a bonus spell (that does not need to be learned or count against his maximum), but the Mercurial effect is always 03 Soul dedication (Cthulhu) and the manifestation is that the appendage delivering the touch appears to be gelid and translucent for the spell's duration.

Note that this description assumes that interdimensional wave C is the last which has occurred. The judge should modify the description based on other wave events.

Beyond the narrow fissure in the stones is

3-10 COMPUTER ROOMS

a wedge-shaped space of mottled green stone, no more than 10 feet at its deepest, 5 feet to your left, and coming to a sharp corner 15 feet to the right. The walls, ceiling, and floor are all covered in pulsing, changing runes inlaid with turquoise or amber. There is something unsettling about these runes – as though they possess great but terrible knowledge not intended for humankind.

The stone blocks are the way the ship's computers manifest in sunken R'lyeh. A character who chooses to examine them closely must make a DC 10 Will save or suffer 1d3 damage and 1d3 Personality damage as alien knowledge attempts to rewrite the character's neural pathways. If the save result is between 15 and 20, the character is undamaged, but if she later becomes a

wizard, she can attempt to learn *planar step* when she reaches 5th level, and gains a +4 bonus to the attempt to learn the spell. Finally, if the Will save result is over 20, the character gains the ability to cast *planar step* immediately, using the appropriate die for the spell check (based on class; 1d10 for non-wizards and non-thieves), but each time the spell is cast, the character's Personality is permanently reduced by 1d3.

Note that this description assumes that interdimensional wave C is the last which has occurred. The judge should modify the description based on other wave events.

3-11 COCKPIT

Beyond the gap in the mottled green blocks is in incredible vista – a world of russet and olive sea grasses and bladder wrack, expanding across the ruins of a cyclopean city. Ahead in the distance you can see the ruins rise, pile upon pile, to what is either a massive throne or gargantuan couch. The creature that sprawls there, sleeping or dead, is an unholy combination of man, dragon, and cephalopod. Just seeing the creature blasts your soul, and a DC 10 Fort save is required to avoid taking 1d7 damages from the sheer psychic horror of that figure. And yet, each of you knows that you must go forward if you ever wish to escape this vile submarine world....

Any character surviving the Fort save who, seriously or in jest, commits himself to Cthulhu immediately gains the following boon: He can lower one ability score by 1 point in order to raise another by 1 point (max 18). However, thereafter the character is owned by Cthulhu, and if the priest of the Old Ones has a task for its servant, that creature would be wise to obey – if he does not obey to Cthulhu's satisfaction, both the raised and the lowered ability scores atrophy by 1d3 points.

This area was the bridge of the *Solar Bequest*, and as it moves through various dimensions, it latches onto seats of power within each, and presents them as the new reality. During these shifts, and until shift E occurs, a PC with a Personality of 15 or greater automatically feels the opportunity to wrest personal authority (*eksousia*) from the atmosphere surrounding the world he is in.

All he need do is attempt a Personality contest vs. a +5 bonus; if he succeeds, he gains 1d3 points of Personality (max 18) and 1d5 bonus hit points. If he should fail, however, he is blasted for 1d7 damage and his Luck is permanently decreased by 1d3

points. Multiple characters can attempt this (and a character need not have a 15+ Personality score to try), but each time this occurs, a new contested Personality check is made (including the judge rolling at +5), and only the highest gets the bonus – all others are blasted!

In addition to the other effects, a PC currently holding *eksousia* can give an order that requires a Will save not to obey (DC equal to the character's current Personality). The order can target one creature per level the PC has achieved, but the creatures all have to be part of a group. Each time the PC does this, his Personality is permanently reduced by 1d3–1 points.

A PC with *eksousia* will be inexplicably called “Captain” by NPCs throughout his adventuring career.

A PC need move a mere 5 feet into the area to trigger another change.

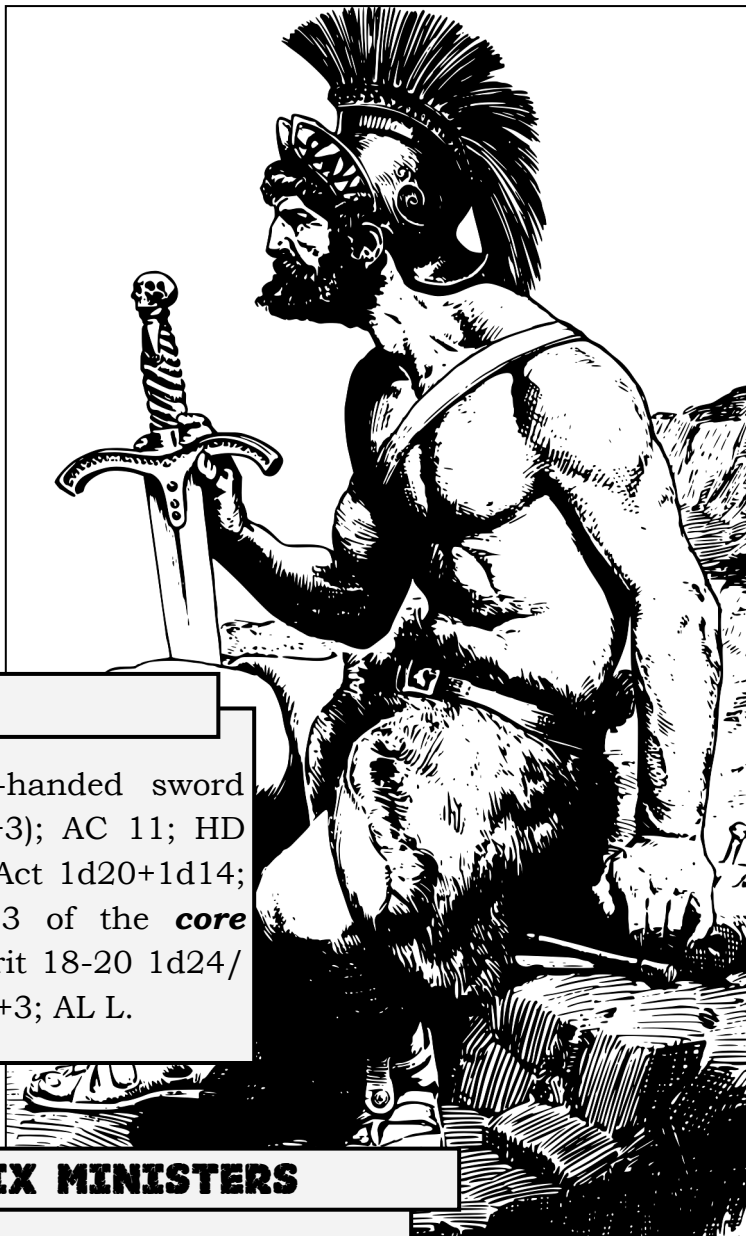
D —ATLANTEAN SNAKE MEN ON A STARSHIP

As you move forward, the wide vista snaps shut, and the water disappears, leaving you sodden in a throne room of great splendor. A huge, bronzed man with an iron circlet around his square-cut black mane sits brooding on the throne, a two-handed sword resting across his lap. A dozen ministers and twice as many soldiers in red-lacquered armor are also in attendance. When you arrive, the black-haired monarch rises, stunned by your sudden appearance...and by what your appearance has done to those around him! Half their number are now revealed to be snake-like humanoids, whose true nature was cloaked by magic your arrival has rent asunder!

Within the hall is King Kroll of Atlantis, with his special guard, and ministers, and serpent men. On their initiative, King Kroll leaps from his throne with his two-handed sword to confront the serpent-men. The ministers scatter. The soldiers confront the serpent-men, while 10 serpent-men fight with various soldiers, 6 serpent-men attack the king, and 2 serpent-men cast spells at the PCs.

Little of the battle is likely to affect the PCs, for as soon as the first moves more than 12 feet forward, the scene shifts again. However, full statistics are given below for all participants.

If Ussa-La is with the PCs, she will know that they need to find a red button to save themselves.



