

Encounter Areas

X₁ - In the middle of the road here is a mud, stone and wood barricade. ~~It~~ It covers the width of the road and is about 4 ft. high. There is a pole sticking up from the center w/ a cross at the top. Hanging from the cross are 5 dead humans. They are scarred and their faces are mutilated. Their flesh is rotting & most of their clothes are already rotted. These are the men 'Death' killed who were w/ Cpt. Alphonso.

Atop the wall is a wooden plaque. It burned into it is a message which w/ difficulty is readable. It says: "These men defied Death and died anyway. Men of the coast, stay away or else go the way of those above."

X₂ - along a km long stretch of road here is the waiting place of the Leprechaun. He never moves from ~~his~~ this area so is not a wandering monster.

If walking by this area there is an 80% chance he will be met.

The temple men have tried in vain to catch him & when passing thru here they are on guard & careful for their possessions.

This area is marked at either end by large rocks by the side of the road, painted luminescent orange.

The leprechaun is about 4 ft. tall, stocky and short w/ a balding head & a long beard. He affects green dress & looks rather jaunty (when visible) & somewhat fat.

B 17 Ht.pts: 91

P Str 16

Int 10

M Str 14

Char 15

C 16

Mutations: light wave manipulation

Magnetic control

Molecular understanding

Sound imitation

light generation

Heightened touch

Heat Const.

His general tactics will be to make it sound like someone is coming down the road around a corner & in the confusion he ^{will} darken the area around one person - his victim, sneak in, stun him w/ light generation & rip off stuff w/ magnetic control etc.

For defence he carries only a knife - he never fights.

About a 1/2 km off the road in a location known only to him - is his hideaway w/ 32 warrior-priest scimitars, 5 LMGs w/ no ammo, 3 gas grenades, 1060 Domars, & other various odds & ends.

X₃ - By the side of the road here is a clearing w/ a very wide & squat tree in the center.

The tree is hollowed out & there is a rough door & window cut into it.

Sitting on the doorstep is a very old-looking man dressed in rather shabby blue robes. He is a pure strain human & is 400 years old. His memory is dim but he can remember the old civilization.

He is considered sacred by all the lizard-men, a friend of the gods.

He has remained so old through the use of a longevity drug of which he has 4 vials left. Ea. vial contains enough to add 20 years to one's lifespan.

The tree-house contains other odds & ends but none valuable.

His guard is always with him.

Hiding in the tree above him is a large (tiger-sized) praying-mantis.

D18

Ht.pts: 20

AC: 4

Ht.pincers do 3d6 ea.

his mandibles 2d6

P.Str 15

Mutations:

Force Field (20 hp.)

He will attack

Char. 7

Regeneration (15 hp.)

if there is

C. 6

Increased Speed

any threatening

M.Stron. 12

Cyrokentis

may be made toward the

Int. 16

Reflection

old man.

He will surprise 1-4. His natural abilities are:
 Chameleon powers (a form of)
 ability to jump up to 30 m
 Total Carapace (AC 4)
 220° vision.

X4- Here is a hidden camp of adventures similar to PC's
 They are settling in & ~~are~~ are observing the area for
 several weeks before making their move. (hence not on
 wandering monster tables)

Their camp is hidden well & cannot be seen unless
 the island is thoroughly searched.

	Ken	Zorn	Garn	Filth	Scum
<u>2/3/9</u> D:	9	10	8	10	11
I:	10	12	13	6	8
C:	13	13	8	13	7
Char:	12	9	9	12	13
P.Stren:	6	10	12	11	15
M.Stren:	5	7	13	13	13
Ht.pts:	39	41	27	49	19
<u>Mutations:</u>	H. touch	H. Taste	H. Precision	Dens. Control	Multiple Body Parts: 9 legs
	Taller (8m)	V. Defect	Photo skin	F. Cell Accum.	Shorter } Camel
	Regen (5hp)	Chameleon	Weather	H. Vision	Taller }
	H. Stren.	powers	Manip.	F. Impulse	L. Wave Manipulation
	Total healing	L. Wave Manip.		(P.St. Humans)	Teleportation
	Pyroken.	F. Field Gen.			Absorption
	H. B. Tal.	(20 hp.)			
		Mag. Control			
		H. Int.			

They have been hired by a rival
 Iron Society leader to pole around.
 They all wear leather armour & cloaks black
 cloaks & metal armbands w/ Iron Society emblem on
 them. They all carry shortbows & quivers w/ arrows.
 Also, longswords, spears & daggers & Ken has a
 paralysis needler w/ Int. 13 stuff & 15 darts. They all
 carry backpacks w/ various stuff in them.

VALLEY OF THE MISTS

This is thought of as ~~old~~ volcanic crater by everyone. Actually, it's merely a place where an earthquake tore the ground open in great holes & vents & folded it up around - creating a valley.

