

# **TaleMix: FANTASY**

**TW2 Creations**



# **Gave of the Seven Mists**

**By  
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# **Cave of the Seven Mists**

**An adventure for  
TaleMix: Fantasy Setting**



Written, Edited, and Illustrated by Lucas Puryear

# Special Thanks

My wife, Meranda, for not killing me for talking about this game for... well a really long time.

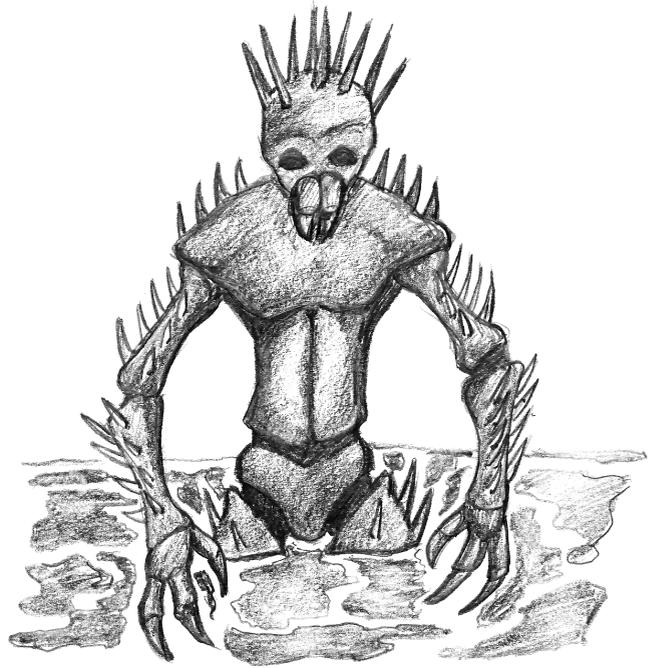
Derrick, Jeff (Digital), Megan, Jeff (Lawful), Karim, Thomas, Preston, and Wayne for the best campaigns I have ever played, and for showing what ROLE-playing really means.

## TW2 Creations



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# INTRODUCTION

Thank you for buying, or even perusing this book. This is the demo that heralds the culmination of several years of reworking the idea to the brink of death, but here it is. *TaleMix* is designed to allow a broad spectrum of character types to work together in multiple settings. *Cave of the Seven Mists* is part of the Fantasy setting, which the full book will be coming in the near future.

