

ADVENTURE: THE RIVER OF DEATH

-WRITTEN BY QUINCHRIS, GIANT OCTOPUS BY ANDREW "WOLVERINE" MCCOLL

PLOT SUMMARY

While traveling down river the adventurers discover a hidden temple which guards a dark secret.

SET UP

This adventure assumes a mix of physical ability and knowledge skills that should be available in a well rounded group.

The party needs to be traveling down river on a raft. How this is set up depends on the GM. There is nothing wrong with simply opening with the scene below however a GM so inclined could role play encountering an Ape Man village and stealing their raft.

If playing this as a one off adventure then one of the characters is looking for their father who was exploring in this area. He has been missing for months and they have come looking for him. All that they know is that he was seeking an ancient temple that was supposed to be somewhere along this river.

TWIXT A ROCK AND A HARD PLACE

You are grateful for the chance to sit and rest for a while after what feels like weeks of hacking your way through the jungle. It is pleasant sitting there with a gentle breeze blowing and trees overhanging the waters edge. Herds of large dinosaurs come down across wide grasslands to drink. A flock of colorful parrots fly past. Occasionally a massive school of tiny silver fish passes under the raft. Off in the distance ancient ruins rise up out of the jungle.

The only thing spoiling this idyllic situation is the war band of savage Ape Men (*HEX pg 211*) who are now hurrying to keep pace with you as the raft drifts down river. Every so often one of them shakes a spear at you

futilely or throws a rock in your direction but you are far out of range. For some reason they do not swim out to attack you.

On the other side of the river is a large family of Velociraptors (*HEX pg 218*). They eye you hungrily as they follow you downstream. Only a handful of the vicious creatures are visible at any one time but you just know that there are dozens of them hidden in the thick, dark jungle.

GM Suggestion: You might allow players to discuss how to get out of this situation. This is a chance for players to role play their characters flaws and motivations.

If anyone thinks to ask, the gently moving river is about five hundred yards wide and very deep. A Zoology or Survival roll (target 2) can identify the school of fish as a type of piranha. The raft is about ten feet by ten feet.

If characters land on the jungle side of the river the Velociraptor will either attack them while half the party is waist deep in water before melting away into the jungle and continually attacking from ambush. There are three Velociraptors for each PC within shouting distance although no more than a few will be in sight at any one time.

If the characters attempt to land on the grass side the Ape Men will throw a barrage of sticks, stones and spears at them. Anyone hit must make a Balance roll (target 2) in order to avoid falling into the water with the piranhas. There are five Ape Men for each PC.

Neither group will be silly enough to stand out in the open while characters mow them down with modern firearms. They will take cover although one or two could be hit. If

one is wounded he should fall into the water to be consumed by the piranhas.

One of the players will inevitably hit on the most obvious idea of outrunning everyone by paddling the raft faster. The GM should allow any creative way of creating paddles. If players do not come up with this idea then just let them enjoy drifting down stream. As soon as the dinosaurs see the canyon they will race ahead in an attempt to beat the characters there.

THE RACE

Characters have to paddle quickly to get ahead of their pursuers. The Ape Men, the Velociraptors and those heroes paddling must make Athletics rolls. The idea is to accumulate more successes than the other party. The target number is 2 for the hunters. For convenience the GM could just make one roll for the Ape Men and one for the Velociraptors. They will not attempt to overtake the characters no matter how many successes they get until the next scene. The GM should describe the speed increasing round by round. The water and the trees rushing by, that sort of thing.

GM Suggestion: You should build up the drama of the race. It should be exciting as they go neck and neck down the river. It will also help with the later scenes if there is a feeling for breakneck speed

The player characters require an Athletics roll (target 2) to paddle the raft. Successes are accumulated as a party. If any of the characters has any sort of seamanship or Pilot Boats skill then they can attempt to guide the raft into a faster current. This can also be defaulted from any other Pilot skill. If successful (target 2) then the target number for paddling is reduced to one. If the Pilot Boat skill roll gets 4 successes then the target for paddling is reduced to one for the round. If the Pilot Boat skill roll gets to 6 then he has found a fast flowing current. The target number for the paddlers lowers by one for the rest of the scene. An incredible skill roll of 8 will reduce the

target by 2 for the rest of the scene as the raft surges ahead.

If the Velociraptors botch the roll then describe how one of them trips over a rotting log. When the Ape Man roll botches one of them falls away from the race winded. If a character botches then the others must act fast to pull them out of the water before they are eaten alive! The piranhas will not approach the canyon (see below).

