

THE STAR PIT

LEGENDS TELL OF A GREAT STAR FALLING FROM THE SKY WHEN THE EMPIRE WAS YOUNG. GREAT FIRES SWEEP ACROSS THE LANDS IN A NIGHT, SCORCHING FIELDS AND BURNING FORESTS. IN THE CENTURIES SINCE, THOSE FIRES WERE ALL BUT FORGOTTEN. THE HOLE IN THE EARTH BECAME A BEACON TO ADVENTURERS AND EXPLORERS WHO CLAIM THE LEGENDARY RECORDS SAID TO EXIST IN THE FALLEN STAR AT THE BOTTOM OF THE PIT. BUT IT HAS ALSO BECOME A BEACON TO HUNDREDS OF BARBERS WHO SETTLE AS BARBERS (THEY HOPE TO EMBROIDER EMBROIDERY WITH YOUR FAVORITE WINGED MENACE). OVER TIME, THOSE SETTLEMENTS HAVE APPEARED IN THE PIT, CATERING TO THE PIT EXPLORERS AND OFFERING SOME HEAVY ARMED THE WINGED CREATURES WHO PLEDGE TO THOSE WHO HAVE TO REAP THE FALLEN STAR.

SMALL UPPER SETTLEMENT - WALKER'S NEST (DEPICTED BY A SINGLE BUILDING)

THE PROPRIETOR OF THIS ESTABLISHMENT STOCKS A RANGE OF FOODSTUFFS AS WELL AS WATER-SKINS CONTAINING AN ASSORTMENT OF DRINKS. SHE PAYS LOW RATES FOR ANY THIEVES PICKED UP IN THE CAVES (SOME OF COST PRICE), AND OFFER FINES BURNED EQUIPMENT BEFORE UNSELLING IT TO ADVENTURERS PLANNING TO HEAD DOWN FURTHER INTO THE PIT. SHE ALSO OFFERS LODGINGS FOR A NIGHT AT A REASONABLE PRICE.

LARGE SETTLEMENT - THE BALPIT (DEPICTED BY A PAIR OF BUILDINGS)

THE ADVENTURERS WHO SETTLED HERE MAKE A LIVELIHOOD TRADE WITH THE EXPLORERS WHO REGULARLY TRAVEL UP AND DOWN THE PIT. FOOD AND DRINK ARE AVAILABLE HERE AT THREE THE NORMAL COSTS, AS ARE LODGINGS (AT A MORE REASONABLE RATE). THERE IS A 50% CHANCE OF A FORTY ADVENTURING PARTY OR A TRAVELING TRAVELER WHO MIGHT OFFER THEIR SERVICES FOR A PRICE. A RANGE OF VARIOUS EQUIPMENT CAN BE FOUND FOR SALE (ROUGHLY WHAT YOU'D FIND IN A SMALL TOWN MARKET, WITH THE OCCASIONAL RARE ITEM). PRICES HERE ARE ABOUT 50% MORE THAN YOU'D EXPECT ELSEWHERE.

SMALL LOWER SETTLEMENT - POSTMORT (DEPICTED BY A SINGLE BUILDING)

AN OLD PASTIC SITS IN A HALF DECAYED STRUCTURE THAT LOOKS LIKE ONE OF THE OLD BURNED TEMPLES SCATTERED THROUGHOUT THE KNOWN CORNERS OF THE WORLD. EVERY 2 HOURS, THERE IS A 75% CHANCE HE'LL BE MEDITATING IN A PASTIC THRONE TO MAINTAIN THE SACRED BARRIER THAT PREVENTS UNWILD BARBERS FROM EMERGING THROUGH THE ROLLING CLOUDS REFERRED. IF HE IS AWAKE, HE WILL FULLY FEEL AND REGENERATE (REMOVE WOUND OR TRUST) ANYONE WHO ASKS FOR HIS ASSISTANCE. HE HAS NOTHING TO SELL, BUT ANYONE MAY MAKE CAMP HERE AT NO COST.

1 Cut Map

2 Wrap Cylinder



3 Tape Cylinder Edge

PIT WALL EXPLORATION

MARKING ONE LOOP OF THE PIT IS THEACHEROUS AND SLOW WORK THAT TAKES TWO HOURS. ROLL A DICE FOR EACH 2 HOUR PERIOD OF EXPLORATION (OR PART THEREOF).