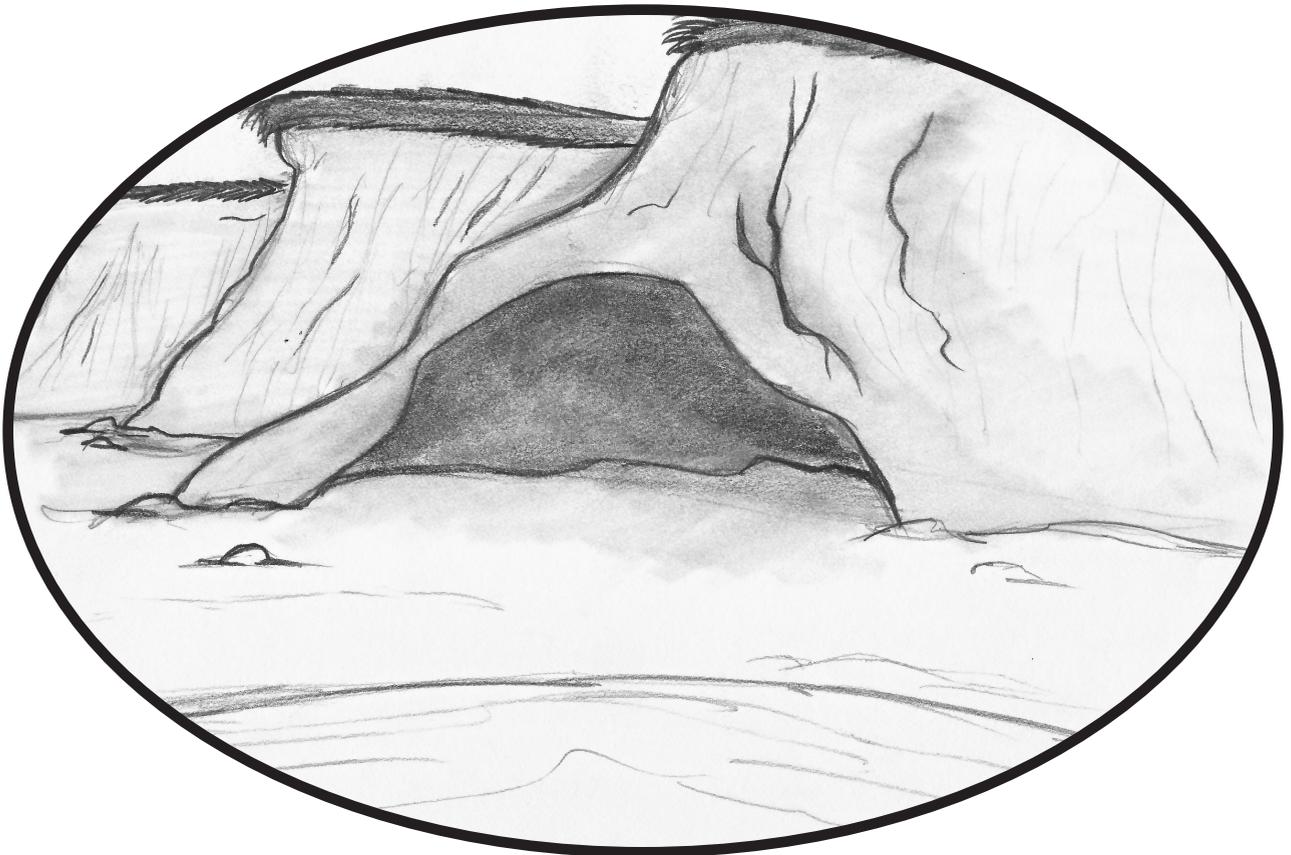
As it always should be noted, any rule is to be seen as a guideline and the Storyteller, Narrator, Dungeon Master, or any of the countless titles given to the game runner, should always decide if a rule helps or hurts the flow of the game. Characters should feel like heroes in the world, after all that is why they get all the shiny gear. Sometimes rules have to be bent in the heroes favor, and sometimes a hero should fall before their big comeback.

The pre-generated characters in this book are slightly more powerful than basic starting characters. *TaleMix* uses a 100 point system for building characters, these are done using the 150 point scale used for a more potent start.

In *TaleMix* your tale grows by your legend and your legacy. Legend is how far and wide you are known, while legacy determines how the world views you. Are you a hero or a villain?

So grab your pencil, paper, dice (a set of 10 dice with 10 sides is the recommended set, but the % [10 sided die with 10s count], and d10 [10 sided die] from a regular set will work fine) and possibly a word processor and computer screen and see how your tale grows.

This book is a demo of the actual game, play may change by the time the full game hits shelves.



# RULES / GUIDELINES

## ROLLING THE DICE

The ever popular dice rolling mechanic, take a bunch of numbers, add a random die or two, and see who wins. Well, not much changes here. You get a Skill and it's appropriate stat, combine their numbers to form the base. Then you add the dice, should be 2 dice, one for the stat and one for the skill respectively. If a character has an applicable specialization in a stat or skill, then each specialization is an extra dice on the roll.

EX: Lief has a 25 coordination and a 20 in one handed swords, with a specialization in Longsword. He would then take  $45 + 3d10$  to see how well he struck. He can also use the same roll to block an enemy

If a dice rolls a 10, then it rolls over and you get to add another d10 to the roll. Each of the starting dice can do this up to 4 times. This makes each d10 effectively a d50. So a character rolling  $3d10$  on a swing like Leif can get up to 150 just on the dice.

Passive, or non rolled, die checks have each dice adding a +5 to the base number. Using Lief again as an example, his 45 goes to 60 for non rolled attacks. This means he can hit anything 59 or below without using the dice to slow down play, or missing his mark. It also means that he cannot do more than base damage to the opponent on an Passive check.