Once our hero's get to a lead of twenty successes over their pursuers half of each of the chasing groups will fall away leaving only the fittest, most aggressive and most determined! The DM should assume that the remaining pursuers have an extra athletics skill rank over their fellows.

The party may hit on the idea of letting the Ape Men win and then pulling over and making a run for it. In this case have them run into a vast escarpment. Describe a huge waterfall off to one side. Then move onto the Stairway scene after describing the dais (see below).

THE CANYON

As the weaker pursuers fall behind the characters will notice that the river current is getting faster and faster and the river bank is rising upwards. Up ahead they can see that the river narrows to pass through a rocky canyon. High overhead a few pterodactyls soar on rising thermals.

The Velociraptors and Ape Men had been content to just keep up with their prey but now they see their chance and they race ahead, desperate to reach the top of the canyon first. If they can beat the characters they can jump down onto the raft as it passes by.

Athletics rolls are required as before. Pilot Boat rolls will no longer provide any assistance to paddlers. It takes 15 accumulated successes to reach the canyon. A Pilot Boat roll (target 2) or an Athletics

roll (target 3) is required for the characters to enter the canyon without crashing into the rocky walls. A crash or a botched roll will result in being knocked overboard to be washed downstream.

GM Suggestion: You should feel free to fudge the Velociraptors and Ape Men's rolls so that they arrive at the canyon seconds after the characters pass through. Players will appreciate feeling as if they made it through by the skin of their teeth!

One of the Velociraptors and two of the Ape Men will make the jump onto the raft regardless. This should make for an interesting three way fight as characters attempt to navigate 'the slot'.

THE SLOT

The river is forced down the narrow canyon at a great speed. The jungle crowds the top of the canyon with lush vegetation hanging down over the edges. Small swarms of colorful butterflies flutter about in the perennial sun light. Every few seconds a spray of white water crashes over the raft.

For the first three rounds, any character standing, such as those fighting Velociraptors or Ape Men, must make a Balance check (target 2) every round to remain standing. Botches are knocked overboard and washed away unless saved by another character. Prone or sitting characters do not have to make the Balance rolls.

After the third round someone on the raft must make a Pilot Boat roll (target 2) every round to keep the raft from hitting the rocky canyon wall. If the roll fails then all characters on the raft must make a Balance or Athletics roll (target 2) to remain on the raft. A critical failure will result in a large boulder being dislodged when the raft hits the canyon wall. All characters must make Defense rolls against the boulders Damage of 5.

On the fourth round after entering the canyon the characters spot a fallen branch wedged across the canyon. Characters must move quickly or they will be swatted into the water. If they are standing they need to make an Athletics or Acrobatics roll of two to dive under it or a roll of four to jump over. Characters that dive will have to take a Move action to stand next round. Jumping means the character can remain standing. Characters already lying down do not need to make a roll.

The fight will continue as long as any Velociraptors or Ape Men manage to remain on the raft.

On the seventh round there is root protruding from the canyon wall across the river. It is too low to duck under so all characters on the raft must jump. This requires an Athletics roll (target 2).

On the ninth round all characters can hear a low roaring sound coming from up ahead. Nothing can be seen as a heavy mist conceals the end of the canyon. The raft picks up even more speed as the river hurtles it towards the heavy spray. As the raft gets closer the roaring sound rises to a crescendo.

Players should have no difficulty realizing that the river is about to become a waterfall. A very tall waterfall.

GM Suggestion: This would also be an excellent time for an end of session cliff hanger!

THE WATERFALL

Characters will have about thirty seconds to make a decision as to what they are going to do.

There are several options available for characters. About nine feet overhead there is a root sticking out of the canyon wall. If a character is already standing on the raft then an Athletics roll (target 2) can be made to jump for it.

A character could also jump for the canyon wall. While there are a considerable number of handholds available the raft is going very fast so a good Athletics roll will be required (target 4). No matter what the player rolls the jump will automatically succeed although one point of non-lethal damage will be taken for each point below the target.

If someone has a rope and grapple they could attempt to hook on to something. A failure on any of these rolls will result in the character falling into the water and being swept towards the waterfall.

The GM should time this. Give each character no more than fifteen seconds to declare their action.

The final chance for characters, either on the raft or in the water, is a huge boulder forming a small island in the middle of the river, perched on the very edge of the precipice. Either an Athletics or Survival roll (target 2) is required to grab on. If another party member is already on the rock and is able to provide assistance then this roll automatically succeeds.