ROLL 1	A NUMBER OF DICES EQUAL TO HALF THE CURRENT PIT LEVEL. ATTACK.
1	A BARRY ATTACKS.
2	SLOPPY SLIDE (MAKE THIS ON THE MAP) SUCCEEDED IN A PERSISTENTLY REFLENS CHECK, OR SUFFER INJURY WHEN YOU THUMP 10 FEET/SEC. SORT TO THE NEXT PIT DATE.
3	SLOP GROUND (MAKE THIS ON THE MAP). THIS GROUND IS BOUNCY AND TAKES TWICE AS LONG TO PASS.
4-5	BUILDING EXPENSES.
6	YOU FIND A SECLUDED SPACE SUITABLE FOR CAMPING (MAKE THIS ON MAP).

FOR EVERY 12 HOURS OF EXPLORATION USE A RATION OF FOOD AND WATER.

IF YOU PASS THROUGH A DESIGNATED DANGER ZONE, SUBTRACT THE INDICATED VALUE FROM YOUR ROLL.

CAVE EXPLORATION

WHEN YOU REACH AN UNMARKED CAVE ENTRANCE, WRITE A LETTER OF IT (STARTING WITH J.A.C. ETC.). IT IS NOW CONSIDERED MARKED. INDICATE THE DIRECTION YOU WANT TO GO (UP OR DOWN), THEN MAKE A NAVIGATOR'S SPELLING ROLE (IF YOUR GAME USES SUCH THINGS, OTHERWISE SOME KIND OF INTELLIGENCE ROLE). EXPLORING A CAVE TAKES AN HOUR UNLESS OTHERWISE INDICATED. THEN ROLL 1D6.

IF THE PLAYER SUCCEEDED, THEY MAY CHOOSE 3 DICE AND ALLOCATE THEM. IF THE PLAYER FAILED, THE GM MAY CHOOSE 3 DICE AND ALLOCATE THEM.

DIC	MOVEMENT	DANGERS	TREASURES
1	EMERGE THREE LEVELS IN THE WRONG DIRECTION, FROM THE NEAREST UNMARKED CAVE ENTRANCE.	LETAL DANGER - A NUMBER OF VEGEGRATE AND MUTATED ADVENTURERS (WITH TOTAL HIT DICE ROUGHLY THREE THE PIT LEVEL EMERGED FROM).	NO TREASURE.
2	EMERGE A LEVEL IN THE WRONG DIRECTION, FROM THE NEAREST UNMARKED CAVE ENTRANCE.	MAJOR DANGER - A VETERAN PARTY OF REVAL EXPLORERS (WITH TOTAL HIT DICE ROUGHLY EQUAL TO THE PIT LEVEL EMERGED FROM).	COMMON TREASURE - A FEW SETS OF DAMAGED ADVENTURING GEAR (WORTH A NUMBER OF DICES ROUGHLY EQUAL TO HALF THE PIT LEVEL EMERGED FROM).
3	EMERGE FROM THE NEAREST UNMARKED CAVE ENTRANCE IN THE WRONG DIRECTION.	MAJOR DISCONVENIENCE - THIS CAVE LOOPS AND TAKES MANY HOURS (SNG), AND IS STRENUOUS WORK. USE UP A FOOD AND A WATER RATION PER PARTY MEMBER.	TRIVIAL TREASURE - SOME PIECES OF WORKING ADVENTURING GEAR (WORTH A NUMBER OF DICES ROUGHLY EQUAL TO THE PIT LEVEL EMERGED FROM).
4	EMERGE FROM THE NEAREST UNMARKED CAVE ENTRANCE IN THE RIGHT DIRECTION.	MODER DANGER - A COMPETITIVE BUT INEXPERIENCED GROUP OF REVAL ADVENTURERS (WITH TOTAL HIT DICE ROUGHLY HALF THAT OF THE PIT LEVEL EMERGED FROM).	USEFUL TREASURE - A FEW PIECES OF WORKING ADVENTURING GEAR (WORTH A NUMBER OF DICES ROUGHLY EQUAL TO THREE THE PIT LEVEL EMERGED FROM).
5	EMERGE TWO LEVELS IN THE RIGHT DIRECTION, AND FIND THE NEAREST UNMARKED CAVE ENTRANCE.	MAJOR DISCONVENIENCE - THIS CAVE TAKES A FEW HOURS (2D4), AND IS STRENUOUS WORK. USE UP A FOOD AND A WATER RATION PER PARTY MEMBER.	VALUABLE TREASURE - ARTIFACT ITEMS THAT MAY BE USEFUL BUT ARE MORE VALUABLE TO COLLECTORS (WORTH A NUMBER OF DICES ROUGHLY EQUAL TO FIVE TIMES THE PIT LEVEL EMERGED FROM).
6	EMERGE FOUR LEVELS IN THE RIGHT DIRECTION, AND FIND THE NEAREST UNMARKED CAVE ENTRANCE.	NO DANGERS.	RARE TREASURE - AN ASSORTMENT OF LESSER GOODS, AND ONE RARE RARELY SIGHT PIECE (WORTH A NUMBER OF DICES ROUGHLY EQUAL TO TEN TIMES THE PIT LEVEL EMERGED FROM).