All rolls are done using this same mechanic, it streamlines play and makes it far simpler to memorize the rules for dice. The rollover rule allows for spectacular numbers if you are lucky, but the cap is intended to keep it from being too powerful and allow some of that luck to go to the next roll.

## EXAMPLE ROLL

$25 (\text{Stat}) + 20 (\text{Skill}) = 45$

3 Dice roll a total of 25

$45 (\text{base}) + 25 (\text{roll}) = 70$

## DETERMINATION DIE

The determination die is a mechanic intended to show the determination of the protagonist to accomplish their goals. The standard character gets 1 Determination Die per 10 points in Willpower. Each of these can be used once per session, since they add to the drama and excitement of epic game moments.

In case you are a marathon player, these can replenish every 6 hours of real time for those 12 and 24 hour sessions. This would also be a good point to get up and go for a stretch, or a meal run as the snacks and drinks probably only last 6 hours anyway. As this is a short module, shouldn't take more than 2-3 hours of play, most of this won't matter, but it is nice to add since this could be an adventure thrown into a larger campaign.

EX: Sylvia sees a partner in trouble, and the opponents are underneath a chandelier. She can choose to add one or both of her Determination Die to the roll to make sure she hits the rope and makes the fixture fall on a couple of their enemies. She has a 25 in 1 hand swords and a 25 in coordination, but her cutlass specialization does not cover throwing the weapon, and so she only gets to use  $2d10$  instead of  $3d10$ . This is why she adds the extra d10 from Determination.

## INITIATIVE AND ACTIONS

Who goes first, last, and in between, is determined by Coordination and Instinct. Add in a roll of the 2d10 and the highest goes first, and the lowest last. Everyone else goes according to the number.

Large groups and squads go on the same initiative, so if the captain rolls a 50, the whole squad goes on 50. If a player and a non player get the same number, the player always goes first.

EX: Player has 25 in both Coordination and Instinct, thus starting with a 50, and they roll a 14 on the dice. They have a 64 initiative. The non player has a 20 Coordination and a 25 Instinct, and they get a 19 on their dice roll. Both have a 64, but since one is a player he or she automatically goes first.

Each round of combat, or contested set of physical contest, a character gets an aggressive action for every 10 points in Coordination and an active or rolled defensive action for every 10 points of Instinct. These actions are rounded down, thus a 29 is still 2 actions. Every action after the first happens in 10 point intervals down the chart.

When multiple players get the same initiative score, the player with the highest base Coordination and Instinct combination goes first. If there is a tie with those, the highest instinct goes first.

EX: Player 1 has 3 aggressive actions and gets a 45 on his initiative. He would thus go on actions 45, 35, and 25. His opponent only has 2 aggressive actions and gets a 45 as well. As an NPC the opponent goes second on both 45 and 35. The second player rolls a 35, but has a higher base than player 1, so when 35 comes along in the initiative he/she gets to go before player 1.

For the purposes of dual wielding and fighting without using your prime hand, all offhand attacks deal half damage. The bonus from exceedingly skillful strikes is still there it just goes in increments of 10 instead of 5. This bonus will be explained more below.

### DAMAGE

Damage is not always about who has more muscle, a well placed hit is usually more damaging than a powerful one. Every weapon has a standard base damage, and for every 10 Strength you can power through more damage levels. For every 5 points rolled above the target number an extra level of damage is applied.

A character's health is divided into 4 tiers, Healthy, Hurt, Injured, and Severe. Each tier has one Body Level for every 10 points in Fortitude. Thus a character with 30 Fortitude would have 12 body levels over the 4 tiers. Each tier below healthy applies a -5 to all rolls.

HEALTHY:	FULL ROLL
HURT:	-5
SERIOUS;	-10
INCAPACITATED:	CAN'T ACT
DEATH	

## ENERGY POOL

Nobody can swing a sword all day long, nor can they cast spells perpetually. Being a hero can take it out of you, and your Endurance and Willpower are what drive you forward. By adding your Endurance and Willpower together you get the pool of energy to use for your attacks and magic.