What happens to characters that are swept over the edge is really up to the GM's imagination. Perhaps have them miraculously saved by a protruding rock about twenty feet down. The character should, however, be rendered unconscious in the process.

SO, WHAT HAPPENS NEXT?

From the rock at the top of the waterfall there can be seen a magnificent vista. The characters are on the edge of a vast escarpment stretching to the left and right as far as the eye can see. Hundreds of feet below the rim the ground is covered in a thick blanket of green. The river tumbles down into a deep blue lake. This wide lake feeds another river which winds off under the heavy jungle. Far off in the distance an ocean or sea is visible. Pterodactyls screech out as they dive and chase each other along the cliff face.

The rock the some characters may be standing on is actually a carved stone dais. Carved around the edge of the dais is a series of Grecian numbers. (31, 37, 41, 43, 53, 59) There is no clue as to what these are for. Engraved onto the top surface is a strange circular design. A relevant Science skill (target 2) or a high Navigation (target 5) can identify the pattern as a particular planetary alignment that comes every few thousand years. The next one is not due for 367 years. If this was the surface world the characters would be identifying the dais as a primitive observatory. What use could it be here in the Hollow Earth where the stars cannot be seen?

Far below (300 feet), by the shore of the lake characters can see a number of things. All conscious characters should make Perception rolls;

1 success: A set of ancient steps have been carved from the rock of the escarpment. While large stretches of it have decayed into ruins it will be a lot easier than climbing down the cliff face itself.

2 successes: There is a ruined circular building by the shore of the lake. From the columns it looks a lot like an ancient Grecian temple.

3 successes: A number of fruit trees can be seen growing near the temple.

4 successes: There is a momentary flash of gold in the centre of the temple.

6 successes: On the steps of the temple there is a body. It is not moving.

8 successes: The body is dressed in modern looking clothing.

The GM should allow characters to talk about whether or not they are going to climb down. There are details that should appeal to a number of different Motivations and Flaws. Style Points should be given for players who can relate the details visible below to the own character's Motivations and Flaws.

If players delay for too long the GM should tell them that they can now hear calls and

bellowing coming closer. The Velociraptors and Ape Men are obviously still in pursuit.

THE STAIRWAY

The elaborately carved steps head downwards at a gentle slope. They are 16 feet wide and every 60 steps there is a 180 degree switchback. Someone with Archeology or History can identify the stairway as Grecian or early Roman in design. There are no handrails. There are also a number of hazards to be faced on the way down.

The first flight of stairs is blocked about thirty steps down by hundreds of flowering creepers that have grown down from the jungle above. This will require either a very difficult scramble or someone to hack a path for the others. In the middle of the mass of vines and creepers there is a monstrous Stranglevine (*HEX pg 231*).

The second flight of stairs is a little crumbly but otherwise safe.

The third flight of steps is missing the middle twenty feet. It will have to be jumped or otherwise negotiated. Failure will result in falling 50 feet to the middle of the next flight of steps. A Style Point should be given to any character who thinks to go back and get the vines for use as a rope or bridge.

The fourth flight is itself safe but a number of small rocks fall down from the unstable flight above. A Defense Roll (target 3) is required or damage is suffered.

The fifth and sixth flights are safe although they are strewn with rubble. This is the remains of the third flight of stairs. A few pebble start to fall as characters pass by.

At the switchback of the seventh flight, a mated pair of Pterodactyls has set up a nest. They will vigorously attack any creature that approaches. They will swoop in and attempt to knock one of the characters off the stairway. See *HEX pg 119* for the Charging Shove rules. Any Successes over

Strength will result in the character being knocked from the stair.

On a stairway about eighty feet from the bottom of the escarpment the heroes come across a large snake climbing upwards. An easy Biology roll will deduce that the snake probably lives on Pterodactyl's eggs and hatchlings. It will make a brief show of aggression but will slither away once intimidated.

At the bottom of the last flight of steps there is a wide field covered in flowers. They each have an impressive 15 inch stalk with about 5 large trumpet shaped blooms in a glorious deep red color. As the characters reach the ground the gently swaying flowers all turn to face them. As people watch they realize that the flowers are swaying against the breeze. Any one who has read *Day of the Triffids* should be a little worried. In fact these flowers are harmless.