All around it & up & down the sides the forest jungle extends. Inside, the ground is bare to the rock in many places & most of the vegetation exists below 20 ft. as scraggly, intertwined bushes & shrubs & twisted trees. This is because of the great heat etc. in the area. Still, the area outside the paths is nearly impassable & still high enough to block vision on the ground.

The name comes from the fact that smoke, heat & mists constantly pour out of the huge vents shown on the map & out of the many much smaller ones.

This phenomena is caused by the fact that underneath the ground is a network of underground rivers and streams and even a lake. ^{These enter the vents - where it is} ~~not near the floor~~, & produce steam.

The practical result of this is that from many miles away, the combined column of smoke & vapour can be seen - very spectacular.

Also, once inside the valley, vision ~~is~~ greatly reduced. No one can see anything beyond $\frac{1}{2}$ a km & for normal people, ^{practical} visibility range is 50 m. Also, there is constantly at least 80% cloud cover overhead & a fine mist lies over the valley constantly, & there is almost always at least a light rain falling?

This is also the location of the temple & the attendant village.

Key

A - The temple proper

The path opens up into a huge clearing about 300 m by 300 m and roughly circular. The clearing

is obviously man-cleared.

About 10m away, a wide (10m) stone road starts, leading to the temple. It is similar to a Roman road & looks well-used and old. There is a 1 in 4 chance there is somebody on the road.

If so, roll D to see who it is

- 1- outgoing patrol of 4
- 2- outgoing special patrol
- 3- outgoing band of worshippers (1-10)
- 4- ingoing patrol of 4
- 5- ingoing special patrol
- 6- " band of worshippers.

The temple is huge and impressive and the road leads to a vast doorway flanked by 4 giant statues of the 4 gods.

More on the temple later.

B) - this path was built when the tunnel collapsed and since it was cleared, ~~it~~ rarely do people use it. It is about 20 ft. wide, but the jungle has started to grow into it again. Only 1 in 12 will anybody be met here. It will always be a patrol of 4.

Check every block

C) - A very well-used path about 20 ft. wide. There is a 1 in 8 chance somebody will be met here. If so, roll D3 to see who.

- 1- Patrol of 4
- 2- Special Patrol
- 3- Band of worshippers. Check every block.

D) - There are 2 paths opening ~~into~~ into this vast, natural clearing. In the center is a small lake fed from an underground source. It creates a swamp around it, providing a livable habitat for man-lizards.

Around the lake are clustered many huts & houses ~~as~~ as on the floats in average villages. Statistics for these are the same as well.

There are about 2000 lizardmen here, far more than normal. Also, there is no warrior-caste present & no temple.

These people are $\frac{1}{2}$ man & $\frac{1}{2}$ man-lizard becos of their isolation - these are the stock from which warrior-priests come from. There is a description elsewhere.

These people have no neck devices & are less docile than normal man-lizards, and very proud of their relationship w/ the temple.

There are always 20 warrior-priests on guard here - 4 have SMG's, the rest Spears and scimitars.

At age 12, young men are taken to the temple to be trained as warrior-priests.

E) - across this deep & wide gorge is strung a long rope bridge which looks very rickety but can hold a lot of people. It has stretched & now hangs in a downward arc into the steam & smoke making it very uncomfortable to anybody crossing & limiting visibility to nil.

On the far side is a camouflaged bunker w/ a LMG w/ ~~night~~ night-sights & 4 men inside (1 w/ LMG)

One has ultra-goggles & can see anybody crossing 120 ft. away (40m). If they are unusual, 2 will rush out w/ scimitars & ^{bzi} spears ready while 2 stay inside.

They will yell to halt & identify. If any goofy reaction occurs, Both guns will open fire with 1 guy will start hacking at this end of the bridge.

If the enemy is still coming after that barrage of fire, he will cut the ends off if possible.

F) has the same bunker set-up as E), but the bridge is wider and has planks across it to strengthen it, so heavy equipt. can cross & Droids.

G)- The high pass. There is a bunker hidden off the path near the top. Looking down the stretch of road, it has 4 men, a communications device, a LMG & an Uzi. If intruders approach, HQ will be contacted, a man will be sent out to yell out to stop & ID.

The Bunker is camouflaged very well, only 1 in 12 will it be seen.

H)- The gorge. Used to be a tunnel, but collapsed & was dug out. There is a constant threat of more rockfalls - 1 in 100 every trip. Slides down the side can be seen as evidence of such, & the occasional crushed skeleton. ~~For encounters, see~~ For encounters, see C.

At the narrowest point of the gorge (about 10 m - 40 ft), a 30 ft. high wall is built of stone & mortar.

Large, thick wooden gates are set into it abt 10 ft. wide & can be held on the inside w/ a bar. These gates are always closed but not barred. At sight of intruders, 1 man will always drop bar. There are 2 patrols here - so 2 Uzis. There is a catwalk & stairs down at either end.