ON EMERGING, MARK THE CAVE ENTRANCE YOU EMERGE FROM WITH THE SAME LETTER AS THE CAVE ENTRANCE YOU ENTERED.

EXAMPLE: CHARACTERS WITH THE ROLL, THEY START ON THE TENTH LEVEL OF THE PIT. THE ROLL IS 2,3,5,6, 5 IS ALLOCATED TO MOVEMENT (EMERGE ON LEVEL 12), 3 TO DANGERS (BEHOLD OF 306 SAYS IT TAKES 11 HOURS), AND 6 TO TREASURES (THE PARTY FINDS TREASURES WORTH 10 TIMES THE EMERGED LEVEL OF 12, OR 120 DICES).

IF YOU ROLL MULTIPLE DICE WITH THE SAME NUMBER, A SPECIAL EVENT OCCURS (REGARDLESS OF WHETHER THESE DICE ARE CHOSEN)

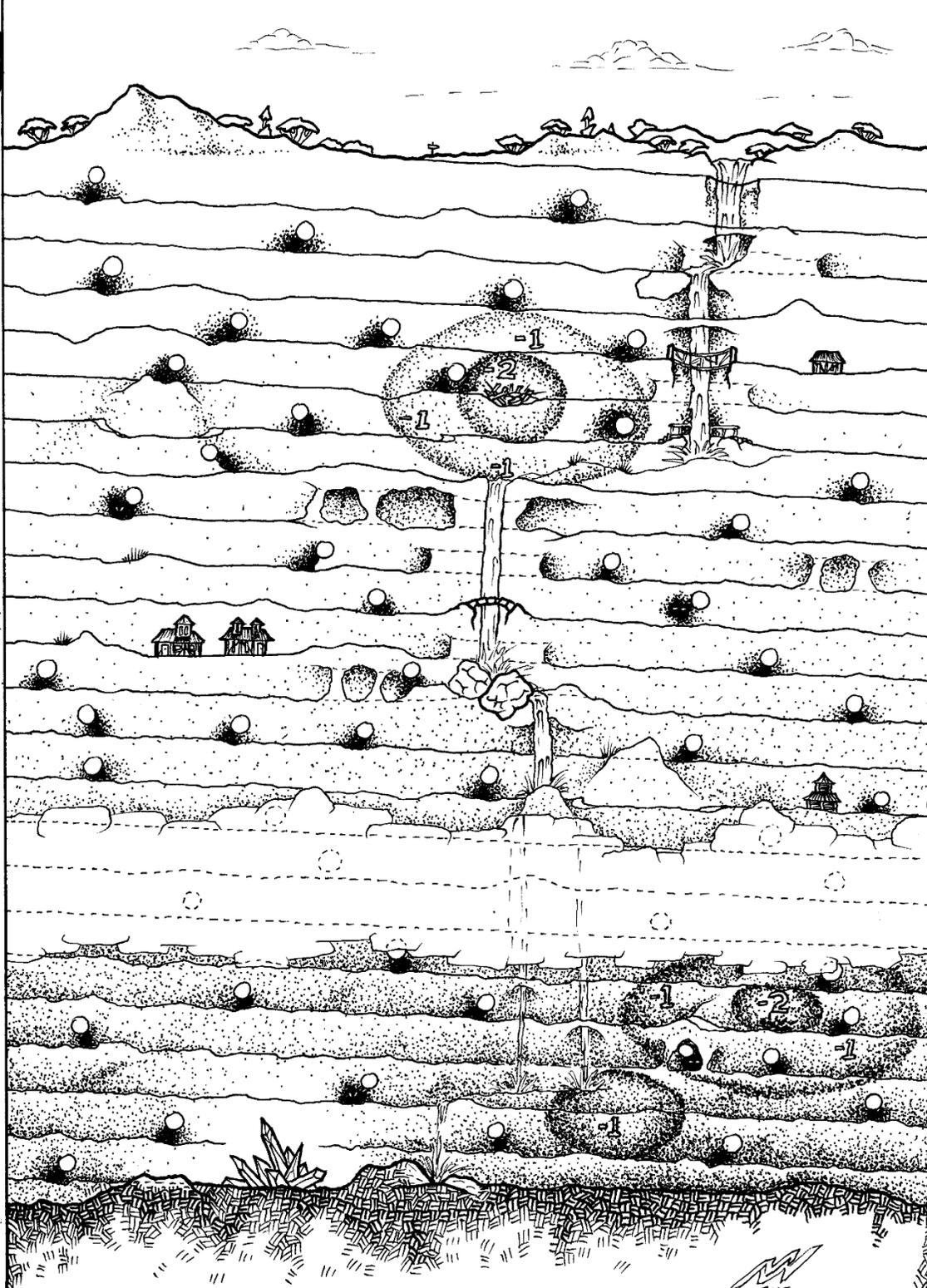
DOUBLES

(IF THERE ARE TWO SETS OF DOUBLES, BOTH OCCUR)

11	THE CAVE PASSAGE IS A DEAD END.
22	AS WELL AS ANYTHING ELSE, THE CAVE PASSAGE IS FILLED WITH TOXIC GASES (UNSUCCESSFUL SAVE CAUSES VICTIM TO PESS OUT).
33	THE CAVE INTERSECTS AN UNDERGROUND RIVER, AND WATER-SKINS OR BOTTLES MAY BE REFILLED HERE.
44	LOST EXPLORERS WOUND THESE PARTS OF THE CAVE. THEY ARE BURIED, BURIED AND BURIED.