EX: Lief has a 35 Endurance and a 25 Willpower, and thus he has a pool of 60. Sylvia has the reverse stats but the same level of energy.

## MAGIC

Wild and unruly, magic is a force of nature that only the strongest of wills can control. A good mage can wield the forces of magic as a master warrior can wield a blade. Whether managing the path of a raging fireball or changing lead to gold, magic is as malleable as the mind using it.

There are quite a few magic types, some of which can be combined to perform extra abilities. Fire and Earth, for example, allow the control of molten rock and metal. Air and Water combine to produce and control ice.

Transmutation and Metamorphosis differ in that one is for inanimate objects and the other is for living creatures. Combining the two, as with the elements, allows you to change the makeup of another living creature. The skill used for combinations of magic is called Spellcrafting.

Using Spellcrafting to merge magics, the highest effect of either magic used can only be equal or less than the Spellcrafting skill. So a player whose magic skill is higher than their Spellcrafting skill loses some effectiveness with that magic, but since it is merged, they can do different effects that the lone magic type would not allow. Though a couple of examples have been presented, a good player and host concession can be arranged to do all sorts of mergers that can essentially be new magic types individual to the player.

Casting spells requires a Willpower + Magic type roll. The amount of energy used in Spellcrafting is more adjustable than with weapon combat. When dealing with magic that does damage, a character puts as much energy into the spell as they want the base damage to be. If a player wants to go all out and blast their opponent in one strike, they will use a good portion of their energy.

EX: Caliope decides to create a wall of fire, she needs a 50 to make the wall she wants. Her willpower is a 30 and she has a specialized 10 in fire, since the specialty adds a die she can cast the spell without needing to roll, because each die counts as 5 for a passive roll she already has 55 when her numbers are added.  $30 + 10 + 15 = 55$

If she wanted to actually make a roll in this situation she could chance the sure thing and go for a more powerful wall, because her opponent is a 30 foot tall giant and she needs the time to get away. Since fire is a specialty she would take the 40 from the combined willpower and skill combo and then roll 3 dice instead of 2. As far as energy consumption, a called target number 60, 70, etc is required to determine the energy. She wants a 50 difficulty, her energy use is 5 points, but if she wanted 70 it would be 7.

## MOVEMENT

A character's movement is based on their racial or archetype speed. For simplicity in this demo, all characters can move 2 hexes on a gridded map or 2 inches on a plain table, per action. They can move 4 if they choose to take no other actions on that turn. Sprinting however makes it 8 instead of 4, with a roll required for chases or rough terrain.

EX: Sean sees that a group of undead are closing in on him in a couple more actions, as the healer he moves to position Lief as his "meat shield" so that he can heal him as necessary, without taking any damage himself. Lief however is 6 hexes behind him and the undead are 3 hexes in front. Sean uses his full move to get more distance between himself and the walking dead. Since these are mindless undead they don't change their pace accordingly.

# Hail Adventurers

Beyond this page you shall find the characters that shall get you to your goal. Each of the six has been dual written to accomodate both male and female characters.

Lief / Brunhilde the mighty berserker, from the frozen lands of the vikings.

Caliope / Cale the valiant Kobold shaman, with the mousey exterior by the mystic powers of nature in every action.

Breslynnne / Baylan the adventurous Wood Elf, that has the accuracy to hit a snail between the eyes at a thousand paces.

Sylvia / Seth the flamboyant pirate captain, who sails the high seas looking for adventure, and booty.

Marina / Sean the noble Selkie, servant of the ocean gods, and lover of seafood.

Hilda / Merle the Dwarven mage, the wielder of pure mystic energy, and... Ooh look, a shiny gem.

Happy adventuring and remember to have fun!