KING KROLL

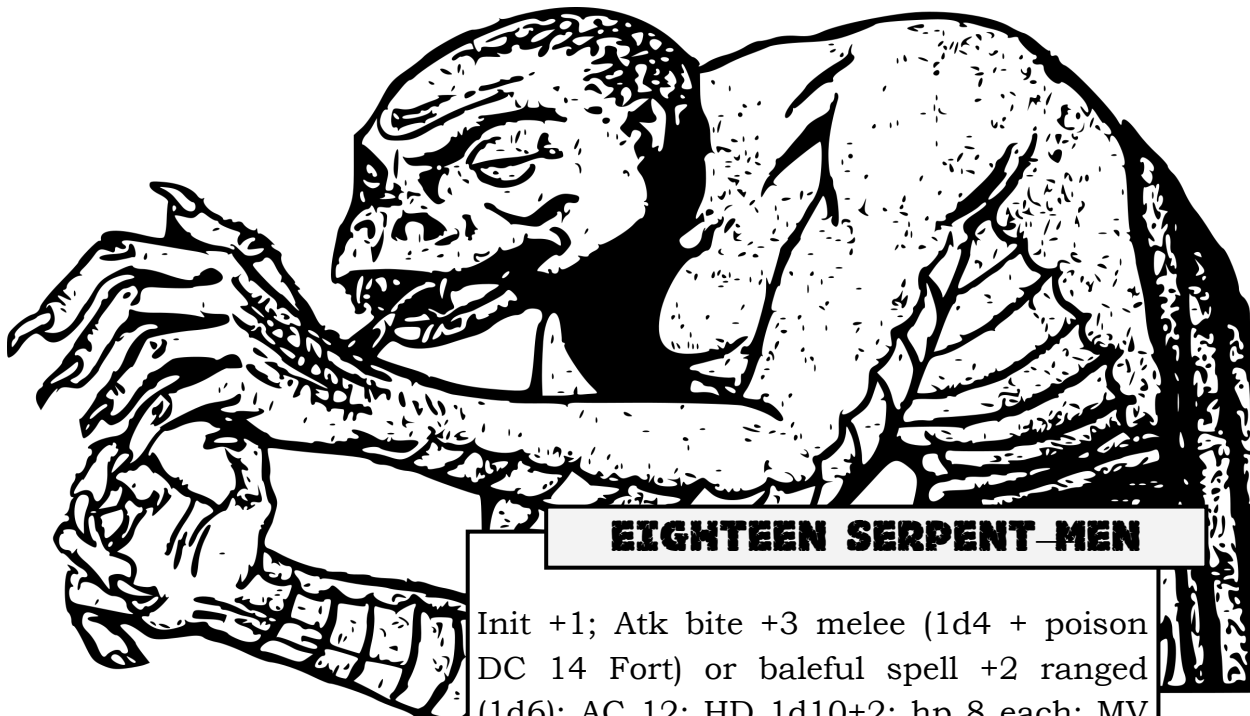
Init +5 (1d16); Atk two-handed sword +1d7+3 melee (1d10+1d7+3); AC 11; HD 5d12+10; hp 42; MV 30'; Act 1d20+1d14; SP rally (as king, p. 433 of the **core rulebook**), d7 Deed Die, crit 18-20 1d24/V; SV Fort +5, Ref +3, Will +3; AL L.

SIX MINISTERS

Init +0; Atk none; AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +1; AL L or N.

TWELVE GUARDSMEN

Init +1 (1d16 or 1d20); Atk polearm +3 melee (1d10) or longsword +3 melee (1d8); AC 16; HD 2d8; hp 9 each; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL L.



EIGHTEEN SERPENT-MEN

Init +1; Atk bite +3 melee (1d4 + poison DC 14 Fort) or baleful spell +2 ranged (1d6); AC 12; HD 1d10+2; hp 8 each; MV 30'; Act 1d20; SP poison, illusion 1/day, baleful spell, hypnosis; SV Fort +2, Ref +1, Will +2; AL L. Serpent-man poisons have a 25% chance of causing blindness, a 25% chance of causing weakness (1d6 Strength loss), and a 50% chance to cause painful spasms dealing 1d6 damage. Their spells appear to be serpents of shadow with glowing red eyes that bite victims and then vanish into smoke. See also page 425 of the **core rulebook**.

E — ALL IS FLUX

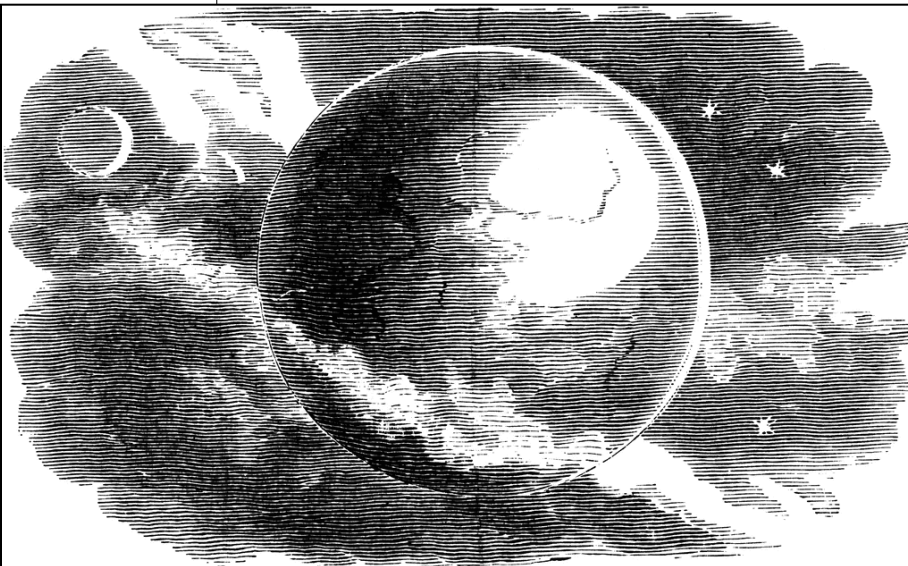
The world shifts again, and you find yourselves facing the tapering end of a

somewhat triangular or conical room. The area before you is filled with brightly colored buttons, some of which are lit, as well as a large red, flashing button. You can see a large chair, clearly for someone in authority, as well as other stations with various screens, indicators, dials, and buttons.

The red button disconnects the hyperdrive engine normally, but at this stage all that it can do is separate the Solar Bequest from the world that it is on, allowing the PCs to remain as the ship spins through a universe of probabilities, eventually to explode. That explosion will also echo throughout multiple realities, and may be used by the judge as the basis of another adventure.

From this point forward, the interdimensional waves occur more frequently – approximately once per round. The chart below describes twelve potential interdimensional visions. Each time a shift occurs, every character takes 1d3 damage. Each of these potential dimensions contains an analogue of the red button; pushing, pulling, or otherwise interacting with it separates the PCs from the ship.

If the same dimension is encountered twice, the sky strobes red with warning. The third time the same dimension is encountered, the ship explodes, destroying all of the PCs and wiping out everything within miles in whatever dimension it arrived in, as two versions of the ship attempt to occupy the same space. Again, if Ussa-La is with the PCs, she will understand both the danger and that pushing the red button will end it. She will also understand that doing so will trap her in another world.



THE CONSEQUENCES OF DIMENSIONAL TRAVEL

1D12

DIMENSIONAL DESCRIPTION

1	A windswept moorland, in which elves fight green trolls in ferocious combat. A large red stone is balanced on a short standing stone; pushing it over is equivalent to pressing the button.
2	A library in which two robed wizards are having a hushed conversation. They are startled by the appearance of the PCs. A red book lies nearby; opening it or picking it up is equivalent to pressing the button. If the PCs end the adventure with this book, it contains information needed for a wizard or elf to learn 4 random 1 st level spells.
3	The cold dark Mercury wastes. A 60'-long red hunting lizard may attack, but hitting it counts as pressing the button. Mercury dragon lizard: Init +3, Atk bite +4 melee (1d8+5); AC 15; HD 10d8+30; hp 76; MV 40'; Act 1d20; SV Fort +8, Ref +2, Will +0; AL N.
4	The horizon curves upward until it is lost in the haze. Pterodactyls soar beneath an eternal midday sun. A steel axe, its blade painted red, lies on the ground nearby. Picking it up is equivalent to pushing the button, and the axe remains with the characters.
5	On a windswept mountainside. A city of brass and gleaming towers floats in the sky, several miles away. A red flower is growing nearby. Picking it is equivalent to pushing the button.
6	A Roman marketplace under an overcast sky, with heat lightning and growling thunder. Shop stalls are closing and people hurrying home before the clouds burst. A necklace of red amber beads hangs close at hand – stealing it is equivalent to pushing the button, and the beads are worth 15 gp.
7	Elfland. An explosion of many-colored blooms, snaking vines, tiny dancing trolls, and unicorns silver in the twilight sky. The daughter of the King of Elf-land is nearby; she has a red flower in her hair. Snatching it requires a DC 10 Agility check, and is equivalent to pushing the red button.