55	THE CAVE PASSAGE IS FILLED WITH BUCKLE MAILINGS THAT FORM A VAGUE MAP OF THE PIT. YOU MAY CHOOSE TO RETELL THE EXPLORATION PAGE OR YOU NEXT TURN.
66	THE CAVE PASSAGE LEADS TO THE CLOSEST UNMARKED ENTRANCE TO THE NEAREST SETTLEMENT.

TRIPLES

111	THIS CAVE BEARS ALL THE SIGNS OF BEING WANDERED OR CHOSEN BY AN ANCIENT SHAMAN. WERE THEY KEEPING SOMETHING IN, OR SOMETHING OUT?
222	THIS CAVE IS AN UNMARKED BARRY NEST (IT CONTAINS A NUMBER OF BARRIES EQUAL TO THE PIT LEVEL EMERGED FROM).
333	IN THE PARTS OF THIS CAVE IS A CHAMBER FILLED WITH EMBROIDERED MUSHROOMS. EACH PARTY MEMBER MAY INTERACT WITH THE EMBROIDERED (CHECK WFL).
444	THIS CAVE HAS RECENTLY BEEN USED AS AN ENCAMPMENT LOCATION FOR ANOTHER BAND OF EXPLORERS.
555	THE CAVE HAS OBVIOUSLY BEEN WORKED BY MINERS IN THE RECENT PAST. THERE ARE 16 ABOUT GEMSTONES LYING SCATTERED AROUND THE CAVE.
666	THIS CAVE HAS BEEN NOTIFIED WITH CULT SYMBOLS. SUCCESSFULLY RECOGNIZING THESE SYMBOLS AND DANGERS THE NEXT TIME A CAVE IS EXPLORED.



2015