# CHARACTERS

Name: Lief / Brunhilde  
Race: Human (Male / Female)  
Archetype: Berserker  
Height: 7'2" / 6'8"  
Weight: 400 / 245  
Determination Die: 3

## STATS

Strength (STR): 40  
Coordination (COO): 20  
Agility (AGI): 10  
Endurance (END): 30  
Fortitude (FOR): 40  
Knowledge (KNO): 15  
Cunning (CUN): 20  
Influence (INF): 20  
Willpower (WIL): 20  
Instinct (INS): 20

## SKILLS

Longsword (COO): 15 (sp)  
8 Body (4b base + 4b STR)  
4 Energy Attack / Defend  
Shield (COO): 15 (sp)  
6 Body (2b base + 4b STR)  
2 Energy Attack / Defend  
Dodge (AGI): 15 (sp)  
Spear (COO): 10  
Brawl: (COO): 5 (sp)  
Swim (STR): 10  
Sprint (END): 10  
Climb (STR): 10  
Ride (AGI): 10  
Vision (INS): 10  
Intimidation (INF): 15 (sp)  
Leatherworking (COO): 10

## ABILITIES

Large: Stat bonuses of larger size  
Iron Grip: +5 Vs Disarm  
Athletic: +5 on Athletics Skills  
Berserk: +10 STR/COO for 15 Rounds  
-5 AGI/KNO  
Offensive: +5 to Attacks

## HEALTH / ENERGY

Energy: 50  
Energy Regeneration: 3 per round  
Healthy: 8  
Hurt: 4  
Serious: 4  
Incapacitated: 4

Name: Caliope / Cale  
Race: Kobold (Female / Male)  
Archetype: Shaman  
Height: 1'4"  
Weight: 15  
Determination Die: 3

## STATS

Strength: 15  
Coordination: 45  
Agility: 45  
Endurance: 20  
Fortitude: 15  
Knowledge: 30  
Cunning: 25  
Influence: 30  
Willpower: 30  
Instinct: 25

## SKILLS

Vision (INS): 10 (sp)  
Hearing (INS): 10 (sp)  
Air Magic (WIL): 10  
Fire Magic (WIL): 10 (sp)  
Earth Magic (WIL): 10 (sp)  
Water Magic (WIL): 10  
Weather Magic (WIL): 10  
Staff (COO): 10  
2 Body (1 base 1 str)  
Animal Identification (KNO): 10  
Plant Identification (KNO): 10  
Acrobatics (AGI): 10  
Balance (AGI): 10  
Tracking (CUN): 10

## ABILITIES

Invisibility At Will  
Speak with Small Animals  
Speak with Spirits  
Lucky: 1 Reroll per encounter  
Must say "Just My Luck"  
Exotic Mount: Parrot Drake  
Fast Acting: 1 Extra Active Defense Per Round

## HEALTH / ENERGY

Energy: 80  
Energy Regeneration: 2 per round  
Healthy: 2  
Hurt: 1  
Serious: 1  
Incapacitated: 1

Name: Breslynn / Baylan  
Race: Wood Elf (Female / Male)  
Archetype: Ranger  
Height: 5'4"  
Weight: 100 / 140  
Determination Die: 2

#### STATS

Strength: 15  
Coordination: 25  
Agility: 35  
Endurance: 30  
Fortitude: 15  
Knowledge: 20  
Cunning: 20  
Influence: 20  
Willpower: 20  
Instinct: 30

#### SKILLS

Bow (COO): 20  
5 Body (3 base 2 Live Wood)  
Longsword (COO): 10  
5 Body (4 base 1 strength)  
Stalk (AGI): 15  
Track (INS): 15  
Hide (CUN): 10  
Plant Identification (KNO): 20  
Animal Identification (KNO): 20  
Bowyer / Fletcher (COO): 10  
Leatherwork (COO): 5  
Navigation (INS): 10  
Vision (INS): 25  
Hearing (INS): 25

#### ABILITIES

Internal Compass: Always know direction  
Wild Communication: Talk with Animals  
Living Wood: Wood items made by wood elves  
retain living quality (+2 Body Damage)  
Fast Acting: 1 extra active defence per round.  
Elven Ears: Hear 4 times as far.  
Elven Eyes: See 4 times as far.  
Accurate: +5 On Aimed Shots,

Aiming takes 1 action.