MORE CONSEQUENCES OF DIMENSIONAL TRAVEL

1D12	DIMENSIONAL DESCRIPTION
8	A temple in Carcosa. A steaming red heart lies, still beating, on an obsidian alter. Grasping the heart is equivalent to pressing the button, but he who grasps the heart must succeed in a DC 20 Will save or consume it. This character can cast <i>spider climb</i> as a wizard (using 1d10 if not a wizard or elf, or the same chance as casting from scrolls if a thief). The mercurial effect is always “11. Planar rift”, although the character is not made aware of this.
9	Graceful men and women cavort upon a beach. Their skins are of many colors and patterns – leopard spots, zebra stripes, greens, blues, oranges, and more. One has a red apple in her hand. Grabbing this (Agility DC 10) and taking a bite is equivalent to pressing the red button. The character who bites the apple gains a permanent +1 bonus to one random ability score.
10	Hip-deep on rotting mats of vegetation, where an enormous swamp meets a vast freshwater lake. Ruined buildings of strange make rise from the swamp, and there is a sinister chorus of frogs. Far out in the lake, a loon floats, the size of a sailing ship. A butterfly floats by, its scarlet wings the size of dinner plates. A successful ranged attack (DC 12), enticing the butterfly to land on one (Luck DC 20), or some other form of interaction is equivalent to pushing the button
11	An ancient New England town with a strong fishy odor and decrepit buildings with many boarded-up windows. Red flickering firelight can be seen from the gaps around a sinister-looking door. Opening the door is equivalent to pushing the button, but it is stuck and requires a DC 5 Strength check.
12	High up on a mountain pass amid a terrible storm. Stone giants are out tossing boulders to each other, and sending them crashing down into the valleys below. All PCs must roll 1d16; those who fail to get under their Luck suffer 1d14 damage from a tossed stone and/or lightning. A reddish coloration in the mist down below; leaping into this is seemingly suicidal, but is also equivalent to pushing the red button. The character takes 1d6 falling damage when he arrives in the cave at the end of the adventure (see Concluding the Adventure , below), but if he survives this he gains a permanent +1 bonus to Luck and 1d5 permanent bonus hit points.

INTERDIMENSIONAL WAVES

On the map of the Gift of Suss, dotted lines are used to indicate when an interdimensional wave occurs. The ship's faster-than-light stardrive works by skimming through the impossibly thin layers of multiple realities rather than traversing normal space. Usually, the ship spends almost no time in these strange dimensions – it travels through untold billions of them each second – and neither ship nor crew is affected. As the malfunctioning stardrive fails, however, it shifts the ship from one dimension to another at an increasing rate, eventually ending in whatever campaign world the judge chooses to use.

The PCs will experience five distinct interdimensional waves as they explore the starship. Each time a character passes one of the dotted lines on the map, a wave occurs. These interdimensional waves are each given a letter code, from A to E. If Ussa-La is with the party (see **Area 2-7**), she comprehends the problem with the hyperdrive, and can explain it to the PCs after experiencing the first interdimensional wave (“The ship travels through dimensions, using probability waves in the quantum foam. This isn’t supposed to happen; the hyperdrive seems to be unraveling from the quantum generators. If we don’t stop it, the *Solar Bequest* will explode!”)

The ship’s hyperdrive must be disengaged before the ship explodes with the force of several nuclear bombs!

Note that the waves occur in areas designed to allow the judge to easily describe areas not yet explored. For example, the descriptions of **Area 3-6** and **3-8** assume that interdimensional wave B has already occurred. If the PCs decide to backtrack, however, the judge will need to describe changes to areas already explored. The following notes may be of help in this event.

The ship is currently in a world where dinosaurs roam. If the

PCs leave the ship, they may discover that they are in a lost land, where saurian humanoids hold sway, or that they are actually in a “Lost World” region of a more advanced planet. In any event, after several adventures, the judge can devise a way for them to get “home” or to some other place of adventure.

A—TEN MILLION YEARS B.C.

B —WHICH WORLD?

This area is a place of deep and separate dales, all of which

have their own lords, which can act in a loose coalition only in times of great danger. Powers, both good and ill, still stalk the land, although many of the great Old Powers have long ago departed. Pre-human ruins dot the landscape, and there are places of great healing and good and of deep shadow, where fell creatures and magic lurk to trap the unwary.

C —SUNKEN RLYEH

For miles around there is nothing but a great

Cyclopean city of non-Euclidian architecture, inhabited by the sleeping Old Ones, some of their horrific servitors, and their great priest, Cthulhu, who lies dreaming. Gelid tentacles snake from Cthulhu as he snacks in his sleep. PCs who manage to get beyond the city find themselves on great mud flats beneath the ocean. This version of R'lyeh may exist at any age of the Earth's history, or it may be an echo upon another world. If the PCs ever reach shore, after many adventures, they may find themselves almost anywhere!

D —ATLANTEAN SNAKE—MEN ON A STARSHIP

In the age of Kroll the Atlantean, the fabled lost continent has not yet sunk beneath the waves. Characters who turn and flee will find themselves in a palace, hunted by serpent-men and guards alike. If they survive this, they find themselves in the capitol city of Atlantis, which may be developed by the judge into a campaign setting, or which may be the stage of a desperate adventure to escape this world as the Fabled Age of Atlantis comes to a watery end.

E —ALL IS FLUX

At this point, fleeing the Gift does nothing –

either the red button is pushed, or the PCs die. The changes follow the PCs wherever they run, and the ship will explode within 13 rounds. Because of the damage with each change, the PCs may not even survive to that point.

CONCLUDING THE ADVENTURE

The world breaks and twists. Dark agony lances in your brain as realities separate – the pain is unbearable, and, mercifully, you sink into darkness. When you awake, you find yourselves in a home-like cave, low-ceilinged, but marked with ages of cave paintings – aurochs, red deer, and mighty mammoths, as well as human hunters and the prints of hands marked by blown red and yellow ochre. A winding tunnel leads out from this chamber, but you tell by the freshness of the air that it cannot be far to the sunlit world.

Following the tunnel, the adventurers discover themselves in whatever world the judge wishes to use for the campaign (or simply the next adventure). This could be back in the Old Stone Age, a “standard” campaign world, or whatever else the judge desires.

Probably, there is a village near the cave. Probably, they know that the cave has been the sight of a hero-cult for ages untold. Probably the hero worshipped there is a corruption of one of the PCs, or several of the PCs’ names linked together. Maybe the word “Suss” appears in the name somewhere.

In any event, the characters now have a world to explore.



APPENDIX 1 — CAVE DWELLERS



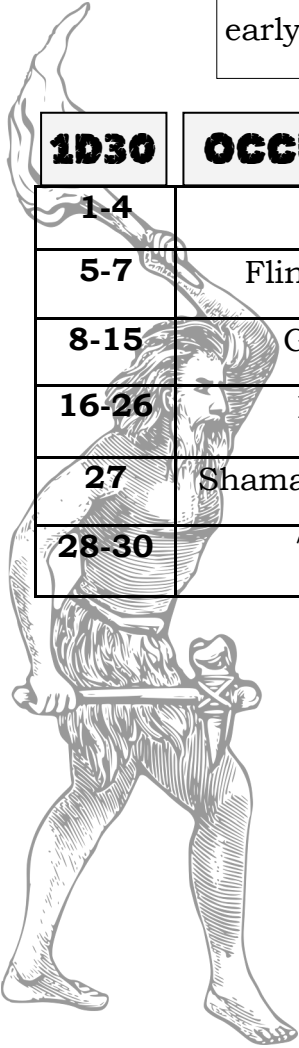
This adventure does not attempt to create “realistic” cave dwellers, according to our current scientific knowledge. Instead, it attempts to create “Appendix N” cavemen – especially those of Robert E. Howard, Manly Wade Wellman, and Edgar Rice Burroughs. As a result, few changes need to be made to create cave dwelling characters for this adventure.



First off, cave dwellers are tougher than most characters, and this is reflecting in using 1d6 (rather than 1d4) to determine their starting hit points at 0-level. Cave dwellers also gain a +1 bonus to one randomly determined physical statistic (Strength, Agility, or Stamina).

Secondly, occupations for cave dwellers are few. Roll 1d30 to determine each cave dweller’s occupation, as indicated on the chart below. Note that no demi-human results are possible; the cave dwellers are intended to be members of the same tribe of early humans.

1D30	OCCUPATION	WEAPON	TRADE GOODS
1-4	Fisher	Spear	String of fish
5-7	Flint Knapper	Flint Axe	1d5 stone daggers
8-15	Gatherer	Stone Dagger	Leather bag
16-26	Hunter	Spear	Hunk of dried meat
27	Shaman’s Assistant	Club	Fetish object
28-30	Tanner	Club	1d3 tanned hides



COMPLETING THE CHARACTER

Roll birth augers (“Lucky Roll”) as normal, but change the name as necessary to reflect the prehistoric flavor of these characters. For example, “Charmed house” becomes “Charmed cave” and “Born under the loom” can be “Born where the hides are tanned”.