Biological Note: The flowers are in fact Amaryllis (*Hippeastrum*). These ones are a deep red color but they also come in pink, orange, red and white striped and pink and white striped. They are readily available in most garden/plant outlets. Of course normal Amaryllis does not, in general, move about.

THE TEMPLE

The waterfall crashes into the lake sending spray out for hundreds of feet. Away from the waterfall the sound reduces to the lapping of the ripples against the marble of the temple.

This ruined building is a round structure and is visibly decayed by the passage of centuries. The white marble is chipped and cracked by the powerful roots of trees from the jungle edge hundreds of feet away. The now missing roof was obviously once supported by rows of carved columns. The white marble shines brilliantly in the continuous midday sun.

On the wide stairway leading up to the temple is the body of a man. He is dressed in rugged clothing suitable for the jungle. He has a backpack and off to one side is a rifle. In the backpack there is a first aid kit.

GM Suggestion: You should be generous with the deceased's possessions as this is intended as an opportunity for player characters to restock with ammunition and medical supplies. The entire scene is where tired and injured characters can rest and recuperate. Give Style Points to those players who role-play relief and exhaustion after their harrowing experiences.

A Medical skill roll will determine that this man died from a gunshot in the back about a month ago. Nearby a pistol casing can be found. A Firearms roll (target 3) can identify it as having come from a German Luger.

A note book hints that this man was a member of a group called the Terra Arcanum. He had been sent here to investigate a massive temple complex. He was a part of a much larger party racing against Nazis to find something called the "4 Keys to Infinity". While he was unable to find the sanctuary itself he believed there was a clue in the floor of the temple but he was unable to decipher it. He was planning on hiking back to the coast where a submarine was waiting for him.

There is a map showing a 100 mile route to the coast of a large ocean. There is a date marked for five weeks from now. Another note indicted that if this rendezvous is missed the submarine will return in 6 months. This may be a way out for adventurers trapped in the Hollow Earth. Experienced explorers will realize that they will be lucky if they can travel 2 or 3 miles a day through jungle and that assumes there are no difficulties, like giant dinosaurs.

In the open area between the towering jungle and the ruined temple there is a scattering of fruit trees laden with strange yellowish green oblong fruit about 7 inches long and covered in rigid spines. In times

past this was obviously once a carefully tendered orchid.

Biological Note: The marang (*A. odoratissimus*), also known as tarap, resembles both the jackfruit and the seeded breadfruit in appearance. This stately tree is of South East Asian origin. Its large leaves are similar to the breadfruits, but they are less lobed. The Latin name indicates that the fruit is fine smelling. Contrasting the marang's robust aroma, the fruit is succulent and mildly flavored, quite suiting the palate of uninitiated Westerners.

Inside the temple there is an elaborate circular patterns set in the floor. A number of large golden rings marked with Greek numbers and letters have been set flat into the weathered floor. Other symbols are engraved into the marble floor surrounding the rings. The rings will pivot. The use of any relevant Science skill will identify that these rings conform to the movement of certain stars and planets. Clever players will guess that the rings can be moved to form a pattern as a particular planetary alignment that comes every few thousand years. If it is arranged to conform to a date 367 years from now an incredible event occurs.

OPEN SESAME

There is a sudden grinding sound that makes the earth shudder, a flock of terrified birds burst from the undergrowth, massive trees sway. As your eyes are drawn upwards you see the waterfall part like a massive curtain to reveal a giant statue hundred of feet tall previously hidden behind the impenetrable wall of water. What technology is there that could do a thing like this you wonder!

The 200 feet high statue has obviously been carved from the cliff face itself. It depicts a bearded man wearing a classical Greek or Roman toga, reclining on a throne with an arm resting on a stream-gushing amphora. Between his carved sandals there is a square opening with steps leading up to it. Some one with a relevant skill (such as History,

Archeology, or Anthropology) will identify the figure as one of the Potamoi.

Historical Note: The Potamoi were the gods of the rivers, sons of the great earth-encircling river Okeanos. Their sisters were the Okeanides, goddesses of springs, streams, clouds and rain. The River Gods were depicted in a variety of forms. In Greek vase painting they appear as either man-headed bulls or horned men with the body of a serpentine fish below the chest. In sculpture and mosaics they were usually depicted as the figure behind the waterfall.

As the earthquake fades away you see some of the water from the waterfall has been diverted to flow through new channels. You can hear ancient machinery beginning to move and turn deep within the escarpment.

GM Suggestion: This also would be a good spot for a session to end. Always try to leave players eager to play the next portion of the adventure. It will help bring them back for the next session.