#### HEALTH / ENERGY

Energy: 50  
Energy Regeneration: 2  
Healthy: 3  
Hurt: 1  
Serious: 1  
Incapacitated: 1

Name: Sylvia / Seth  
Race: Human (Female / Male)  
Archetype: Rogue (Pirate)  
Height: 5'6"  
Weight: 110 / 150  
Determination Die: 3

#### STATS

Strength: 15  
Coordination: 35  
Agility: 35  
Endurance: 20  
Fortitude: 20  
Knowledge: 20  
Cunning: 25  
Influence: 25  
Willpower: 20  
Instinct: 20

#### SKILLS

Cutlass (COO) 15 (sp)  
5 Body (4 base 1 strength)  
Flintlock (COO): 15 (sp)  
8 Body (reload 10 actions)  
Dodge (AGI): 20 (sp)  
Hide (CUN): 10  
Stalk (AGI): 10  
Navigation (INS): 10  
Vision (INS): 10  
Hearing (INS): 10  
Seduction (CUN): 10 (sp)  
Deception (CUN): 10  
Brawl (COO): 10  
1 Body (1 strength)

#### ABILITIES

Fast Acting: 1 Extra Active Defense per round  
Lucky: 1 Re-roll per encounter. Must Say "Just My Luck"

Inspiring Courage: Charge into 2:1 odds as a team,  
and go first, the team gets +5 on all rolls.

#### HEALTH / ENERGY

Energy: 40  
Energy Regeneration: 2  
Healthy: 2  
Hurt: 2  
Serious: 2  
Incapacitated: 2

Name: Marina / Sean  
Race: Selkie (Female / Male)  
Archetype: Cleric  
Height: 5'8"  
Weight: 115 / 165  
Determination Die: 2

#### STATS

Strength: 20  
Coordination: 10  
Agility: 30  
Endurance: 30  
Fortitude: 20  
Knowledge: 25  
Cunning: 25  
Influence: 30  
Willpower: 25  
Instinct: 20

#### SKILLS

Spear (COO): 10 (sp)  
6 Body (4 base 2 strength)  
Life Magic (WIL): 10 (sp)  
Heal 1 body per 5 points on roll  
Mace (COO): 5  
4 Body (2 base 2 strength)  
Leadership (INF): 10  
Mythology (KNO): 10 (sp)  
Diplomacy (KNO): 10

#### ABILITIES

Shapeshift: Seal form +25 Swim (STR)  
Dusk Vision: Can see just as well in low light.  
Aquatic Lungs: Can hold breath 30 seconds per point of endurance.  
Power of the Gods: Once per day, per 10 points of Influence, can summon the power of her patron for +10 in any skill for one hour.  
Healing Touch: Healing deals 1 body level per 5 points on a roll instead of 10 points.  
Ritual: Spend 4 actions to consecrate a room or small area to your deity.  
Lucky: One Re-roll per encounter. Must say "Just My Luck"  
Energy Reserves: Double endurance to energy pool.

#### HEALTH / ENERGY

Energy: 70  
Energy Regeneration: 2  
Healthy: 2  
Hurt: 2  
Serious: 2  
Incapacitated: 2

Name: Hilda / Merle  
Race: Dwarf (Female / Male)  
Archetype: Witch / Wizard  
Height: 4'6" / 4'8"  
Weight: 110 / 185  
Determination Die: 2

#### STATS

Strength: 30  
Coordination: 25  
Agility: 20  
Endurance: 25  
Fortitude: 25  
Knowledge: 25  
Cunning: 25  
Influence: 15  
Willpower: 25  
Instinct: 20

#### SKILLS

Warhammer (COO): 10 (sp)  
6 Body (3 base 2 strength)  
Telekinesis (WIL): 10  
Mystic Energy (WIL): 15 (sp)  
Earth Magic (WIL): 10  
Spellcraft (WIL): 10  
Alchemy (KNO): 10  
Brewing (KNO): 10  
Minerals (KNO): 20 (sp)  
Climb (STR): 10  
Swim (STR): 10

#### ABILITIES

Subterranean Vision: See in full darkness  
Forgeborn: Comfortable in temperatures from -50 to +250  
Internal Compass: Always know what direction they face.  
Fast Acting: 1 Extra Active Defense per round.  
Lucky: One Re-roll per encounter. Must say "Just my luck".