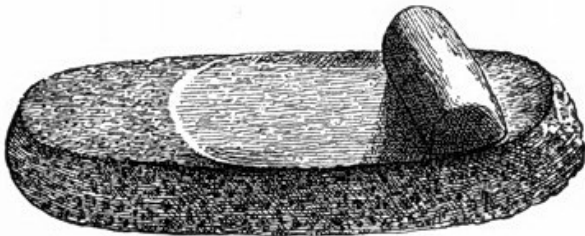
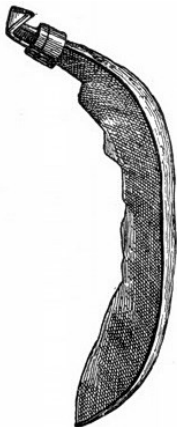
“Conceived on Horseback” is more difficult, as it is assumed that the cave dwellers have not tamed horses, and do not ride. Instead, treat this as “Night born”, where the character’s Luck grants a bonus to spot things (including creatures) in the darkness.

Flint axes and stone daggers are treated as normal weapons, but there is a 1 in 5 chance that these weapons break on a critical hit, in addition to the normal effects of the critical hit.

Cave dwellers may gain levels as do other human characters. All cave dwellers may be considered trained in climbing and swimming.

Equipment for cave dwellers is fairly limited. Roll 1d10 for each character.

1d10	Equipment
1	Bone Awl
2	Stone Scraper
3	Bone needle and sinew thread
4	Smoked mammoth meat, 1d4 pounds
5	Ground ochre (for cave painting)
6	2d3 Brightly colored rocks
7	Water bladder
8	Necklace of cave bear teeth strung on sinew
9	Fire-making kit (fire stick, holder and tinder)
10	Woven basket (can be worn on back)



APPENDIX 2 — OOLOI CHARACTERS

You are a small, tailed hominid from the dawn of time. Much of the world is larger and fiercer than you, so you have become adept at hiding and attacking from cover. You are more at home in the trees than upon the ground, using your prehensile tail as an extra grasping limb. Although an omnivore, much of your diet consists largely of fruits, birds' eggs, small lizards, and insects – all things you can find easily among the treetops. Your skittishness has made you sensitive to danger.

Ooloi are of halfling size, with long arms and legs and light golden-brown fur. They make platforms and nests very high in the branches, where they are safe from most predators.

Zero-Level Ooloi: 0-level ooloi gain the ability to brachiate with a speed of 20', can use their feet as hands, have prehensile tails, and have night vision. All ooloi have the same starting occupation: tribe member. They have a base move of 20' and armour aversion. Unlike caveman characters, 0-level ooloi gain only the standard d4 hit points.

Hit points: Ooloi gain 1d6 hit points per level.

Weapon training: Ooloi are trained in javelin, spear, club, and dagger only. They can use all of these weapons to make either melee or ranged attacks. A club in ooloi hands has the same range as a dagger.

Alignment: Nearly all ooloi are neutral. They are concerned only with their own tribe, and wish above all to be left alone to forage in peace. Some worlds or regions may include cannibalistic ooloi, which are chaotic. Lawful ooloi are extremely rare, but ooloi that leave their tribe to become embroiled in the larger world may very well be among this group.

Speed: Ooloi travel on the ground at a base speed of 20'.

Brachiating: An Ooloi can climb and travel through trees at a speed determined by his or her level. An ooloi treats brachiating like any other movement action, and can both attack and brachiate in the same round, or use its Action Die to brachiate a longer distance.

Feet as hands: An ooloi can use its feet as hands, with only a slight loss of manual dexterity. When using its feet as hands, an ooloi takes a penalty of -1d on the dice chain to any check. This means than an ooloi whose hands are tied may be able to untie himself with his feet. Likewise, if his hands are grabbed, and he is otherwise stable, an ooloi can use a foot to wield a weapon.

Prehensile tail: An ooloi's tail is prehensile, and can be used to grab and drag items, but is not dextrous enough to be able to manipulate a weapon, or to finely manipulate any object. An ooloi gains a +2 bonus to any save that might be aided by having an extra grabbing limb, such as falling into a pit where there is something the tail could grab (a tree or vine, for example). The judge determines when this bonus applies.

Armor aversion: Although ooloi can wear armor, it has to be devised to fit their physiology, and costs 1.5 times the normal amount. Ooloi suffer twice the normal check penalty from any armor they wear.

Attack from cover: If there is good cover available, such as in a forest or an untidy room, an ooloi may make a ranged attack and then duck behind cover as a free action. To do this, the ooloi must make a DC 10 check using 1d20 + reflex save modifier + level. If the check succeeds, the ooloi gains an AC bonus equal to his level until either he takes another action, or his opponent spends an Action Die negating the ooloi's cover.

Night vision: An ooloi can see in conditions of low light twice as well as a human can. Ooloi do not have infravision, however, and cannot see in total darkness.

Climbing and hiding: An ooloi gains a bonus to checks to climb and hide based on her level.

Danger sense: Being little in a world of large predators has some advantages. One of these is a preternatural warning of danger. When an ooloi is surprised – whether by an attacker, by a trap, or by some other danger – the player may roll 1d12 to negate the surprise for the ooloi character only. If the result is equal to, or less than, the ooloi's level, surprise is negated.

Luck: An ooloi gains his luck modifier on all climb checks. In addition, an ooloi may spend a point of luck at any time to negate any single attack against him or herself. This decision must be made before damage is rolled.

Languages: Ooloi speak the common tongue. They do not automatically gain any other languages.

Action dice: An ooloi receives a second action die at 5th level. Ooloi may use their action dice for attacks or skill checks.

Level	Attack	Crit Die / Table	Action Dice	Ref	Fort	Will	Brachiating	Climb	Hide
1	+0	1d7/II	1d20	+2	+0	+0	20'	+4	+3
2	+1	1d8/II	1d20	+2	+0	+0	20'	+6	+4
3	+1	1d10/II	1d20	+3	+0	+1	30'	+8	+5
4	+1	1d12/II	1d20	+3	+1	+1	30'	+9	+6
5	+2	1d14/II	1d20 + 1d12	+4	+1	+1	30'	+10	+7
6	+2	1d16/II	1d20 + 1d12	+4	+1	+2	40'	+12	+8
7	+3	1d20/II	1d20 + 1d14	+5	+2	+2	40'	+13	+9
8	+3	1d24/II	1d20 + 1d14	+5	+2	+2	40'	+14	+10
9	+4	1d30/II	1d20 + 1d16	+6	+2	+3	40'	+15	+10
10	+4	1d30+2/II	1d20 + 1d20	+7	+3	+3	50'	+16	+10

OOLOI LEVEL TITLES

Level	Title
1	Hunter-Gatherer
2	Forest Nomad
3	Great Hunter
4	Forest Hero
5	Forest Champion



APPENDIX 3 — GODS OF PREHISTORY

The three prehistoric gods referenced in this adventure are **Suss**, **Tahor**, and **Gul**. Judges are encouraged to use these descriptions to help “flesh out” omens and disapproval results. When Suss is angered, for example, a cloud may darken the sun. when Tahor is annoyed, thunder rumbles in the sky. The displeasure of Gul may first appear as a thickening of shadows.

Suss is the Bright One, Who Dwells in the Sky and Lights the Day. Represented by a solar disc, Suss is the Burning One, the Sun, Lord of Daylight. Any member of the Tribe of Ogg who becomes a cleric should choose to be a worshiper of Suss. A cleric of this tribe who chooses to worship Tahor or Gul suffers a penalty of –1d on the dice chain for one of the following (player’s choice): all spell checks for clerical spells, all spell checks to lay on hands, or all spell checks to turn the unholy. This penalty lasts until the character reaches level 2.

A cleric who follows Suss automatically gains *protection from evil* and *second sight* as part of her starting spells.

Tahor the Thunderer is the god of the storm, which strikes the just and the unjust alike. Those who follow Tahor seek to placate their grim lord, that the thunder will not make them tremble, and the lightning not strike them for their sins. His symbol is the forked stick, or a jagged mark carved on wood or stone.

Any member of the People of Koh who becomes a cleric should choose to be a worshiper of Tahor. A cleric of this tribe who chooses to worship Suss or Gul suffers a penalty of –1d on the dice chain for one of the following (player’s choice): all spell checks for clerical spells, all spell checks to lay on hands, or all spell checks to turn the unholy. This penalty lasts until the character reaches level 2.

A cleric who follows Tahor automatically gains *paralysis* and *resist cold or heat* as part of his starting spells.

Gul is the god of gloom, night, the dead, and the hidden things which creep forth under the cover of darkness to devour primitive women and men. He is feared, and his name is not spoken except to beg his mercy. His symbol is a dark blotch.