TOMB RAIDING

As our heroes pass underneath the massive stone statue they realize how a bug might feel just before it gets stepped on.

The opening is eight feet high and eight feet wide. A cold breeze blows into the character's faces smelling of dampness. Beyond it a damp passageway vanishes into the darkness. After many weeks of perpetual daylight the complete darkness is very intimidating. The walls of the passage are wet and water drips from the ceiling to puddle on the floor.

Far up at the top of the escarpment our heroes can see people starting to move down the stone stairway. They should guess that the Ape Men have found out how to get down. They will be at the bottom in three or four hours so there is no time to waste. Torches can be easily improvised from branches and other undergrowth.

THE FIRST HAZARD

About thirty feet down the passageway characters hear a grinding noise. As they move forward they see a deep pit blocking the entire width of the passage. At the bottom of the pit a set of sharp circular blades spin about in a blur of movement.

The walls are smooth carved stone and are very slippery from the water-laden air. It will take an Athletics skill (target 2) to climb across, or heroes can just jump the 8 foot distance to the other side. If any one fails the jump they are hanging by their finger tips while their feet are tickled by the spinning blades. Swift action by teammates can rescue them before they fall to certain death. Suffering a botch will require heroic action by teammates but that is what they are there for!

This obstacle is designed to be dangerous not difficult.

THE SECOND HAZARD

A grinding noise followed by a crashing bang warns of the next trap. The stone walls of the next 45 feet are each ramming inwards to collide with the opposing wall in the middle of the passage before sliding back again. Each of the moving blocks is eight feet high and eight feet deep. There is a two foot wide clear spot between each pair of crushing blocks.

Running or diving through will require a Defense or Acrobatics roll (target 8). Damage is suffered for failure. A botch will result in the character being pinned while the blocks pull back before rushing towards each other! Heroic action will be required to save them from being turned to jelly.

Any character with the Mathematics or Engineering skill (target 4) can determine that the first set of blocks moves on a 6 second cycle, the next on a 5 second cycle and so on down the fifth set which are on a two second cycle. Discovering this will result in the target number for the Defense

roll being reduced to 2. Or you could role play through the trap.

THE THIRD HAZARD

The long corridor ends in a thirty feet wide shaft. In the far wall of the shaft, about sixty feet up, is a ledge leading to another corridor. Hanging the length of the shaft, about ten feet away, are two vertical chains. These chains are hanging ten feet apart. The tops of the chains vanish into the darkness overhead. The bottom of the chains are concealed by the water filling the lower portion of the shaft about twenty five feet down. The water spins about in a whirlpool powerful enough to drag anything under.

Unknown to the characters this is a single chain that has been looped over an unseen giant wheel at the top of the shaft. Any weight on one of the chains will cause that chain to descend towards the swirling water while the other rises. The weight of a normal human will cause the chain to move about twenty feet a round. The chains are wet and very slippery.

The suggested way of getting through is for one character to jump to the first chain. Then, as it descends towards the deadly whirlpool, he needs to jump to the second chain before he is sucked under. At the same time someone else needs to jump to the first chain. If the weight is evenly distributed the chain will stop moving. It can then be easily climbed. Of course when the first character then jumps to the upper ledge the chain will be once more unbalanced.

Jumping onto and off of the chains is not difficult (Athletics target 2) but it does require teamwork. Any character that falls into the whirlpool will be dragged at great speed down a water filled tunnel only to surface in the lake underneath the waterfall. They will be exhausted, terrified and half drowned but they will be alive (having suffered 4 non-lethal damage points).

Imaginative players may be able to conceive other ways to get to the upper ledge.

From the upper ledge the ten feet wide wheel can be seen with the chain looped over it. It is twenty feet away. About twenty feet beyond that the shaft ends at a dome made of pieces of fitted stone. A character with Engineering can tell from the water dripping through that the dome is probably holding the river back. If it gives way the entire temple could be flooded in minutes!

THE FOURTH HAZARD

Blocking the upper passageway is a massive stone door. Imbedded in the portal are six dials, each with nine symbols. The dials spin easily to the touch. Obviously this is a combination lock. To open it requires the use of Linguists, Ancient History, Mathematics or Physics. Eight successes in an Extended Action (Difficulty 2) must be achieved to open the door. Or they could just use the combination which is 31, 37, 41, 43, 53, & 59. See *HEX* pg 106 for a description of Extended Actions.