#### HEALTH / ENERGY

Energy: 50  
Energy Regeneration: 2  
Healthy: 2  
Hurt: 2  
Serious: 2  
Incapacitated: 2

# **WARNING**

**UNLESS YOU ARE  
THE HOST RUNNING  
THE GAME, READ NO  
FURTHER.**

**YOU MIGHT SPOIL YOUR  
FUN THAT WAY.**

# Let the Adventure Begin

The Cave of the Seven Mists is named for the group of mages specialized in the weather. The Seven Mists founded a seaside town that has recently seen strange fluctuations in the tides, and strange rumblings have been heard from the cave south of the port. A descendant of the original seven has gone missing, and it is assumed that he has been taken by a sea hag named Garix.

Sea hags are not known for their peaceful ways. Ever since their split from the merfolk by the goddess of the sea, their leaders have been hungry for power. Capturing a descendant of the Seven Mists is a step towards more power in the region.

The group the players are a part of has been traveling together for quite a while aboard the ship "Scuttlebutt". Seven Mists is the current port of call for the crew, and their reputation has preceded them. During a night of revelry at the Unicampus Tavern, a city official made a deal with the captain to rescue the captive and receive a sack of gold each.

Heartily accepted, the crew headed south of town to the cave, in search of Garix and the captive. When they arrive they find a cave mouth about twenty feet tall and ten feet wide. The opening chamber widens to about seventy feet after the entrance.

Strewn across the floor of the first chamber are various piles of discarded shells and fish bones. The ceiling is lined in the middle with luminous stones, bearing light enough to see the entirety of the chamber. Several mounds of spikes, much like giant urchins, lie near the pathways to three other chambers.

As the players close in on the three pathways the piles begin to shift. As the metamorphosis in them continues, they begin to form humanoid bodies. Their spikes shorten as well, making them look like a grotesque spiked suit of armor. The light from the stones catches their emotionless black eyes. The human sea urchins lumber towards the group of players, emitting a high frequency clicking sound.

## The Urchins

Height: 6'  
Weight: 250  
Determination Die: 0 (NPC's have none)  
Initiative: 30  
ATTACKS  
Claws: 35 + 2d10  
4 Body  
Projectile Spines: 35 + 2d10  
2 Body  
-10 STR per round venom (40 Fortitude resistance)  
Dodge: 40  
ENERGY / HEALTH  
Energy: 40  
Energy Regeneration: 2 per round  
Healthy: 5 (2 + 3 Shell armor)  
Hurt: 2  
Serious: 2  
Incapacitated: 2

As the fight rears on, the urchins can be scared away by an intimidation of 80 or more. As each urchin falls, this number is decreased by 10. There are 8 urchins in the room, and if they flee they go to chamber 4.

After the encounter, the players can search the room for any hidden treasures if they like. There are about 10 gold coins in a small altar to a sea goddess, as well as a few intact spines from the urchins to use for toxin later. Since this cave is otherwise relatively unused there are no other artifacts to be found.

The light from the stones penetrates the corridors, however natural curves in the geology obscure the secondary chambers from view. As the players are deciding on which of the rooms to choose, there is a somewhat muffled argument from deeper in the caves. It sounds like a human male yelling back and forth with another masculine voice.

Human: "Hey fish face, look at me when I am talking to you!"

Garix: "And what if I completely ignore you and feed you to the beast for your insolence."

Human: "Someone will stop you, there is no way you got me here with nobody noticing you."

Garix: "Exactly Bartleby, I am counting on a few more sacrifices."

## CHAMBER 2

The far left passage leads around a short bend but stays mostly straight. As they round the corner they can see another room with an ominous blue glow. Scattered around the room are about twelve more urchin mounds. A few skeletons of previous adventures can be seen among them.

