

Encounter type: **Undead, Hand of Unrest** (boss)

# Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Grips / 1-D12 x12 +12

D20 roll needed to have Gold / # of gold coins found: 1+ / 1-D12 +2 x10

D20 roll needed to have Silver / # of silver coins: 1+ / 1-D12 +2 x 100

D20 roll needed to have **Treasure** / # of treasure items found: 1+ / 1-D6 x 1-D6 (best of 2 rolls for each item dropped).

Defense: 20

Experience: 600

Life-points: 1,200

Offense: +8

Region: Volcanic Wilderland Tomb of Unrest.

### Special:

If the Hand of Unrest is defeated, it will be subdued, but not killed. A book will be found mingled within its treasure. The title page and spine of the book will read, "Tome of Chimeria". One who attempts to open the Tome of Chimeria will quickly discover an enchantment has been placed on the tome. Few can successfully open the Tome of Chimeria. The first to open it, will be the only one who can from that time forth, unless he or she is slain (in which another may attempt the same).

### To open the Tome of Chimeria:

Only one chance per 30 Travel Turns will be given to open the tome, and only sentient creatures can attempt this. For every 20 levels you have advanced, you will gain a +1 to succeed as follows:

Level 1-20: 19+ to open and read this tome.

Level 21-40: 18+ to open and read this tome.

Level 41-60: 17+ to open and read this tome.

Level 61+: 16+ to open and read this tome.

### Note:

The Tome of Chimeria is invulnerable to all forms of damage. You cannot read aloud its contents, write them down, or show them to another. Such attempts will instantly invoke the enchantment that will cause it to expel anything within its pages, slam shut, sealing tight, all in an instant.

# Legend of Chimeria:

As you open and begin to read this tome, you are swept away in a vision of its content, becoming blinded to all else but the images you behold:

Before mankind began to establish a record of their histories, there was but one single landmass; a mighty continent known as Udimia. Udimia was empty, inhabited by none, and plant life was not yet seen upon all the land. It is rumored that Udimia rose up from the depths of the sea, and was the first to become dry land. As the ages passed, mountains formed, creating extensive valleys and canyons. But, still, in all its beauty, there was a lifeless, vacant emptiness that persisted throughout countless ages.

The Great Ashurian Sea felt pity for Udimia, and so released a portion of her waters to the sky, weeping down innumerable tears upon Udimia's emptiness. As she wept, her sorrow formed rivers and streams, which formed ponds and great lakes fed by shimmering waterfalls painted with great mists, within which splendorous rainbows came to life. Many other wonders were added to Udimia for her sadness. In return, Udimia gave back Ashurian's tears in gratitude for her mercy.

In time, organic vegetation began to appear, though, in the beginning, insignificant. Over countless millennia, a multitude of organics evolved, and then began to wax strong upon Udimia, a land now painted in wondrous beauty.

Many more ages passed upon a land whose boundaries seemed endless in its expanse. In all its glorious splendor and array, there was something missing. The Sea of Ashuria had done what she could for Udimia, and now it was wait, watch and hope.

Throughout the ages, Ashuria had much time to contemplate how to go about helping Udimia. Her love for this now wondrous land compelled her to action. Commanding a large portion of what life was in her, she bid her children to go upon the land, and she would bless them. In obedience, many obeyed. Not many ages passed by, when her children, the first of these life forms, began to brave the open air, then embrace it, leaving the sea forever. At this time, the soils of Udimia was seen with new life, other than the plants Ashuria had gifted it with.

Over time, these life forms began to evolve and grow, gaining greater awareness. It was not many ages after this, that creatures began to appear within the land of Udimia; sentient life.

Ashuria wept for joy.

As the creatures of Udimia evolved, they changed; not only physically, but in thoughts, desires, wants, greed. And so began what was to become a never-ending contest of domination, one against the other. Creatures separated themselves from each other and went their ways. Some began killing, and some fled the violence. Others simply departed, reappearing in greater numbers many centuries after.

It was then, that the races of mankind began to appear, some mingling happily with others not of their kind -- others contending fiercely for the domination and control of Udimia.