The door is solid stone and weighs many tons. If explosives are used the dome at the top of the shaft will rupture.

GM Note: This is designed to encourage the action orientated adventurers not to abandon their more cerebral companions. If a party is so narrowly focused that they do not have the skills necessary to open the door then remind them of the strange series of Grecian numbers from the dials at the top of the waterfall.

THE GUARDIAN'S CHAMBER

As the stone door rolls silently to the side the characters are overwhelmed by the smell of rotting fish. The characters torches and flashlights reflect off of a vast reservoir of still, black water. The chamber stretches out for at least a hundred feet. Running around the edge of the reservoir is a path a few feet wide. At the far side of the chamber, too far to be seen with carried lights, can be seen a faintly glowing green light.

This is actually a great big tank with a giant octopus in it. The tank is hundreds of feet

deep. The beast has been kept alive through the centuries by the magic of the artifact. It is also very hungry. As soon as the characters enter the chamber the ravenous octopus will attack in a swirling frenzy of tentacles.

At the far side of the pool there is a large statue (10 feet tall) of a seated man similar the one under the waterfall. The statue is of a green marble like stone that almost seems to move under the torch lights. Resting the statue lap is a large green emerald, carved to be an exact replica of a life sized human hand. It glows faintly in the darkness. The first character to touch it feels a shiver as some strange energy runs through him. If the Hand is removed the octopus dives to the bottom of the tank and the next scene unfolds.

GETTING OUT

As the Emerald Hand is lifted from its pedestal there is a grinding, the ground shakes and there is a roar of rushing water. Back at the shaft the dome at the top is opening! Hundred of gallons of water are pouring in every second. The volume is increasing as the dome slowly opens up to let the river in.

Characters must run very fast. All of the previous obstacles must be negotiated at great speed. Characters who have worked out what the whirlpool does can use it as a fast escape from the swiftly flooding temple. It would be very cinematic for a hero to dive gracefully from the upper ledge into the swirling water far below.

GM Suggestion: This should be staged for dramatic effect. If the characters got this far relatively easily then you should feel free to raise the target numbers on the hazards by one or even two in order to make this an exciting sequence. Describe water pushing them towards the traps. Waves crashing into them, washing their gear away.

OK, NOW WHAT?

As the characters pull themselves from the lake or stumble from the passageway between the statue's legs they can only stare in awe as the waterfall slowly reforms to once again protect the ancient statue and its secrets behind hundreds of tons of crashing water.

As they pick themselves up they realize that they are surrounded by black clad figures pointing submachine guns and Lugers at them. A German-accented voice says, *"I believe you have something that belongs to the Reich."* The Nazi boasts how he killed the other explorer on the steps of the temple before he could decipher the engravings. How lucky is it for him that he returned just as you were exiting with his artifact. If the characters have made any enemies amongst the Nazis then this would be a good place for them to make an appearance.

As the Aryan bully continues on his self-important soliloquy, the characters can see behind him and his men dozens of Ape Men charging forward from the carved stairway while a pride of Velociraptors melt out of the jungle.

Just as the players are wondering whether they should warn their fellow humans of the danger behind them the giant octopus from inside the temple (if it is still alive) surfaces in the lake!

As the five way fight breaks out characters have several options. Fight everybody at once (and probably die), join the Nazis while they fight everybody or run away with the treasure while everyone else is distracted by killing each other.

The End – for now

NEW RULES

GIANT OCTOPUS

A cunning and stealthy predator, a single giant octopus is more than a match for most opponents in one-on-one combat.

Giant Octopus

Archetype: Animal Motivation: Survival
Style: 0 Health: 12

Primary Attributes

Body: 6 Charisma: 0
Dexterity: 4 Intelligence: 1
Strength: 6 Willpower: 4

Secondary Attributes

Size: 2 Initiative: 5
Move: 10 (20)* Defense: 8
Perception: 5 Stun: 6

Skills	Base	Levels	Rating	(Average)
Brawl	6	4	10	(5)
Stealth	4	4	6**	(3)
Survival	1	3	6	(3)

Talents

Dual Wield (ignore off-hand penalty)
Skill Aptitude (+2 Survival rating)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	0 L	-2	8 L	(4 L)
Tentacle	2 N	-2	10 N	(5 N)

* *Giant Octopi double their Move rating when swimming*

** *Giant Octopi suffer a -2 Size penalty to Stealth rolls and automatically fail unless underwater or camouflaged*

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