Any member of the Tribe of Ogg or of the People of Koh who becomes a cleric of Gul suffers a penalty of –1d on the dice chain for one of the following (player’s choice): all spell checks for clerical spells, all spell

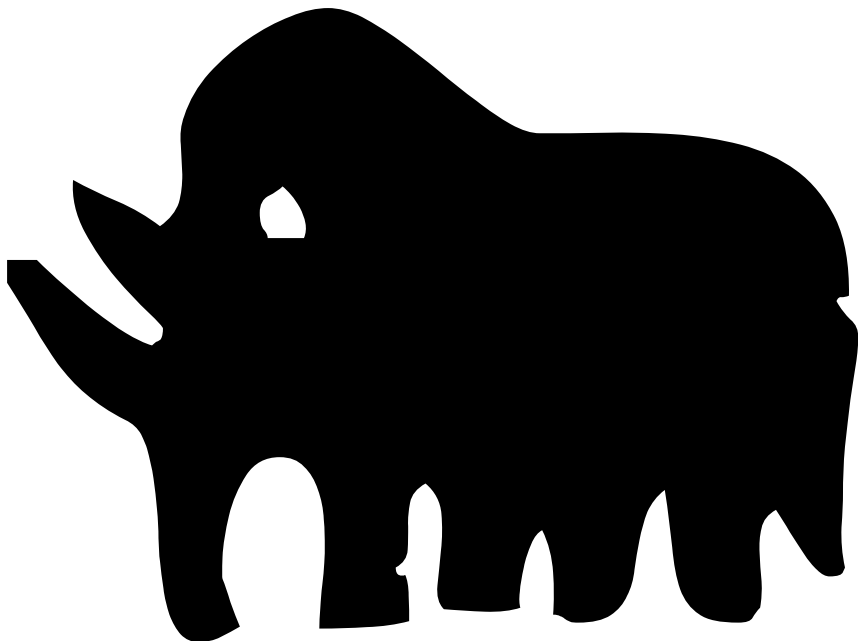
checks to lay on hands, or all spell checks to turn the unholy. This penalty lasts until the character reaches level 2.

A cleric who follows Gul automatically includes *darkness* and *word of command* as part of his starting spells.

GODS OF THE TRIBES

Alignment	God	Weapons	Unholy Creatures
Law	Suss	Flint axe, stone dagger, dagger*, sword*, sling*, staff	Undead, demons, devils, creatures which are primarily or always nocturnal
Neutral	Tahor	Spear, bow*, warhammer*	Undead, mundane animals, perversions of nature
Chaos	Gul	Club, stone dagger, dagger*, mace*, flail*	Angels, lawful primes and humanoids, creatures which are strictly diurnal (active during the daylight hours only)

* indicates weapons that the cleric an only use once they are encountered



APPENDIX 4

PREHISTORIC MERCURIAL MAGIC

Prehistoric wizards use the following table to determine their mercurial magic results. The judge may determine to use the standard table, or this table, once the wizard reaches the standard campaign world. One option is that this table is used each time a once-prehistoric wizard gains a spell of a new spell level.

The judge may also use this table for ideas when describing shamans among other primitive human or humanoid cultures.

D%	Adjustments to spell effect
01	Back to the dawn of man. Each time this spell is cast, the wizard permanently loses 1 point of Intelligence.
02	Monolithic spell. In order to cast this spell, the caster must first raise a stone monolith dedicated to its casting. The monolith takes 7d7 weeks to cut, raise, and consecrate, but this time can be reduced by 1d5 days per person aiding the wizard, to a minimum of seven days + 1 day per spell level. The wizard can raise multiple monoliths before expending them, but the number of times he can cast the spell is equal to the number of monoliths raised.
03	Spell of the stone circle. This spell may only be cast within the confines of a circle of standing stones, which must have a radius no smaller than 100 yards per level of the spell.
04	Lithic magic. The caster must touch a standing stone to cast this spell.
05	Ritual dance. The spell requires a ritual chant and dance to cast, and takes three times as long as normal.
06	Draw upon the chthonic past. When this spell is cast, the wizard becomes alien in mind and features for 1d5 rounds per spell level, and will attack any that disturbs him during this time.

07	Brother to beasts. The spell draws upon connections between the wizard and the animals about him. Every time the spell is cast, the wizard takes 1d3 points of Intelligence damage, but gains 1d3 points of Strength, Stamina, or Agility (equal chance of either) that only disappears as the Intelligence damage is healed. The wizard has a spiritual bond to a particular type of animal that he may never harm or eat. If he violates this taboo, he loses the ability to cast this spell until he undertakes some quest of the judge's choosing to purify himself. Roll 1d12: (1) bear, (2) mammoth, (3) elk, (4) rhinoceros, (5) lion, (6) ape, (7) sabre-toothed cat, (8), lemming, (9) turtle, (10) serpent, (11) horse, or (12) aurochs (including all cattle).
08	Green silence. This spell calls upon the growing world of plants for its power, and for 1d7 rounds after the spell is cast, the wizard is lost in the slow contemplation of vegetable life.
09	Sister to stone. Every time this spell is cast, there is a cumulative 1% chance that the caster will be transformed into a stone monolith.
10	Weak ley line magic. Whenever the spell is cast, the wizard must spend 1d5 rounds first attuning himself to the power of whatever ley lines pass through the area he is in, and then must make the spell check thereafter at -1d on the dice chain.
11	Magic of ochre. The caster must draw a cave painting of the desired effect to cast this spell, which requires ochre, charcoal, and 1d3 minutes of work. The wizard may spellburn, mixing his blood with the pigments, in order to speed this drawing to a mere 1d3 rounds.
12	Untamed magic. The spell is dangerous to cast, with an equal chance of affecting all possible targets (including the wizard) <i>unless</i> the wizard spellburns.
13	Sacrifice required. The wizard must sacrifice a living being with hit points equal to the spell level or higher. If no such being is available, the wizard automatically suffers minor corruption regardless of the spell check result.
14	Dream magic. The spell is powered by the wizard's dreams, and casting it causes 1 point of Personality damage per spell level.

15	Magic of the Elder Gods. This spell was obtained from the Elder Gods, and casting it may draw Their attention. Each time the spell is cast, there is a 1% chance per spell level that the Elder God sends servants to collect a payment for its use. Roll 1d7: (1) man-bat demons demand a living sentient sacrifice for Olalahu, Lord of Night, and will take whoever the wizard points out, (2) shapeless shambling monstrosity demands a riddle, joke, or story to bring to the Silent One, to help Her while away the infinite time between moments, (3) sentient trans-dimensional slime mold wants a minimum of 10 gp per spell level to adorn the temple of Cthulhu in sunken R'lyeh, (4) semi-corporeal polyp-fish sent to eat spell from wizard's mind, (5) shoggoth sent to demand human mate for fish-frog bride, (6) shaggy winged near-humanoid fungus demands brain to convey to distant Yuggoth, or (7) creature of elemental flame will only be satisfied by taking the wizard himself to Cthuggu, Lord of Flame.
16	Future lore. The spell opens a conduit to some future time, and the wizard is stunned for 1d5 rounds after casting the spell, as her mind attempts to cope with the influx of alien-seeming knowledge. During this time, the wizard has a penalty of -2d on the dice chain to all rolls.
17	Bestial magic. For 1d4 rounds after casting the spell, the wizard's features become bestial, and he cannot perform complex tasks, speak, read or write, or cast spells.
18	Bestial soul. <i>Unless</i> the wizard spellburns, there is a 1% chance per spell level that his soul is replaced with that of a beast every time this spell is cast. This does not affect statistics, but does affect diet and behavior. Roll 1d7: (1)owl, (2)megatherium, (3)bat, (4)hyaenodon (5)cave bear (6)spotted lion or (7)striped wolf.
19	Predator attractor. <i>Unless</i> the caster spellburns, this spell attracts a predatory animal native to the area in which it is cast, as determined by the judge. The predator need not arrive immediately, but is instantly alerted to the wizard's location and begins to stalk him.
20	Cold-blooded spell. The spell draws upon the essence or long-dead reptile men who once ruled the world entire, or unborn lizard folk who will one day supplant man. After casting the spell, the wizard is especially susceptible to variations in temperature, taking +1 damage per die from any heat or cold effects for 1d3 turns.