There is a small pool of water near the back exit of this chamber. It appears to glow more than the areas with the rocks in the ceiling. A few small carved shrines to different sea gods and goddesses line the wall, including one that looks like an even more disturbing version of the urchins.

When the encounter ends, there is about 5 gold for each character if they choose to take the items from the shrines. Other than that, the previous adventurers have a couple small items, their weapons appear to be missing. A later examination of the pool shows a large shadow pass underneath.

If the Selkie tries to swim and find out what the shadow is, they see a giant cuttlefish with a body of tentacles below it.

## CHAMBER 3

The path in the center curves in a zig-zag angle, and at the end of the path opens to a small chamber. On the ceiling of this chamber there are hundreds, if not thousands, of sleeping bats. There is not much else in the room besides guano, but the path at the end is straight enough to see a large glowing chamber ahead.

## CHAMBER 4

The path to the far right chamber is also only slightly bent, but the light is dimmer in this corridor. When the characters get to the actual chamber it spreads out almost as large as the first. The light in here is dim and green, but the outlines of at least ten more urchins can be made out in the room.

This chamber has more in the way of treasure. The weapons from the corpses in chamber 2 lie against the wall. While they are not ornate, each one is worth 20 gold in the market, and there are 12 of them.

## THE FINAL CHAMBER

In this chamber the light is glowing to almost daylight proportions. Chained to a tall beam is Bartleby, and in front of him stands Garix, who has the appearance of a man with webbed hands and a fish head. He wears a thick robe and has the jawbone of a sawtooth shark on his waist.

Garix: "Well Bartleby, you won't be the only sacrifice today after all. It seems that we have seven sacrifices today."

### GARIX

Height: 6'10"

Weight: 380

Initiative: 40

#### SKILLS

Shark Sword: 45

6 body

Water Magic: 40

Fire Magic: 40

#### ENERGY / HEALTH

Energy: 55

Energy Regeneration: 2 per round

Healthy: 8

Hurt: 2

Serious: 2

Incapacitated: 2

When Garix gets to Hurt, or gets intimidated with a 50 or better, he summons the Cuttlehead. The cuttlehead is a giant squid in human form. Four The head looks like a cuttlefish while the two arms are extra long spear tentacles, and it walks on four other tentacles. When he calls it, it erupts from the water with a high pitched screech. His call to the beast is "Guardian of the Krakens, protect me."

### CUTTLEHEAD

Height: 35'

Weight: 4000

Initiative: 30

#### SKILLS

Tentacles: 45

8 Body

Beak: 30

10 Body

#### ENERGY / HEALTH

Energy: 80

Healthy: 10

Hurt: 5

Serious: 5

Incapacitated: 5

When the battle with the hag and the cuttlehead is over, the players can finally release Bartleby. He has the indignant air of a noble, but his gratefulness for not being the supper of a calamari dinner shows through. He doesn't look too worse for wear, as if Garix had wanted him to be in near pristine condition for the sacrifice.

Bartleby says to the party, "You may take whatever you like from the hag's hoard. I just wouldn't flaunt what you take when we get back to town, as this dolt probably stole it from someone there. Now lets get out of here, I need a hot bath and a cup of tea."

Any questions about why he was taken in particular are met with a sigh and a shoulder shrug. He mentions that his family was loyal to the sea goddess who cursed the hags back when they were simply a noble family of merfolk. He explains that hags were once merfolk and their curse was to have the shape of a man with the head of a fish.

## THE LOOT

As the characters go to loot the room, they find an assortment of smoothed gemstones, worth 120 gold. The sawtooth sword is worth about 60 gold because of the gold inlay throughout the jaw. The cuttlehead is worth 6000 gold as appetizers at the pub, fried calamari is a specialty of the house at the Unicampus.

Back in town the promised sacks of gold are waiting, 50 gold per bag, and a thanks from the city official. The Unicampus also throws in a free night of revelry, as Bartleby is the nephew of the owner.

Official: "On behalf of the town of Seven Mists, I officially thank you for your service to our community. The gold and glory are yours to enjoy."