Ashurian wept to see her children behaving in such a manner. She pleaded with them, but the majority of her offspring had grown estranged to her, and could no longer hear her voice. Those attuned to their mother departed back into her arms, where she sheltered them with her love and protective embrace.

A hundred ages passed by as Ashuria's estranged children continued to evolve. Many prospered and lived in peace with one another. Some species vanished forever, and some, since they had departed long ago, returned . . . changed . . .

It was at this time when the great giants appeared upon Udimia. One such giant, by the name of Chimeria, a cruel and cold-hearted creature, soon to be feared by all, began to ravaged the lands in a wake of destruction, gathering all who would fall under his banner . . . making war upon all those who dared oppose him.

The freedom of life upon Udimia was threatened; none could stand alone against Chimeria.

In the end, all nations, not under the giant's banner, gathered together against Chimeria, and he was overthrown. Even though Chimeria was fallen, he could not be killed; his terror would continue . . .

The mighty mystics of Udimia gathered together and cursed his body with Unrest; a sleepless state of forever lifelessness. This vanquished Chimeria's power, but not completely. In a last, desperate attempt to be rid of the giant forever, they cut Chimeria into pieces, placing him in prepared tombs deep within the earth. These great structures would be his prison forever. This was a desperate attempt, though it revealed a terrible truth -- that the different body parts of Chimeria, though less powerful while separated, could be re-united. It was all they could do, despite the danger of Chimeria being put back together.

The enchantments wielded by the mystics, even though their intentions were noble and just, caused a terrible cataclysm to split the land of Udimia, for as the body of Chimeria was divided and placed within each tomb, the great continent of Udimia, was shattered, divided. In this unforeseen tragedy, sixty smaller continents were scattered across Ashuria, some sinking, but most remaining upon the surface as dry land masses.

The once grand continent of Udimia was lost.

# To the reader of this book:

The location of all the parts of Chimeria are unknown, but they do indeed exist. You have subdued one part of Chimeria, or you would not be reading this tome. Be warned, the Hand of Unrest is the very hand of Chimeria. It is one of ten pieces of this giant. Should you locate all the parts of this once powerful being, there is a way to bring him back to an unliving state. The shell of Chimeria is all that remains. His power has all but ebbed away with the passing of countless ages. Should you combine all the parts of Chimeria, you could create the [Golem of Chimeria](#), which would do your bidding forever. Find all the pieces of this once powerful giant. Reunite each piece to its proper place, and you will rule with an iron fist. Not much would stand in your way, should you succeed. Good luck. As you well know, there is an enchantment, a curse, upon this tome. To speak of this to anyone is impossible, as you might already have realized. Build the Golem of Chimeria, and you can attempt the passage into greater realms, which otherwise might be too strong for you to weather. Be wise in constructing this creature and you will be the means of bringing to pass great things. As you search, you will find more tomes such as the one you are reading. As you find them, you will note that you will be the only one who can open them. Take the tomes and study them, for in them you will be instructed on what to do to continue, and then finally complete the Golem of Chimeria!

Keep the Hand of Unrest safe, for it is a part of Chimeria himself! Find the other Hand of Chimeria -- it is also located in this, the Tomb of Unrest. When you find the second hand, your task will be done here. You must then board the Harrows Fate, an ancient vessel of dark legend. This ship docks at Flame Keep, always in the dark hours of the night, when the moon is full. It is driven by long since deceased sailors, who are forever cursed to endlessly escort all who board to South`Rend. It is rumored there is more than one Harrows Fate. Remember, when the moon is full, it will dock long enough for you to get on board. There is one more thing. If you carry the Hand of Unrest with you, merely stand upon the docks and the Harrows Fate will appear at midnight to take you to South`Rend (you will not have to wait for a full moon). Warning: Even though the skeletal crew of the Harrows Fate will fight for you upon the open sea, the journey will be dangerous. Another thing: **DO NOT STEAL FROM THE CREW OF THE HARROWS FATE.** There are chests of treasure below in the galley, endlessly guarded by the crew of this ship. It is rumored that it is possible to take the ship and the treasure, but it is a risk you will have to take yourself. Within the continent of South`Rend, you will find another part to Chimeria. Look for the Arm of Unrest (there are two that must be found). If you survive to find both arms, further instructions will be given.