21	Shadow magic. This spell calls upon the planes of shadow for its force. There is a 50% chance that any light source within 100' goes out.
22	Solar/lunar magic. The spell has an equal chance to be powered by the sun or the moon. When cast within the direct light of its power source, the spell is cast at +1d on the dice chain, but if not, it is cast at -1d on the dice chain.
23	Cave magic. The caster must be within a cave or other underground space in order to cast this spell.
24	Magic of the eibon stars. If the caster is not under a starlit sky, the spell feeds upon him, causing 1d5+spell level damage.
25	Magic of the cave bear. The caster must have a remnant of a bear (black, brown, cave, polar, or other) in order to cast this spell. At the judge's discretion, the wizard must roll 1d7 to determine the type of animal this spell is actually linked to: (1) cave bear, (2) aurochs, (3) horse, (4) mammoth, (5) sloth, (6) elk, or (7) cave lion.
26	Olfactory feedback. Spell is always associated with unusual smells. Roll 1d6: (1) strong musty smell, (2) smell of ozone, (3) powerful smell of rot and decay, (4) cloying scent of flowers, (5) honeyed aroma, or (6) faint reptilian musk.
27	Delayed spell. The spell goes off 1d4-1 rounds after it is cast (check each time).
28	Odd growths. Strange growths appear in the immediate area when the spell is cast. Roll 1d6: (1) stalactites, (2) stalagmites, (3) fossil ammonites, (4) nodes of flint, (5) vines, or (6) thorny bushes.
29	One with the tribe. The wizard only cast this spell if he has an ally within 100'

30	Memories of an unborn god. Casting this spell access the unborn mind of a god who has not yet come into existence. Each time the spell is cast, the wizard must succeed in a DC 13 Will save or trigger the birth of the god. if the god is born, the caster takes 1d3 damage to each ability score (including Luck); this heals normally (except Luck), and the caster loses access to this spell. If the save is ever a natural “20”, the god cannot be born within the wizard’s lifetime, and he casts the spell thereafter at +1d on the dice chain.
31	Unwanted attention. Casting the spell draws the attention of a powerful supernatural being, who watches the wizard for 10 minutes. Roll 1d4: (1) a blood-red spectral tyrannosaur follows the wizard, (2) a hooded figure shadows the wizard (if checked, it seems to have the wizard’s features), (3) 3d3 reptilian eyes appear on the walls, furnishings, etc., in the wizard’s vicinity (as he moves, these eyes close and disappear, and new eyes open), or (4) the wizard can sense a malign presence watching and listening through his own eyes and ears.
32	Associative magic. Although the caster need not have a part of the target to cast the spell, he must be able to draw an association between some object he does have and the target. If the judge feels that the association is weak, the spell is cast at -1d or more on the dice chain.
33	Prehensile toes. For 1d5 turns after the spell is cast, the wizard’s toes are as agile as a monkey’s, giving him a +4 bonus to climb checks, but making it impossible to wear normal shoes or boots. If wearing any form of hard footwear when the spell is cast, there is a 1 in 3 chance that the wizard suffers 1 point of Agility damage, and has his movement reduced by 5’ until the Agility damage is healed.
34	Evolution of the future brain. Each time this spell is cast, the wizard permanently loses 1d3 points of Strength, Agility, or Stamina (determine each point randomly). For every 3 points lost, he permanently gains 1 point of Intelligence. When Strength, Agility, or Stamina reaches 0, the caster becomes a disembodied brain, moving via levitation and manipulating objects within a 10’ range with telekinesis (Strength 9) as if with normal hands. The wizard can cause vibrations to communicate with speech, and has the same sensory abilities he had from his body. The wizard’s AC is increased by +4, but he is hideous to behold, and it will surprise no one that others often wish to destroy him.

35	Hellbroth. The spell creates an item of food or drink, which the target must consume to be affected. If the target is inanimate, it can be smeared or sloshed with the item. On the other hand, the spell can be held in this form for 1d6 + Caster Level days until it becomes useless. Roll 1d7: (1) wine, (2) hunk of meat, (3) sausage, (4) cheese, (5) magic bean, (6) foul-smelling elixir, or (7) an apple.
36	Back to the Stone Age! Each time this spell is cast, the wizard must succeed in a DC 14 Will save or be cast backwards in time! He can thereafter make a Will save each round, but each time he fails, he is 1d10 x 100 years farther in the past. It takes as many rounds for him to return as it did for him to make a successful save; i.e., three failed saves means that the wizard returns three rounds after a successful save.
37	Magic of the apes. Whenever this spell is cast, hair grows over ¼ inch over the wizard's entire body, except his face, the palms of his hands, and the soles of his feet.
38	Bloodthirsty savage. Once this spell is cast, the wizard can do nothing but physically attack whatever enemies are present until he succeeds in a DC 15 Will save or until there are no enemies within 100'.
39	Thirsty savage. The spell draws upon the wizard's bodily resources, making him desperately thirsty. The wizard has a -2 penalty to Strength until he can drink at least a quart of water.
40	Visions of possible futures. When this spell is cast, the wizard gains visions of possible far future worlds that force him to make a DC 13 Will save or be stunned for 1d3 + spell level rounds each time the spell is cast.
41-60	No change. The spell manifests as standard.
61	Lord of the hunt. When this spell is cast, shadowy stag horns appear growing from the wizard's brow. These remain visible for 1d3 turns, and then slowly fade away.
62	Scream to the gods. The spell ends in a deafening scream, deafening all within 50' of the wizard who fail a DC 10 Fort save (lasts 1d4 turns), and drawing attention to the caster.
63	Hungry spell. Spellburn is twice as costly for this spell; it requires 2 points to gain the benefit normally gained by a single point.

64	Boomerang casting. After the spell effects take place, the spell casts itself on the next round, with the wizard as the target. If the wizard can make a Will save (DC equal to the spell check), he can either end the spell or immediately direct the spell to another target. It then boomerangs back to the wizard, where the process is repeated. Each boomerang grants a +2 bonus to the spell check.
65	Power of the tribe. For each ally within 100' who agrees to take 1d4 hp damage, the caster gains a +1 bonus to his spell check.
66	Ivory amulet. The spell is linked to an amulet carved from mammoth ivory, which the wizard obtains when learning the spell. The amulet is worth 10 gp initially, but each time the spell is cast, the carvings become more intricate, and the value of the amulet grows by 1d10 x spell level gp. If the amulet is sold or stolen, the wizard cannot cast the spell until it is recovered.
67	Recovery from extinction. Each time this spell is cast, a random creature within 10 miles (as chosen by the judge) devolves into an "ancestral form" – a prehistoric antecedent. Thus, a house cat might become a smilodon, an elephant a mastodon, a human into a cave-
68	Reflective magic. For 1d3 + spell level rounds after this spell is cast, any spell or spell-like effect the wizard successfully saves against is rebounded on the caster, using the same spell check result.
69	Corpulent caster. When this spell is cast, the wizard gains 3d4 x spell level pounds. The extra weight fades after 1d4 rounds, but until it does it cushions the caster, reducing damage from bludgeoning weapons and effects (including falling) by 2 points.
70	Echoes from the future. Each time the wizard casts this spell, he predicts the numerical result of his spell check roll. If he rolls this number exactly, echoes of future events guide his actions over the next 1d5 rounds. During this period, he rolls two dice instead of one, and takes the better of each roll. The predicted result must be a successful spell check; predicting a failed result has no effect.
71	Shades of the past. Shadowy images of ancient animals appear around the caster when the spell is cast; these fade away after 1d4 rounds.
72	The link remains in the chain. When a result would cause the spell to be lost, the caster may spend a point of Luck to retain the spell. This is in addition to any Luck spent to avoid corruption.

73	Ice age. A wave of cold radiates out from the caster; all living creatures within 10' per spell level take 1d3 points of damage from the intense cold. Normal flames are snuffed out instantly within this radius, and magical flames have a 1 in 3 chance of being extinguished.
74	Luck of the Old Ones. <i>If</i> the wizard spellburns when casting this spell, he may gain a bonus of +1d3 to the spell check for each point of Luck he burns. If the wizard does <i>not</i> spellburn, and the spell check fails, the wizard automatically loses 1 point of Luck.
75	Supernatural awe. When this spell is cast, a wave of supernatural awe radiates outward from the wizard. Intelligent primitive creatures feel this power, and must succeed in a Will save (equal to the spell check result) or abase themselves for 1 round per spell level. Attacking abased creatures instantly frees them from their supernatural awe.
76	Silencing spell. The target of the spell is magically silenced, unable to make any sound, for 1d3 + spell level rounds, unless it makes a Fort save equal to the DC of a successful spell check.
77	Call to the Inner Light. The wizard glows with a radiance equal to candlelight when this spell is cast. This radiance lasts for 1d4 + spell level rounds. So long as the wizard is glowing, he cannot hide successfully, and ranged weapons gain a +2 bonus to hit him.
78	Chanted spell. So long as the caster can speak, he can cast this spell, which requires neither material nor somatic components.
79	Plague of insects. Millions of insects crawl out of the wizard's hair, beard, and clothing when the spell is cast, obscuring him for 1d3 rounds and giving him a +2 bonus to AC for this period. Roll 1d7 to determine the type of insects: (1) moths, (2) hornets, (3) butterflies, (4) cicadas, (5) dragonflies, (6) house flies, or (7) locusts.
80	Dimensional healing. When the spell is successfully cast, the wizard makes brief contact with duplicates of himself from multiple realities. The wizard's wounds are taken by these duplicates, healing the wizard 1d4 hit points per spell level.
81	Dimensional theft. When this spell is successfully cast, the wizard makes brief contact with duplicates of himself from multiple realities. The wizard may attempt a Luck check to obtain one item (worth 1d3 gp per spell level or less) from this contact. If the Luck check succeeds, the wizard gains the item. If it fails, one of his duplicates steals a similar item from him instead (chosen by the judge).

82	Spell savior. Casting the spell channels energy to a distant world, causing bounty and riches to accrue therein. Every night following a casting of the spell, the wizard dreams of teeming throngs worshipping him unto a god.
83	Stone skin. Each time this spell is cast, the wizard's skin hardens to a stone-like consistency for 1d4 rounds. This reduces the wizard's Agility by 1 point per spell level, but increases his AC by 1d3 points per point of lost Agility.
84	Fires from the earth. When the spell is cast, 1d4 gouts of fire erupt from the earth within a 30' radius from the caster. The caster can direct each of these gouts to a separate target by making a DC 10 Will save per gout. Any that the wizard fails to control target a random creature (including the wizard) within this range. Each gout does 1d6 damage (Reflex DC 10 negates).
85	Psychic spear. A spear of pure psychic energy appears in the wizard's hand. It has a +2 bonus to attack roll and damage, but only lasts until it hits something or a number of rounds equal to the spell level have passed.
86	Satiating spell. Casting the spell completely satiates the wizard's hunger and thirst for that day, making food and drink unnecessary.
87	Difficult to resist. Saves made against this spell are rolled on 1d16 instead of 1d20.
88	Swarm of pterosaurs. Casting this spell causes a swarm of small pterosaurs to appear from the mists of time and then disappear just as quickly. All within 30' of the wizard must make a Ref and a Fort save (DC 10 + spell level). Those failing the Reflex save are knocked prone by the whirling tide. Those failing the Fort save take 1d3 damage from pterosaur bites.
89	Reign of frogs. For 1d3 turns after the spell is cast, the wizard is inexplicably deferential to amphibians of all types, and treats the most humble frog as though it were royalty. The wizard must succeed in a DC 15 Will save to disobey an intelligent amphibian, or to intentionally harm an amphibian, during this period.
90	Genderless. When this spell is cast, the wizard loses all external indications of gender for 1d6 hours.

91	Health of the tribe. <i>If</i> the wizard spellburns when casting this spell, all allies within 15’ of the caster are healed 1d3 damage per point of spellburn the wizard used.
92	Grunting allies. All allies within 100’ are reduced to monosyllabic words for 1d3 rounds, precluding most spellcasting. During this time, they gain a +1 bonus to melee attack rolls and melee weapon damage, however.
93	A greater power. A greater power will aid the wizard in casting his spell, allowing the spell check to be improved by +1d on the dice chain, if the wizard so chooses. However, each time that the wizard calls on the greater power, there is a cumulative 1% chance that it will demand something in return. Roll 1d7: (1) the Earth Mother demands a fertility rite be conducted on the next new moon, (2) the Great Ice Bear demands a human sacrifice to be burned in his honor, (3) the Great Shaggy One has drifted to sea in the iceberg holding his frozen remains, and must be returned to shore, (4) Pugo, the Ancestral Shaman, is lonely and simply wishes someone to talk to for the next 1d3 hours, (5) the Spirit of the Cave has had no living sacrifice tossed down the Bottomless Pit of Eternity for ever so long, (6) the stag-horned God of Hunting demands that the wizard join the Chase for a year and a day, or (7) the Venerable Serpent needs to feed its brood, and has sent a giant snake to interview potential applicants, <i>right now!</i> (see <i>Core Rulebook</i> , page 428.)
94	Spell mastery. The wizard never suffers corruption, misfire, or patron taint when casting this spell.
95	The gods smile upon us. Casting this spell draws the favorable attention of the gods to the wizard and his allies. For 1d4 rounds, the wizard gains a +4 bonus which may be added to a single roll made by the wizard or one of his allies each round. The wizard must have line of sight to the character making the roll. The wizard only gains one such bonus; casting the spell during the period while the gods smile
96	Fishing expedition. By taking twice as long to cast this spell, the caster may roll the spell check before completing the spell, thus avoiding misfire or losing a spell to a bad throw. However, any corruption or patron taint resulting from a natural “1” still occurs normally.

97	Psychic drain. The spell is powered by the minds of the living. The nearest creature (other than the caster) takes 1d3 points of Intelligence damage per spell level.
98	Roll twice on this table.
99	Roll twice on the table in the Core Rulebook , but instead of rolling d%, roll 4d20 modified by the wizard's Luck adjustment (in increments of 10%).
00	Roll twice: once on this table, and once on the table in the Core Rulebook . In both cases, instead of rolling d%, roll 4d20 modified by the wizard's Luck adjustment (in increments of 10%).

APPENDIX 5

LEVELING CHARACTERS

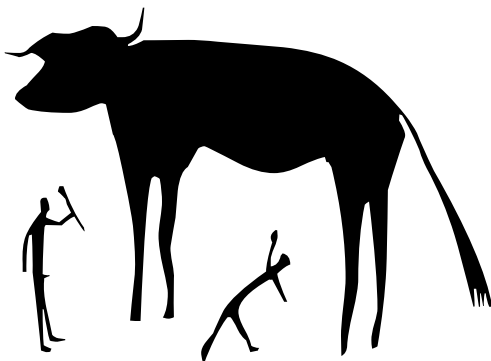
This adventure assumes that characters are going to reach Level 1 as soon as they gain 10 XP, and the dangers of the module follow that assumption.

Clerics experience a moment of divine election, where their would-be god reaches into their hearts and chooses them to become a link between the mundane world and the divine. See **Appendix 3** for information on the prehistoric gods and the consequences of choosing each.

Although **thieves** start out as little more than extra-sneaky fighters and scouts, entering the Gift of Suss awakens something in their minds. They understand the mechanics of the craft more than other characters do, and this translates to an ability to open locks as well as to find and remove traps. With the judge’s permission, a prehistoric thief can forego the ability to disguise and forge documents, spreading those bonuses among his other thief abilities as he desires, so long as no extra bonus is added twice to the same ability until every remaining ability has benefited equally.

Warriors are the same in all ages, and in all worlds. As soon as a prehistoric warrior sees a sword, she knows how to use it.

Primitive **wizards** are close to the natural world. Wizards need to learn spells in order to cast them, and should use the special mercurial magic table in **Appendix 4** for their initial spells at least. The judge is encouraged to automatically give prehistoric wizards *patron bond*, but to disallow *color spray*, *Ekim’s mystical mask*, *flaming hands*, and *force manipulation* as initial spells.



APPENDIX 6

USSA-LA

Ussa-La of Umbaros, daughter of the Padusar of the City of Visaba of the Green Canals

Lawful Thief (1st level)

Occupation: First Officer of the *Solar Bequest*

Strength: 9 (0) **Agility:** 13 (+1) **Stamina:** 10 (0)

Personality: 15 (+1) **Intelligence:** 14 (+1) **Luck:** 14 (+1)

HP: 5; **Speed:** 30'; **Init:** +1; **Ref:** +2; **Fort:** +1; **Will:** +2

Base Attack Mod: 0 **Attack Dice:** 1d20; **Crit Die/Table:** 1d10/II

Main Weapon: Stunner +1 ranged (bypasses armor [but not shields or agility]; DC 15 Fort save or be stunned and helpless for 1d6+6 minutes; 10 shots remaining. **Secondary Weapon:** Dagger +0 (dmg 1d4)

AC: (11) (Unarmored (+0) Check penalty (0) Fumble die (d4))

Equipment: Silver jumpsuit

Lucky sign: Resisted the temptation of the Murpagi (Willpower saving throws)

Languages: Umbarosi, minor telepathic field allows her to swiftly learn the languages of those she is in physical contact with

Thief Ability: When expending luck, roll d3 for each point expended

Thief Skills:

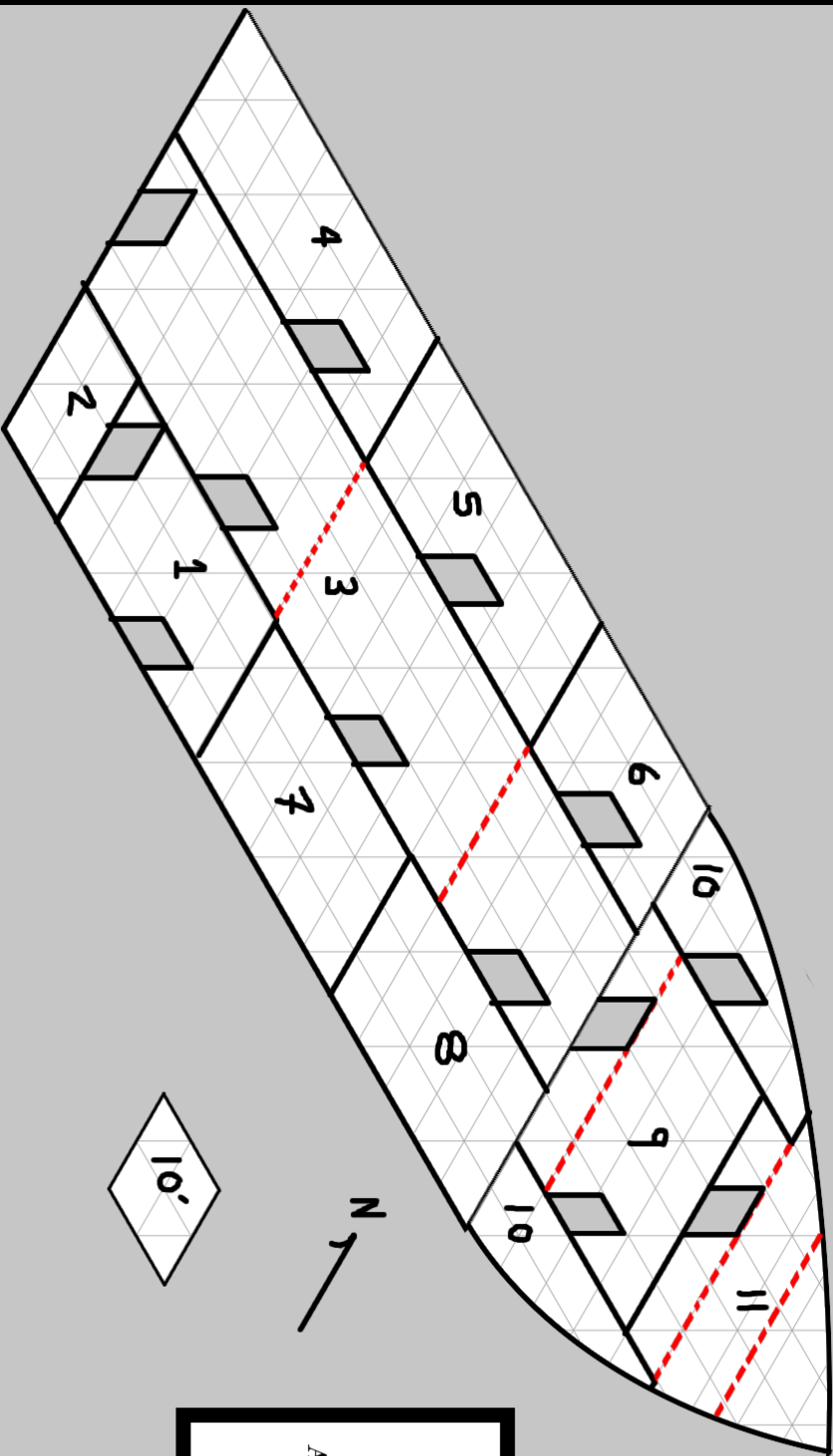
Backstab: 1 (0) **Sneak Silently:** 2 (1) **Hide In Shadows:** 4 (1)

Pick Pocket: 2 (1) **Climb Sheer Surfaces:** 4 (1)

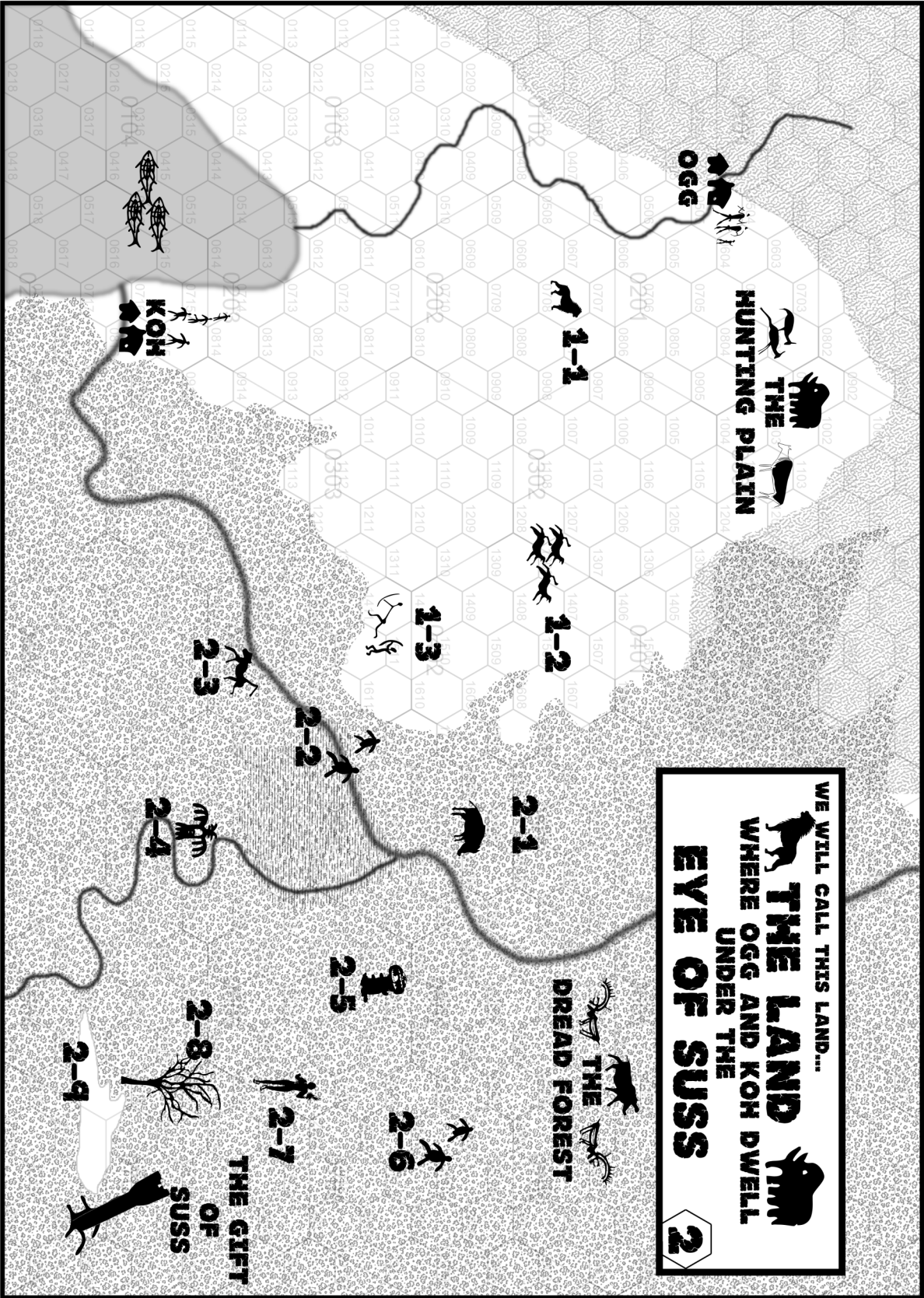
Pick Lock: 2 (1) **Find Trap:** 4 (1) **Disable Trap:** 4 (1)

Forge Document: 1 (1) **Disguise Self:** 1 (1) **Read Languages:** 1 (1)

Handle Poison: 0 (0) **Cast Spell From Scroll:** (d10 + 1)



THE GIFT OF SUSS
AKA
The Solar Bequest
A Vessel of Peaceful Exploration
from
Distant Umbaros



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THE TRIBE OF OGG AND THE GIFT OF SUSS

You are a savage, eking out your existence on a the semi-frozen hills and plains of an ancient world. As if your life wasn't hard enough, now the chief wants you and a handful of your buddies to traipse across the dangerous tundra, dodging cave lions, hyaenadons, and the odd mammoth, enter the Dread Forest (I'm sure they call it that because it's a bright and sunny place), and find out what the great god Suss, Father of Morning, Noon and Dusk, has thrown onto the earth. The chief says it's a gift. Right now, it seems like a curse. But, it burns out there, throwing up a column of smoke, and your tribe is counting on you!



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